Lucid Dream Activation Code [hacked]

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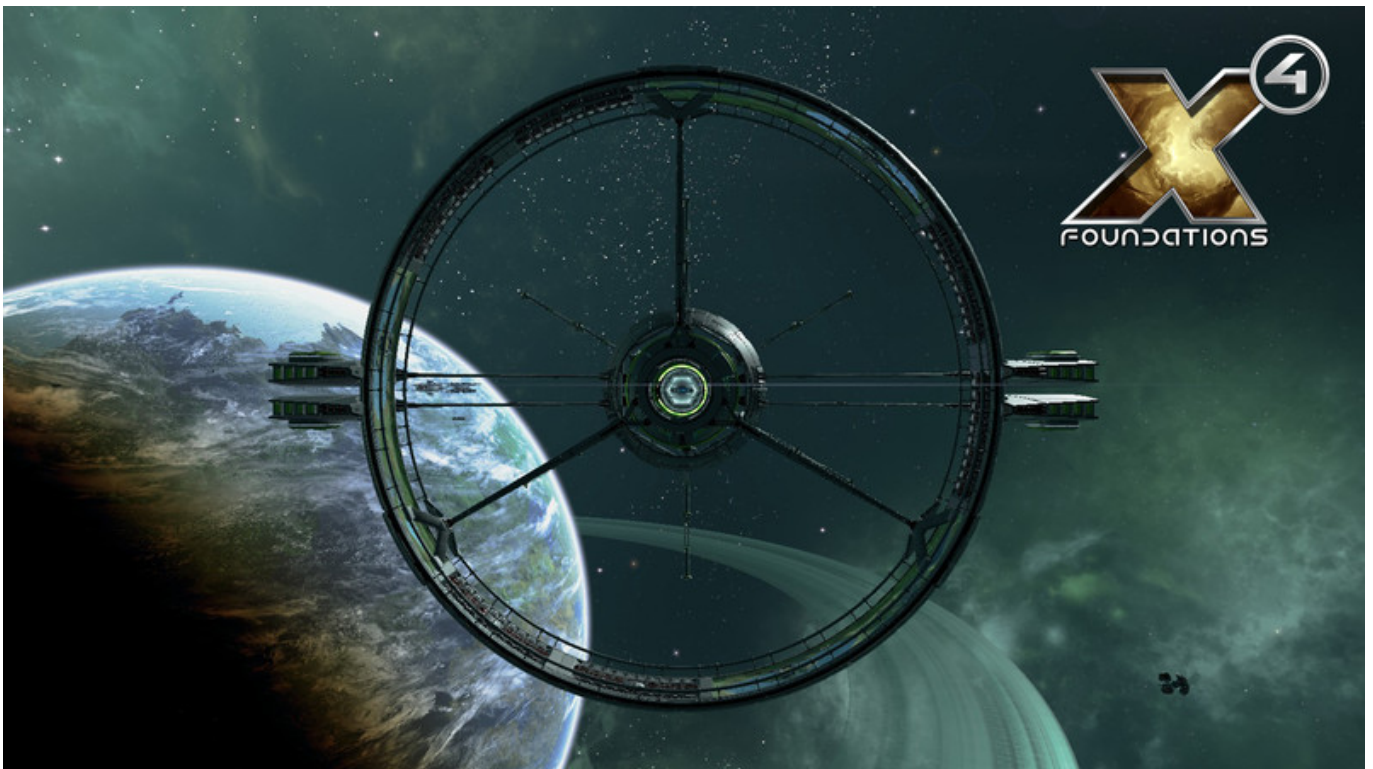
About This Game

Lucid Dream is the story of little Lucy, who goes on an adventure into the world of dreams with the mission to save her mother.

Lucid Dream is an award-nominated, handcrafted, colorful and emotional point&click adventure game. During the mission to save Lucy's mother, you will discover worlds such as:

- Lunar roofs - where Mr. Moon will ask you for some help.
- Oneiromancer's Planet - where you will awaken the mysterious Dream Interpreter.
- Land of Souls - where you will help a lost spirit find peace.
- Hills of Grief - where you will rescue the centaur Chiron from eternal pain.
- Mind's Atelier - where you will solve dr Frank's riddle.
- Deserts of Time - where, despite warnings from Watchmaker of Light, you will try to change your fate.
- Swamps of Seeing - where you will find your way through the stars and face your fears.

You will find almost 200 items in the game and meet lots of amazing characters, such as: Oneiromancer, Watchmaker of Light, Angle Metatron, Blind Manticore, or The Dreamweaver.

