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## Interworlds Patch



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### About This Game

#### Story

It's a world of sword and Magic,  
Evil comes and invades the earth,  
Can the hero control the magic which beyond spaces,  
And achieve an epic revenge?

Stars shining in the dark.  
Can people understand  
The world outside the world?

#### Game Features

##### 1. Cross spaces:

Worlds are connected by each other. The hero can control himself in different worlds at the same time. If you do something in the mini-world, the huge character will do the same thing in your world. With this magic, hero will build bridges and solve puzzles in the adventure. It made Interworlds become a third-person and first-person game.

##### 2. Magic:

There are several kinds of magic for you to learn, such as fireball, ice and wind. Cast the spell across spaces, and destroy enemies.

##### 3. BOSS battle

The huge boss is waiting for you at the end of the adventure. The epic fight will be in an open environment.

##### 4. Adventure

Hero will experience different kinds of scene, such as river, relics, valleys, desert, ladder and tower. The adventure is full of

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fighting and puzzles for exploration.

☒Control☒

Down button of thumb pad:Move

Left button of thumb pad:Summon/hide sword

Right button of thumb pad:Summon/hide mini-world

Trigger:Grab,Pick,Drop,Cast spell

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Title: Interworlds  
Genre: Action, Adventure, Indie, Early Access  
Developer:  
Smartmelon  
Publisher:  
Smartmelon  
Release Date: 23 Oct, 2017

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core i5-4590

**Memory:** 8 GB RAM

**Graphics:** Geforce GTX 970 OR AMD Radeon R9290

**DirectX:** Version 11

English,Simplified Chinese







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A fun adventure game based on an interesting concept of using a mini world to influence the real one. You'll go from point A to B, fight some mobs and use your mini world to progress. It's fairly basic and light on content but the price is decent.. After trying the demo for interworlds. I became very interested in what the creator would do with the mechanics (mini world especially) and unfortunately I cannot recommend this game at this time.

Pros : (They ARE there!)

The concepts are sound, and the visuals impressive for an early stage of development. The creator has even updated the visuals to be more framerate friendly even with ragdoll physics. The levels feels lush and like they didn't just slap some geometry together.

But what it has in flair it lacks in substance.

Cons :

Mechanically right now this game is clunky, and not player friendly. Controls are locked unnecessarily when tools are present. Thinking outside the box isn't rewarded, and certain in-game interactions conflict with the theme the game is trying to promote. Let me present some examples.

The mini world offers players the opportunity to move MUCH larger objects than themselves, and it creates some fun interactions with the world. One part lets you place a bridge across an otherwise unpassable river. One part lets you use a massive block as cover from a handful of archery goblins! However, my phrasing is deliberate when I say it "Lets you" do these things. What if you try something new? Lets use the bridge on a different part of the riverbank to get behind the goblins... Nope, it locks into place to create the only traversable walkway. What if you want to use that large block to SMASH the goblins instead of use it as cover? Nope... passes right through them. What if I want to teleport or quickly access mini world with my sword hand? NOPE gotta un-equip the sword first. No "auto-sheath" function, really? And you can only access many features from pedestal boxes with the necessary piece you need for the obstacle. For example, a "boss" stands between you and the end of the level, and you quickly find your sword is useless. Instead you are offered a fireball spell that needs to be pulled from the box for EACH use. Standing still means the boss doesn't even kill you however, so it's NOT very threatening. Just another exercise in tedium to finish EXACTLY what the game intends you to do.

TLDR:

This game has GREAT potential, but someone with some game design background should work with the creator to flesh out the mechanics and breath some life into this already potential filled project. As it stands however, I find it unplayable due to being bland and nit-picky about what you're allowed to do at any given moment.



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