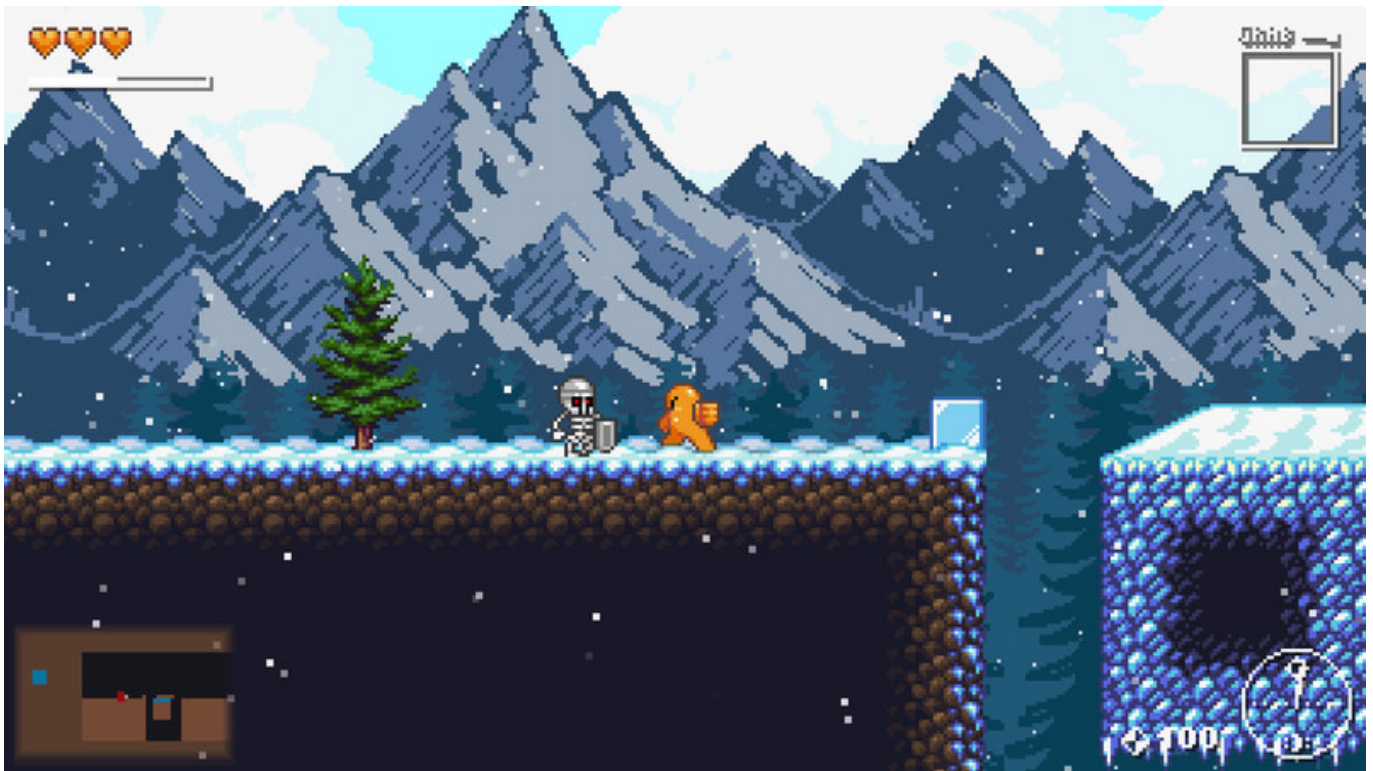


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## RPG Maker MV - Cinematic Drums Free Download [License]



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### About This Content

Nothing invokes the sense of battle better than huge, tribal, epic drums. Since the earliest days mankind has used drums to invoke the wrath of the Gods, for communion with higher spirits, and to instill fear in the hearts of the enemy.

Bittersweet Entertainment brings you Cinematic Drums, a fantastic mix of battle ready thunderous themes, ethnic performances, modern EDM and techno hybrid beats, all the epic, bold, and battle ready rhythmic beats your games and battles need.

Track list:

- 1- Ancient Method
- 2- Beast Drum
- 3- Crucial Tom
- 4- Death Rate
- 5- Drumland
- 6- Electric Desk
- 7- Epic Taiko
- 8- Filmbeat
- 9- Filmbeat 2
- 10- Filmbeat 3
- 11- Filmbeat 4
- 12- Gold Tower
- 13- Goliath

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14- Goliath 2  
15- Horror Effect  
16- Huge Impact  
17- Impressive Hit  
18- Machine's Drum  
19- Metal Bell  
20- Metal Bomb  
21- Metalman  
22- Metalman 2  
23- More Than Now  
24- Old Kit  
25- Poison Drum  
26- Ring of Power  
27- Rolling Cake  
28- Short Tom

Features:

- 28 BGM themes
- Composed with high quality drums and percussion
- .M4A, and .OGG formats included
- Tested in and formatted for use in RPG Maker MV

