
Azuran Tales: Trials Full Crack [full Version]



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About This Game



Azuran Tales: Trials offers a different take on platformer gameplay with a hardcore combat experience, punishing levels and brutal enemies to defeat. Don't expect any help as you explore all of its handcrafted levels full of lore, monsters, traps, and unique Bosses. This game is straightforward and hard to beat. Magrath's trickery won't be stopped with just one or two bodies clogging the gears of his traps, so you will be forced to learn and adapt or fail and die each and every time!



Drukandra, the God of the Dead, Ruler of the Underworld, found your soul worthy for his quest. After granting you his

blessing, you are sent to hunt down Magrath, an entity shrouded in mystery, who wields great power and wishes to claim the world of Azuran as his own. Only by finding the hidden pieces of the Amulet of Valor can you bring this foe down, but doing so won't be easy. Deadly traps and villainous enemies await you for Magrath knows you are coming, and he doesn't intend to make things easy for you!



15 handcrafted levels;
Different environments - Dungeons, Caves, Cities, Underground and more;
Choice-based character progression;
Deadly mechanics;
Awesome Boss fights;
Nerve-shattering reaction speed usage;
Battle Cleric class gameplay and storyline;



On release:

Battle Cleric class, gameplay and storyline

Post release:

More info soon guys!

Title: Azuran Tales: Trials
Genre: Action, Adventure, Indie, RPG
Developer:
Tiny Trinket Games
Publisher:
Tiny Trinket Games, Phangd
Release Date: 1 Jun, 2018

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Minimum:

OS: Windows 7 (64-bit)

