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About This Game

What happens when the only hope of a threatened world lies not with heroes in shining armor, but in the hands of a band of misfits and criminals? Blackguards, a new turn-based strategy RPG, explores this very question. You will discover over 180 unique hex-based battlegrounds within a dark and mature story of crime, drugs, and murder.

Play as a warrior, mage or hunter and customize your character's skills as you see fit. The challenging campaign delivers a story of doubt, treason and loss. You decide the course of the story at key turning points and determine its outcome.

Key Features

- More than 180 unique battlemaps provide ever-evolving and novel challenges.
- Make sure you have plenty of snacks, as this dark fantasy adventure has 40+ hours of exciting play time.
- Lead up to five characters in your party to glorious victory or devastating defeat.
- Enjoy enchanting hand drawn backdrops. They're beautiful even when your party members get their asses handed to them.
- Your choice of spells, skills and abilities determine your battlefield tactics. Aggressive? Defensive? Tactical? It's your call how to tackle each challenging encounter!

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- Use interactive objects like bee hives or barrels to your advantage in combat, or blow yourself up by carrying a torch into flammable swamp gas.
 - Dish out some serious damage with 40 special abilities and more than 90 spells... or find yourself on the other end and get obliterated.

Title: Blackguards
Genre: Indie, RPG, Strategy
Developer:
Daedalic Entertainment
Publisher:
Daedalic Entertainment
Release Date: 22 Jan, 2014

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Minimum:

OS: Windows Vista SP2, Windows 7 SP1, Windows 8 (32/64 bits versions)

Processor: 2 GHz Dual Core

Memory: 4 GB RAM

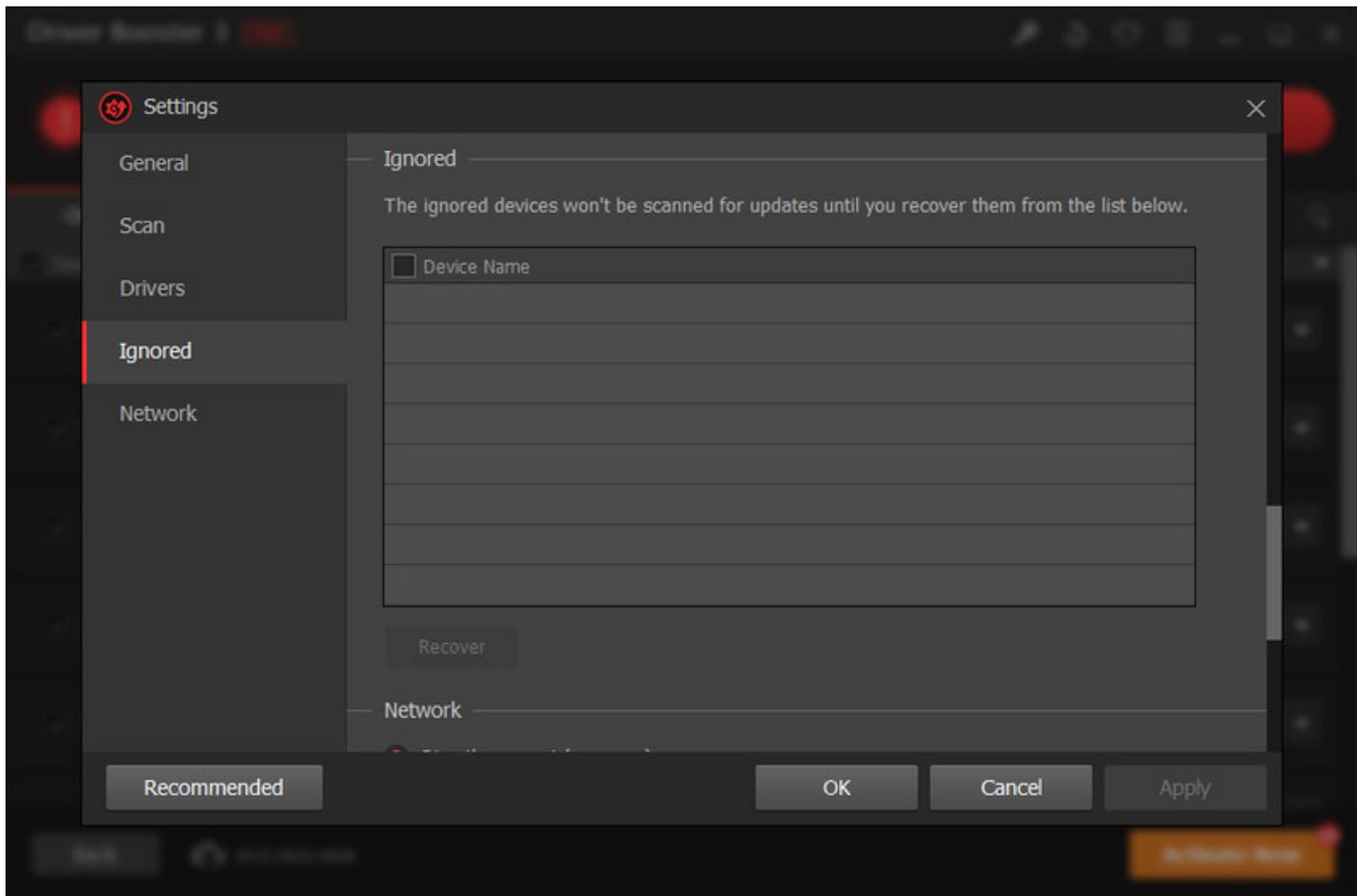
Graphics: nVidia GeForce 8600 GT, ATI Radeon HD 2600 XT