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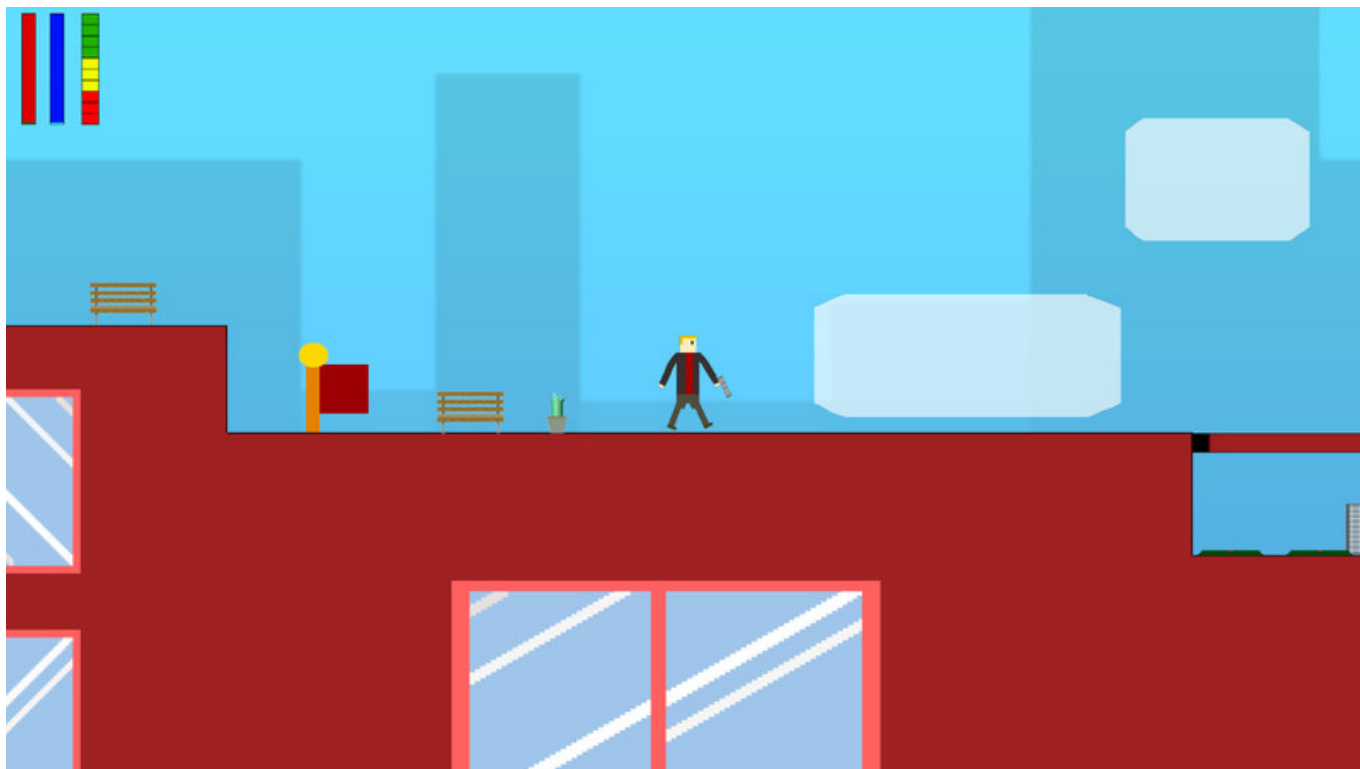
Title: RPG Maker MV - Cinematic Drums  
Genre: Design & Illustration, Web Publishing  
Developer:  
bitter sweet entertainment  
Publisher:  
Degica  
Franchise:  
Maker  
Release Date: 9 Nov, 2017

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English,French,Italian,German,Russian,Japanese,Korean,Traditional Chinese,Arabic,Simplified Chinese







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rpg maker mv - cinematic drums

Is this a good game? No.

Is this a good Metroidvania? Yes.

Here are my pros\cons:

#### Pros

- Amazing music.
- Really strong MV elements. Great exploration. Plenty of ability-gated areas and backtracking in the large world map.
- Somewhat profound ending\meaning to the game.
- Items to pick up don't disappear.

#### Cons

- Clunky movement and platforming. No directly diagonal jump (can only jump up then move in air, or move on ground then jump), some platforms seem to extend longer than they appear, some things don't look like platforms and you'll unexpectedly land on them.
- Clunky combat. Inconsistent hitboxes (see flying skulls and jellyfish. Basically same enemy, but hitboxes are wayyyy different). The movement issues listed above affect combat (bad jumping to avoid damage, landing on wrong platforms, etc)
- On one occasion UI got in the way of a platform needing to be carefully jumped on.
- Major balance issues (some enemies seem too burdensome to deal with, damage from off-screen\falling onto damage, some bosses are either extremely easy or frustratingly difficult, etc).

