Child Of Light Download For Windows PC

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About This Game

Aurora, a young girl from 1895 Austria, awakens on the lost fairytale continent of Lemuria. To return home she must fight against the dark creatures of the Queen of the Night, who have stolen the sun, the moon and the stars. At stake is not only Lemuria, but Aurora's true destiny.

Key Features

An Adventure Waits!
Created by a talented team at Ubisoft Montreal using the UbiArt Framework, Child of Light is an RPG inspired by fairy tales complemented with a story carefully crafted in verse and rhyme. Step into a living painting, the breathtaking scenery of Lemuria is an invitation to explore a long lost world.

Enter the World of Lemuria
Across your journey through Lemuria you will encounter many eccentric creatures, from spirits of the forest to talking mice to wicked witches and evil sea serpents. Discover a vast land with iconic locations and exciting dungeons that will evolve as Aurora regains the stolen lights.

Fight the Dark
Battle enemies using an Active-Time Battle System alongside the firefly Igniculus and other members of Aurora's party on their quest to recover the sun, the moon and the stars. Beat your enemies using a deep party system and the varied skill trees of your party. Play with a friend as both Aurora and Igniculus using the seamless drop-in drop-out cooperative multiplayer.

Title: Child of Light
Genre: RPG
Developer:
Ubisoft Montréal
Publisher:
Ubisoft
Release Date: 29 Apr, 2014

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Minimum:

OS: Windows Vista, Windows 7 SP1, Windows 8/8.1 (32/64bit versions)

Processor: Intel Core2Duo E8200 @ 2.6 GHz or AMD Athlon II X2 240 @ 2.8 GHz

Memory: 2 GB RAM

Graphics: nVidia GeForce 8800 GT or AMD Radeon HD2900 XT (512MB VRAM with Shader Model 4.0 or higher)

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 3 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

Additional Notes: Windows-compatible keyboard and mouse required, optional Microsoft XBOX360 controller or compatible

English,French,Italian,German,Japanese,Russian

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full of humor and fun for 1,90 only love tf2 you like this also. FIRST LOOK REVIEW
Since i didnt play much it was annoying for myself pretty fast so its all with a grain of salt since i didnt reach endgame and toooo far into the game i finished a bit after the first time reaching the hub
For anime Fans who only go for that it might be good.
Since i was searching more than a game with anime graphics i have to say it was nothing for me.

The sounds were decent
The comments of the charakters questionable
The fighting compared to nioh or other highgrade games in that pricecategory feels like you play with 2 seconds delay (a hit has to be finished and then has a small global cooldown before the next move animation gets chained at least it felt for me that way)
No performance problems on Intel I7 8x4,6 Ghz
2 Amd R9 Nitro Fury
and 32 GB DDR 4 ram
So there no complaints. So I played in predecessor of this game(suprisingly, it was... "Steampunk tower"), I really liked it so I had really high expectations for v2. And I was not disappointed.

Things I found really good here:

- authors made excellent work on storyline(no, there is no interactivity or branching) and artwork

- levels become harder and harder to win

- different and cinematic bonus weapons

- "most effective weapon" concept, super-shot and shields ideas look quit solid and needed some time to get into

- bonus levels to get special weapons - really hard(have passed just 2 of them) but really interesting

- enemy units has their unique abilities and even behavior(while your weapon is shooting to the nearest enemy some may stand far away and shot you from there)

Things are contraversial in some way:

- upgrades' map looks more complex than it means(especially with "spares specific for this weapon type")

- same-level upgrades does not really differ(while choosing weapon "branch" may make you regret on your choice some time later)

- it looks like placing weapon on different stage affects its shooting range in vertical dimension but does not matter in

horizontal one(while it could make strategy more flexible but not complicated)

- I did not like an idea with restrictions depending on current level like buildings, weapons and especially discovering regions at map

I definitely see this game really interesting and will play it from very start one(or two?) more time(s).. I always enjoy doing these puzzles and spaing out. It would be nice if there were a hint button to the game

6.5\/10. The artwork is cute, the gameplay is exactly what you're promised, and the music and sound effects work perfectly with the art style. The game is chill, relatively simple to learn and very accessible.

At its current price point of 3.99 I can't recommend it enough if you're looking for something to just sit back and chill out to the music while your tenants live their lives, pay you rent, form a family and eventually die for your schemes of world domination.. Good time waster when you have you have less then 30 mintues to play. A well designed environment and atmosphere, very moody and fun to explore with some nice touches and effects that are triggered by the players movement. I did get a little stuck running around areas I didn't have to be but after a glance at a walkthrough video, it became obvious what I had to do. Its an enjoyable game worth checking out, alot of unexpected things happened, especially that ending :D

One bug I'd like to point out to the developers, is I was not able to re enter the cave, it said I need a flashlight even though I did have it equipped.

great setting with a lot to discover and explore. Reccomended!. .. Really fun, I hope the art style only improves for the full release.
Needs more Arenas to fight in.
Worth your time, if you play fps games with a controller you should own this game.
Its an excellent way to train your thumbs to aim.
Music is great
Visuals are great
and its really cheap!

This game has a nice premise but I don't think it was quite what I was looking for. One of my favorite things in the world is my music and I used to love those music players that would sprial into patterns in sync with the music and upon the description, I learned you could shoot enemys as well.

So I loaded up the game, did some tinkering to get spotify to work and played my favorite battle soundtracks. I barely noticed a difference in the climax and when I first started, I wouldn't move at all. After restarting the game, it finally started moving and I hid the HUD so I could watch the colors first. While everything pulsed, it didn't quite seem in time with the music. So I gave up on spotify and tried to add a song in directly. It added fine but again, I didn't really feel like it moved any faster or slower or there were any big explosions of light when the songs climaxed.

I ended up running through several different options and spend a lot of time trying to fine-tune it thinking it might be possible but to no avail. This game let me down a lot from what I was expecting. If you want to listen to some music and shoot some things. I'd recommend finding another game and playing your music in the background. Otherwise, you'll find yourself listening to your music shooting easy enemies in a boring but pretty universe.. I LOVE this game. With the latest update that slows your oxygen loss, the game has achieved a wonderful balance. It's not too easy, but also not punishingly hard either. When I first bought this game, I died something like 10 times in the first 2 hours of play. Not enough oxygen, impossible to find seeds for planting both oxygen and nutrition plants, no energy canisters to be found... needless to say it was VERY difficult (for me). However, with the latest update, things are wonderful! I get a strong sense of accomplishment, and a craving to revist the world. The oxygen levels are more balanced, and you can progress at a fair pace. I'm a big fan of Conductor, and I'm really excited to see where this game goes!

EDITED

I originally posted that there was a glitch with the arm quit button not working and ruining saves. Within a day of posting it, the devs had responded, created a hotfix, and patched it. Amazing devs! Get this game!. 5.5/10 mark

For both story line

1st half story make me sleep, 2nd half story is fine but ending is ended suddenly. Gave me a headache. No rhyme, no reason, just distorted graphics. Looks nothing like the screenshots. It just lets you reset the camera to black, then goes all white with some vague hint of colors in the white void.
I'd pass on this one. One of the fastest refund decisions I've ever made.. No.
Really...just no.
I don't remember how this got into my library, but I regret it.

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