Processor: Intel Core i5 / AMD Quad-Core or better

Memory: 2 GB RAM

Graphics: NVIDIA GeForce GTX 630 / AMD Radeon

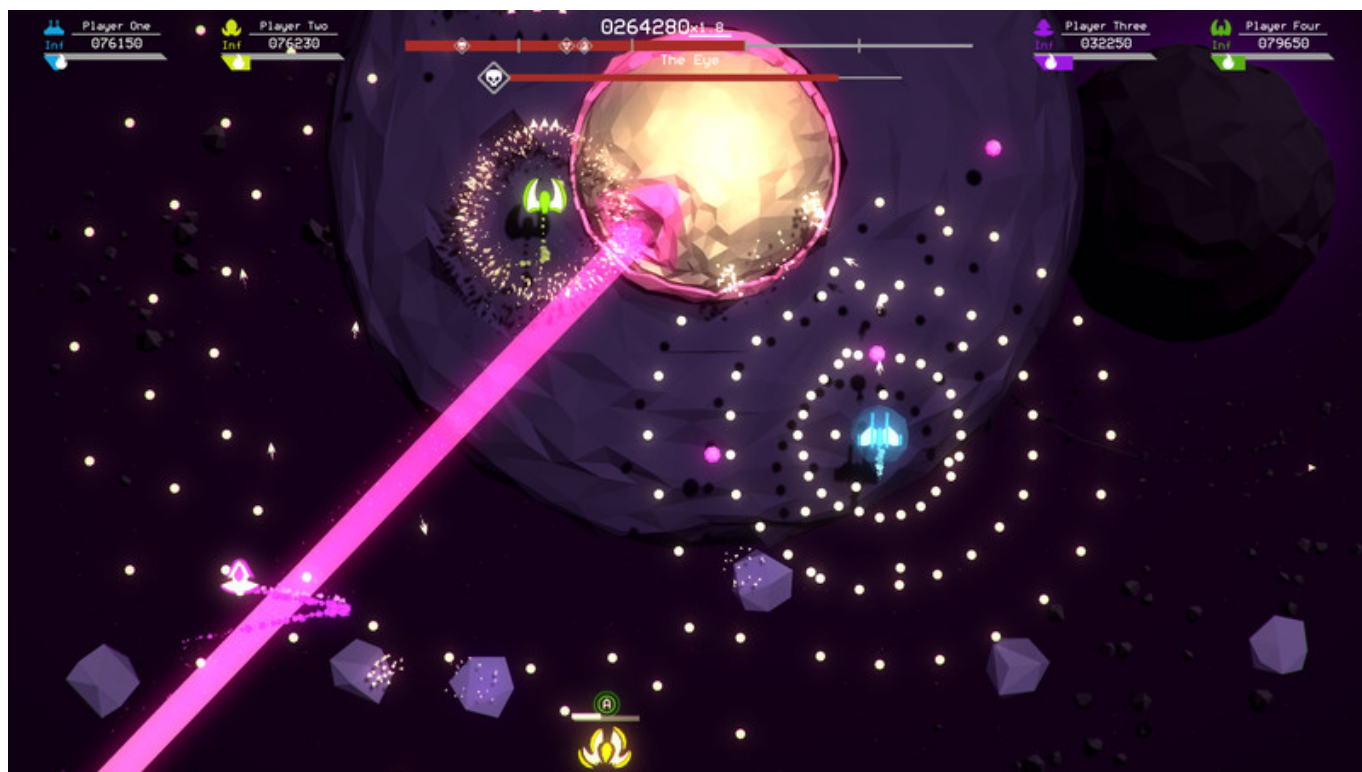
DirectX: Version 11

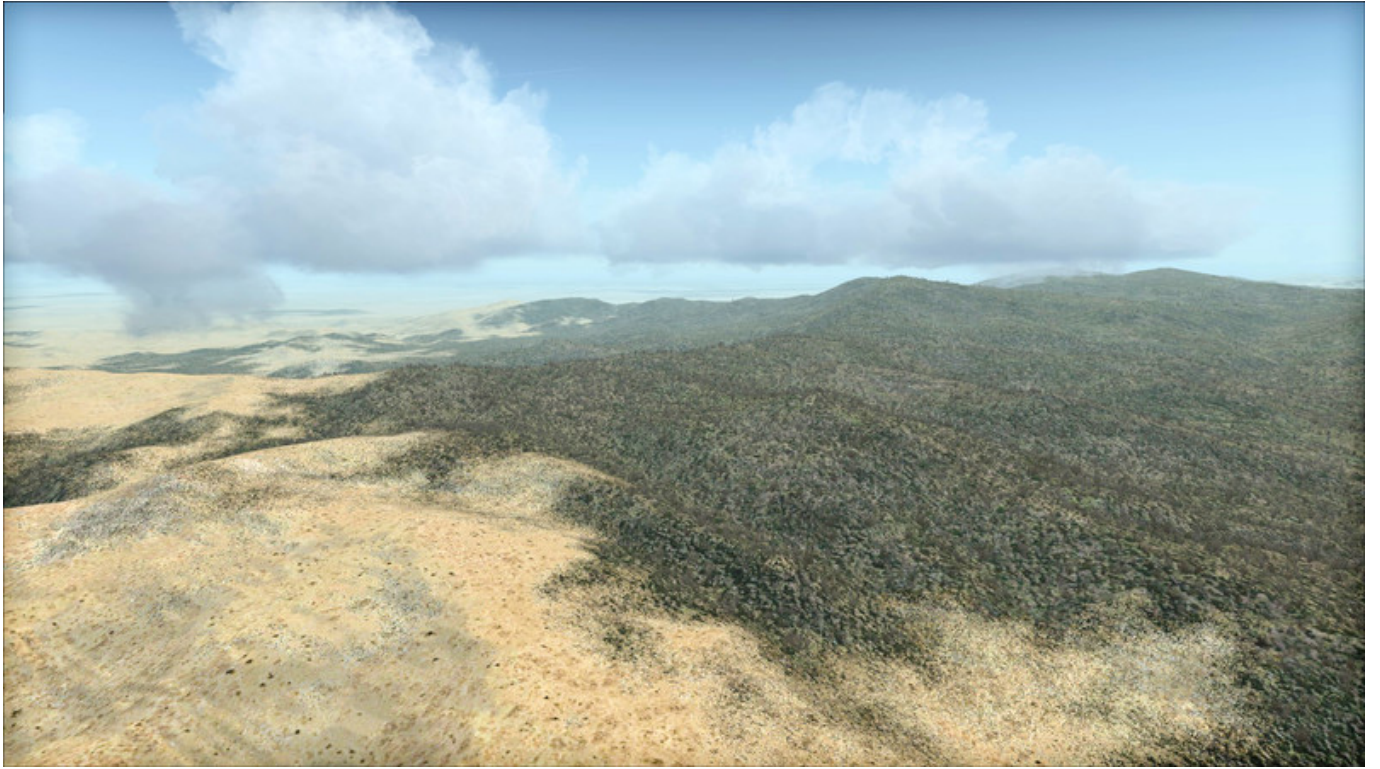
Storage: 5 GB available space

Sound Card: DirectX Compatible Sound Card

English







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Long lived Nightmares for the low *low* price of 4.99\$.. Gameplay: 6/10

Graphics: 7/10

Sound: 7/10

Story: 7/10

Replay/Value: 5/10

Overall: 6.4/10. If you are looking for a great turnbased game like the old might and magic roleplaying games, this is for you. Beautiful artwork, great loot and spells, and its fun to start weak and to build up your guys. I can't wait for the sequel.. Was great for 9 generations until the game would not offer a spouse until I was 51, and then they couldn't conceive. The game is over if you don't have any children to pass on to.

All the hours I spent getting to 98% completed on "trophies" was wiped out.

I wish I had never played this game.. Technically behind aMazes, but mazes are better!. Game Information

Azkend 2: The World Beneath is a *Match 3* game that was developed and published by 10tons Ltd.

The second chapter of the game's series. Previous installment as follows: "Azkend."

Game Visuals

I want to mentioned that the visuals in the game is nicely done. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There are two game modes to choose from: Challenge and Adventure. Both modes does have a timer.

This is a match 3 game, the objective is rather simple, you have to make matches of three or more of like tokens to clear them from the board. There are several different types of match 3 styles: "Swap;" "Chain" and "Group." The "Swap" style is where you have to switch two tokens either vertically or horizontally. The "Chain" style is where you have to linking all the like tokens together that goes in any directions. Such as "Up to Down;" "Left to Right" and "Diagonally." The "Group" style is where bunch of similar tokens are cleared from the board in one move. The match 3 style that is used in this game is "Chain."