Overall, I'm glad I played the game. I'd suggest it for any MV fan. For the variety gamer? YMMV. Just be prepared for some frustration, but not by design. Game is just really rough around the edges, but worth a play.. In my opinion this is the best route so far released for TS. Variety of routes and rolling stock and motive power. Also a variety of types of scenario particularly the dozens available on workshop which of course are free. However i do have 1 gripe and that is no map provided in the manual. This is a minor item in some routes but for a network such as this i would think it would be useful for anyone who wants to get the most out of the route. Yes i know about the 9 key but i think a map that you can print out of the manual would be very helpful in any network route. Still love it though. tl;dr This game merely simulates a freemium style currency, it doesn't actually cost additional money. This is tedious and boring by design, in order to teach you how f2p mechanics try to seduce you to spend money on a "free" game. Unfortunately eventually the game interface becomes the source of tedium, and no amount of the simulated and premium currency can be used to "buy" your way out of it. I resorted to a macro tool and save game editing.

#### Full review:

This game was very cheap to buy and it's also cheaply made w\w\ music, graphics, 3d models etc. But that's not what this game is about, so I don't have a problem with that.

This game is tedious by design, as many f2p games are, in order to teach you about f2p mechanics and how you're enticed to spend money on such "free" games.

In this game you can buy premium "gems", but first you must generate money at \$0.10 per click. This seems acceptable to make it seem like you're working for your money: It takes time and is generally not that much fun.

I have cheated my way out of this by modifying the save game data. Maybe this is one of the lessons the game is trying to teach. You should cheat because it's unfair by design anyway :D I wrote a little guide explaining how to do this:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1589029152>

Unfortunately, eventually the game's bad interface design becomes the source of tedium, not the simulated f2p mechanics. There's a quest where you have to reinforce bunch of items to level 10. You have to drag and drop three consumable items and then press a button and there's a chance your item will level up. The consumable items can only be obtained through these "gems".

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I felt like the game made its point: you have to spend gems to progress, which is combined with a gambling mechanic so you don't really know how much it will cost you until you're done. And it'll cost a different amount every time you try.

Having to repeat the dragging and dropping to reinforce these items became the source of tedium, even with infinite amounts of gems available.

But a simple button to "retry with the same options", which would still consume the items I had to drag and drop, would have solved this issue and still gotten the point across.

I resorted to using Mini Mouse Macro to automate the process. It may look like I've been playing this for a few hours but that was mostly Mini Mouse Macro "playing" the game for me. Actual gameplay was probably something like three hours.

This game feels dated in 2018 though, with developments like full price AAA games having loot boxes, and how in some countries those are now considered illegal forms of gambling because it targets children.. Decent DLC as usual.

The character demonhunter is quite fun to play!

Didn't get a chance to play the other one yet, since you have to unlock it first.. Saying the locomotion is broken is an understatement. Once in a while It moves in a general direction without me doing anything. When you do want to move and use the trackpad, it can't figure out where "forward" is. Is always shifted to the right or left. There is also a gap between the virtual floor and the real one. I thought it was a calibration thing but its only happening in this game.



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short but great with friend. Hope to see more chapter. this game pretty cool. i beat the game..whoops wrong button. Its a beat'em up- you know what to expect.

Big Action Mega Fight sticks close to its mobile roots- with upgrades and grinding galore. The stages are short and simple with a good amount of style thrown in. If you like beat'em ups, get this for the phone- not the PC. It was made for killing time on the train or waiting. Its not a bad game for the price, just the wrong platform to sell it on.. If you're looking at this game and asking yourself "hmm, maybe I should get this game" I'm telling you this right now. Do not get this game! It's waste of time and money that could've been used on the older better 2010 Hunting Unlimited. This game proves that graphics isn't everything, because this game is missing the basic features that the 2010 model had in it. The game feels clunky and empty. There's no "Complex" method of playing this game like 2010. So I advise you to never get this game. Waste of money and I even wouldn't play this even if it was free.. Best game of the year 2015. Do NOT buy this game at full price.

Well if you read the first sentence you might think this game is awful,well it isnt.The biggest problem this game has is thats for the majority easy or casual puzzler so if you exspect a challenge you will find only a half a dozen brainteasers. This game could do so much more with the ideas and mechanics and thats the main problem. Wonderful art style and very relaxing music. For me this games pricetag is way to high when you take that the game offers little challenge. . The game concept is very promising. But the implementation is eh....probably made 15 years ago and now, the guys found the code.

If you have the demo, you have the game. Tactical combat is the only part of the game -that is a game. The strategic piece is almost zero. Graphically it is not impressive at all.

Tactical combat graphic is a little bit better. But the mechanism is ridiculous. Your soldier cannot hit the enemy from 50m with a rifle. Nonsense. Drop hand grenade just in front of him on the ground. Enemy hit you from 100m. Nice. Only way to kill the enemy if you charge and shot down from 2-5m.

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