Title: Lucid Dream
Genre: Adventure, Indie
Developer:
Dali Games
Publisher:
Dali Games
Release Date: 8 Oct, 2018

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Minimum:

OS: Microsoft® Windows® Vista/7/8/10

Processor: Dual Core 2,3 GHz

Memory: 3 GB RAM
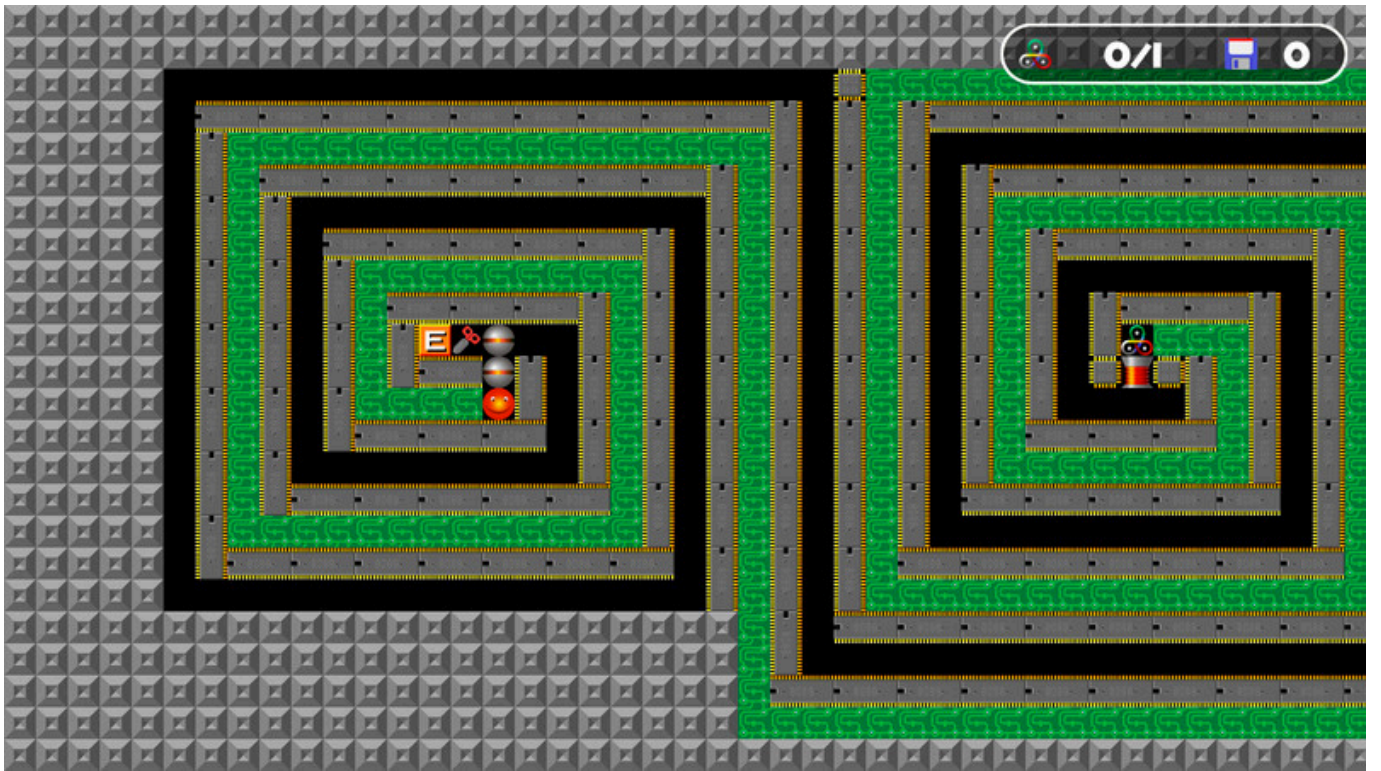
Graphics: Intel HD Graphics 4000

DirectX: Version 11

Storage: 1500 MB available space

English,Polish,French,Russian

Interesting mini-game, very cute and entertaining soundtrack, but why the small resolution ?. There's no functional or gameplay content in this package, just cosmetics.

But, who can say no to pretty pirate outfits?

They are good looking (The best one right now i think) in my opinion even if they are "cheap" (Cheaper than most of the outfits dlcs) Here's the 6 outfits if anyone want to see them before buying - http:\/\/imgur.com\/a\/hSTeC. This actually takes the cake for worst not-even-game I've ever briefly tried to play.

I played Dwarf Fortress for years. I'm not of the faint of heart.

This interface is *terrible*. The videos that are excused as a tutorial -- that you can only find linked defensively in a release notes update of "oh yes there are turotials you must be mistaken!!111!" -- are almost unbearable: they are both paced horribly, full of fluff, in absolutely no order that makes sense for what you need to do as a beginner... there's more time spent badly voice acting about the incoming threat than there is *teaching the damn game*.