There are sixteen different achievements to unlock from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked. These are in-game achievements only.

Miscellaneous

There are five different trading cards to collect. The game only drop three of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator.

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.

Unfortunately, no game that I really like. I really hoped for more.

The only positive for me was the graphics, that look like the game itself.. Simple yet gomblex.

Aesthetically pleasing to the eyes, runs good on my craptop (Thinkpad T510i with Intel HD Ironlake graphics).

It's like touhou.

My only complaint is the projectiles my ship fires can make it hard to see the projectiles from other ships.

That and it slows down some times (for a split second), and the sound crackles a bit.

But that might just be my craptop, or pulseaudio.

I'll test it on my Linux "gaming PC" soon.. Highly recommend. I highly enjoyed belting my grandson out the 1st floor window, over the fence and 6 miles down the road.. In this game, time bending mechanics profoundly change the dynamics of a classic scrolling shooter. The challenges are designed so a tactical use of time travelling is tied to a very deep score system.

This is the most underrated shooter of all times. This game is a perfect example of how indie games can be REALLY cool. It has really nice graphics, it's crazy optimized and has an incredibly novelty factor. The time traveling mechanics may not seem new, but they are used in such a way I've never seen before or since.

I played this game for the first time in a hostel in San Francisco in 2009, when I went to represent a game I worked on (called City Rain) as one of the games nominated for the Independent Games Festival Student Showcase Award.

Zeit00b2 was another game nominated and the devs were staying at the same hostel than I and they showed it to me at the leisure area underneath the dorm rooms. And I have to say that it was simply mind blowing.

I never forget this game. I always think about it when I think of SHMUPS and this is the game who made me want to make a SHMUP one day.

