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## Dark SASI Portable

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### About This Game



Once a year, in an unknown world called "Dark SASI" is a 5d3b920ae0

Title: Dark SASI

Genre: Action, Adventure, Indie, RPG, Simulation, Sports, Strategy

Developer:

Narko Games

Publisher:

Narko Games

Release Date: 18 May, 2018

English,Russian

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One day I will get past the first 3 or 4 enemies. No, seriously this seems like a (Russian) parody of Dark Souls. And it would not be that bad if the gameplay was ok . But the controls are really hard so I quickly gave up on this. Never buy this at full price, that's my only advice.. this is like drunk dark souls donu00b4t buy it. is not worth the pain. 1/10 one of ten just because I donu00b4t know how is not constantly crashing.. This game is awful. Awful hitboxes, 30 enemies cramped up in a tiny room that almost instantly kill you, bosses that aren't inside rooms but in the "open world", so you have to fight said 30 enemies next to the boss. Or you can choose to fight them beforehand. Either way is impossible. The game looks good enough, though it has tons of visual bugs, and the first level is fine. Everything after that is pure unadulterated nuclear waste. The developers knew

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that, probably, since only the first level is actually subtitled in english (russian dialogue) - everything after that isn't. Not like the plot would be of much interest anyway, probably - from what I could glance, it's the same quality as the actual "game". Imagine Dark Souls, if you will. Why is that game so fun? Because you slowly press forward in a dangerous world, find bonfires that serve as a light in that world and a checkpoint. You slowly amass souls, level up your character to get stronger, and preserve against hard but fair bosses. This game takes all of that and throws it out the window. Fighting is basic, with like 3 different attacks. You can block attacks but that doesn't always work for some reason, even against the same attack twice in a row. There is no character development, no items, no inventory, nothing. Just an enemy-filled area before a boss that will also be enemy-filled unless you clear out all 30-50 enemies before that boss - which is about as fun as it sounds, with this battle system and attacks that almost instantly kill you, with no way to heal. Oh, actually, there IS a way to heal. You ready for this? You heal automatically over time. Filling up your entire health bar takes about TEN MINUTES. So, long story short - Dark Souls this isn't. It's a bug-ridden mess that looks nice, but is actually frustrating to play and impossibly "difficult" in all the wrong ways. It's not even worth a laugh - it's that bad. Stay far away.

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