The 3d view can only be used at 8 angles. Why? They're all on the same inclination, by the way, and it's the absolute worst one for viewing 3dimensional objects. Hope you enjoy that, I guess? The UI doesn't even *try* to raycast to put your machines in the correct place when you hover over the side of another object. The select boxes for bulk operations like "pick up these 1000s of useless drops" can't even be started except on squares that contain one of the drops; so if you want to select an area, but can't find a dropped item *in the corner* of the area you want to select, too bad. It's just... what on earth was the developer thinking? How is this even remotely usable?

And those 1000s of useless drops, incidentally, *must* be picked up, because your drones pathing through them will take damage.

Right up until suicide.

What. What is the gameplay purpose of that. Why. Honestly just why.

I could keep going, but it's just a fractal of things like that. There's just massive amounts of ridiculous minutae, bad UI -- don't even get me started on the inventory configuration mess; you *will* have to click a half-dozen times to configure _every_ _single_ _storage_ you ever build, and you will build a lot of them -- and none of it serves any interesting gameplay purpose, at all. A cookie-clicker has more semantic value and interesting choices per click than Recog does.

Again, I'm writing complaints about this UI speaking as someone who played, then even modded, Dwarf Fortress, for years. Recog is not challenging or a game for the galaxybrains: it's simply a mess.. My favorite airplane of all time so i had to have it. No problems at all with download, flying is nice and smooth. I have to admit my favorite part is the sound when flying overhead. They did a good job with this ,Would recommend.. It would help if there was a tutorial that shows us how to work multiplayer, its a good game, but i feel it would excel if only i could play with my friends

im not saying that this game isnt enjoyable it just does not entertain for long. The game lacks excitement and a desire to play more and the actions yoyu take as a player become repetive and meaningless. i would not reccomed this game to anyone looking to invest large ammunts of time. Best locomotive in game, if you don't buy it you will never succeed in life.. Really digging this game. I'm much more into RPGs than side scrollers, but grabbed this one, and for the price, I was actually really surprised. The 3D environments are engaging, the puzzles are challenging, and I had no idea there'd be something of a story there (a small one) and a decent amount of humor as well. I was honestly surprised to find the game this much fun and with a professional presentation (once you get past the intro, and outside of the text presentation, it really presents itself well). I half expected one of those games made with one of those "GameMaker Studio (tm)" games (like Hotline Miami). Naaaaa! Not this one. :). I don't think I'm smart enough for this.. I paid 99 cents just for the doll lol.. It's a very interesting and fun game, I honestly feel a little bit bad for giving it a negative review.

However, there are a couple of problems.

First of all, it crashed on me 2 times during my 4 playthroughs and I lost 2 of them. Not fun and the crashes were random.

Second of all, (and this is my biggest gripe with the game) there is no manual and the information on game mechanics is lacking. The tutorial explains the super basics, the tool-tips help a little bit but still not to the point where you know how to use them. What's the difference between attack and march? How are odds calculated? How is damage calculated? Why the hell did my units run away? Mechanics of control zones? How does scouting work? How do levy's work exactly? Why can't I click those levy buttons on the bottom at all in any of the towns? etc. etc. on practically every mechanic in the game. You're just left guessing which you shouldn't be at all in a strategy game.

Also the price is too steep for the amount of content right now.

Once a manual gets added I'll change this to a thumbs-up.

Dev suggestions:
Make a manual
Add an event log for every impulse in the replay like "Goblin horde fought humans at X and humans retreated" or whatever. The UI is a bit crappy.. Second Strike includes an additional single player campaign called "Unfinished Business" with refined AI and new challenging levels. It also introduces a new multiplayer mode (Capture the Flag) and three additional weapons: the M200 and L96 sniper rifles and the Desert Eagle high caliber pistol. Its fun to have with this game because it just adds more to the story. The downfall of this dlc is that there is only 3 campaign missions in single player which doesn't take to long to beat. The multiplayer aspect of this game is still alive but low in compared with other games today. If you enjoyed this main games story then this is one dlc not to pass up. I enjoyed the dlc and the main game, if you love sniping then this is game for you!. I really wanted to like this, but its painfully average.

Here is the current status for me as of July 2017

Goalie - ok, quite challenging, although you have no head or body so the ball can go through you.
baseball - gets boring quick, only home runs count, infield hits score nothing
Skeet shoot - not too bad, but gets old quick as its just left\/right traps only.
basketball - just dull. Although I don't like basketball.
Bowling - plays pretty well actually, although desperately needs multiplayer. Local or net.
Archery - I find static target shoots boring in any sport, so not loving this. Needs more variety.
Boxing - absolutely terrible. Hit register is hopeless, guy stands far too close making you back off until you hit the wall.
Karts - feels like it doesn't belong here, only played it once, frustrating horrible deadzone on steering.
Table tennis - not tried as DLC, looks very arcade.
Golf - not out yet.

I'll update if and when anything improves.