In the end of the day, the game who was contemplated with the awards was a half life mod that ended up being bought by Valve so its mechanics could be added to Portal 2. But who cares? For me, Zeit00b2 was the best indie game of 2009.. Is pop culture references enough to carry a game?

... eh... not really....

Check out the review.

<https://www.youtube.com/watch?v=iZhMkCqi3bA>

. This game is such fun to play. Everything works flawlessly. Beautiful worlds, the graphics are excellent. Great voice acting with a lot of humor.

It is not console-kiddies-in-mind easy. You have to pay attention to your AI bff and check the objectives for more info. Not everything is explained, you have to rely on your gamer's instinct. Not all controls and puzzle mechanics are spelled out for you. Figuring things out is fun and rewarding.

There are convenient autosaves but no excessive F5-ing past each enemy. If you die (you will) mid-mission you may have to start over, as in the good old days (Hard Reset, Rise of the Triad). When you finish a mission it feels like an accomplishment.

Every time you are transported to a new environment, it looks different, there are new enemies, puzzles, more discoveries.

I had a great time with it, did not want it to end. I am so looking forward to the next game to meet Sparky, the sweetest little red-eyed ghost.

I recommend this game with all my heart as I enjoyed it with all my heart.

. I will say don't buy this if you already have the SOLO board game

And i will say go buy the solo board game.... it's way more fun to be in your hands

[I know that the developers did a good job taking a very good solo game and transorming it to a videogame but it feels empty and unfinished to me and not so satisfying as the real thing :/](#)

[If you can't find the board game.... only then give it a try... maybe on sale :\)](#)

Technical Difficulties, Big Updates coming!:

We've been having some technical difficulties with getting the latest update up and running, setting us back a couple of weeks.

Rest assured though, that updates up to this point will stack up nicely with the planned later updates, thus providing a nice chunk of new content once we're rid of our difficulties.

Thanks for hanging in there guys!. **Halloween Sale, START!:**

Hi All

The Halloween Sales have started and Unholy Heights is 20% off!

Run an apartment building where you can invite zombies and vampires to live. Be prepared though, because heroes may not like this idea. This is a pretty game with a bit of dark humor, so we hope that you enjoy it this Halloween!

http://store.steampowered.com/app/249330/Unholy_Heights/

If you haven't played Unholy Heights yet, please take this opportunity to check it out. If you are already enjoying it, considering gifting it to a friend during the sales!. **Win Signature Edition and Steampunk Nintendo Switch:**



Hey, guys!

Win a Signature Edition copy of Vaporum and a fantastic **steampunk** customised Nintendo Switch to play it on [HERE!](#) [gleam.io]

Enjoy! :). Latest Updates - August 22nd:

Some excellent continued feedback and requests from players. Here are some of the latest updates I've deployed up to v1.5:

- Combat Animations - The AI controlled gladiators were only using one combat animation previously. This has now been fixed and they now use multiple animations when attacking, which should make the spectate mode a bit more entertaining.
- Trades - Quantity has a quality of it's own; but no longer in Age of Gladiators II: Rome. Opposing bosses will not be swindled into taking many sub-par gladiators for one good one. They now judge trades based on the average quality of the gladiator(s) being offered.

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- Special Items - Bandages now called Healing Powder. Makes a bit more sense in the arena.
 - Ethnic Label - Thracian and Iberian had swapped combat ability labels in their Other Stats window, this now fixed.
 - Donate - It now costs 2,000 to donate to gladiator rather than 1,000. This will accentuate the need for good purse sharing management.
 - Arena - Battle freeze, fixed issue where opposing gladiator did not know what to do and froze in place. I suppose people sometimes do the same thing in combat, but time doesn't also freeze with them... this is now fixed.
 - Missing Staff Members - Fixed a bug where staff members were running away during the wrong quest.

Thanks again for all your amazing support thus far!



Store!:

. aMAZE Lunar in Steam

https://store.steampowered.com/app/1031540/aMAZE_Lunar/

New thematic aMAZE - Game will be available soon)



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