DirectX: Version 9.0c

Storage: 20 GB available space

Sound Card: DirectX 9.0c Compatible Sound Card with Latest Drivers

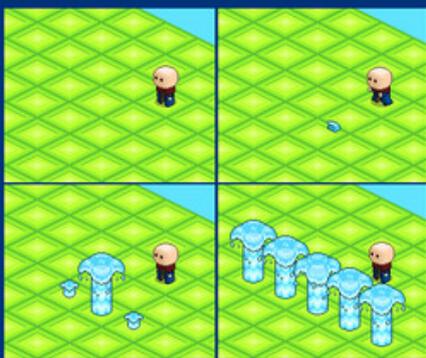
English, German, French, Russian, Italian, Japanese, Korean, Czech, Turkish, Polish, Simplified Chinese



Enemy score
Combo bonus
Time bonus
Damage per second

TOTAL

Time left
Highest combo
Collected Spores
Collected Trinkets



HYDRO JET UNLOCKED!
Send forth a wave that spawns
short-lived jets!

OK

RETRY

BACK TO MENU

OPTIONS

Double trouble
Reward: Spell Hydro Jet 1

Secluded Den-C
Reward: Level Devotion's Retreat

Secluded Den-B
Reward: Spores 20



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Fun, short game.. Great Game! Ive paid money for games that suck compared to this one thats FREE! Great job guys!! Tell Your Homies and get Goin!. Sentry Knight Tactics is a brutal game.

But it seems to happen more by carelessness, lack of QA and balancing - than by design. This seems to be further supported by the about 6 freezes as well as minor bugs found during the playthrough.

After a few hours, you will find yourself controlling 4 separate characters, each with 3-4 abilities. You have to select and command and move them individually throughout the fights - although you can issue an "attack with all" order, you cannot select multiple units or move more than one at a time.

This is troublesome, as the fights in the game are either slugfests, where you easily dispatch the same groups of enemies repeatedly for up to 30 minutes, or plagued with combinations that will kill one of your 4 units in under 2 seconds if you're not paying close attention, which usually chain-reacts into defeat.

Although the game seems visually attractive and polished at first glance, a closer look makes the rushed parts stand out:

Terrible controls for microing 4 characters; problematic hitboxes, both in and out of combat; 2 of the 8 available characters are 80% copies of another, with different skill names; lack of real party diversity (there's only one tank - and one healer for 75% of the game); bosses that can 1-hit non-tank characters and change targets randomly after casting certain skills; loot dwindles as monsters become bullet-sponges and shop prices quadruplicate; "unique" effects on legendary items are most of the times completely useless even though items are not procedural; skill trees are laughable, with negligible values and effects all over the place (5% chance to avoid 50% damage! 10% healing on a skill with 30s cooldown!); consumables activate automatically and the vast majority of them are absolutely useless (single use: when you use your 30s skill, reduce its cooldown by 3!).

The more you play, the more you find - questionable design decisions are lurking around every corner - spoiling what could've easily been an amazing experience.

Perhaps you'd like to push forward, tredge through these issues to follow the adorable characters and their story to the end. Well, that's what I did - and yet here we are.. Do you want a game where the devs think that putting more enemies in the game makes the game better?

A game with a plot so thick a 12 year old D&D dungeon master will jump from floor to sky in less then a second?

A game where I think the devs just didn't care enough to polish the game so my computer was shouting at me to stop? then this is the game for you, you get the point. just don't

. Im The KIng of THe Pins. This is not actually a review of The Invisible Hours, but rather a plea for some assistance in getting

the game to work! It loads fine, I start at Chapter 1 (novel, huh) but all that happens is that I sit in the rain waiting for the boat on the horizon to get closer, but it never seems to do so. I simply have no idea on how to control this game and utilise the many options it boasts of having. I would - as a newcomer to VR - be very grateful if someone could explain this, or point me in the direction of some instructions.

Thanks so much

Tell A Demon is such a great VN that I wish more people knew about! It introduces a genuinely original story and world, and even though it can be a bit rough to find your bearings in it, it's definitely worth it.

The artstyle is great, fits the tone of the story perfectly, and really serves the writing well - not that it really needs it. So many scenes are just... really, actually well-written, and don't need the help of the art of the music (both of which are still very good) to leave a strong impression.

The biggest barrier to enjoying the game, I think, is that it's a lot to take in, and the story can go in many different ways without giving you a good overview of the story. You definitely need a few playthroughs to get to the end without murdering half the cast in the process and ending up as confused as you were at the beginning (like I did). When you start to get a better grasp of the backstories of the character is when the VN gets really exciting - and all the different endings are just fun to experiment with.

Overall I really wish more people got into this VN - it deserves it.. The gameplay is almost equivalent to trying all possible combinations of connections, but indirectly (certainly not through the game's interface, because it's too annoying) so either in your head or through external means. The actual puzzles can *almost* translate to a problem on a graph, *oh* but you can't connect some vertices because the rails don't go like that -- and it's actually hard to see when the layout makes some things impossible, so even more trial and error.

So it's a premise that's just not fun, with a whole lot of artificial difficulty.

★★★★☆☆☆☆. I played War Thunder then I launched PBaV and I understood that War Thunder sucks, because it's less realistic, dynamics and beautiful than this game. 11/10 maybe even 12/10. I got this for free. I played Orion: Prelude so that's probably the reason. I don't recommend buying this "special" edition. Just buy the game for 1\$ instead. It's not worth it.

5V100. well, for the free games, this is quite good. but i didnt enjoy it maybe its because the interface. and why this game requires facebook/steam account to login?. Great game. The story is interesting. Although the game is enjoyable played on its own,, I recommend playing all the DP games in order because each game builds on an overall story.. The frames are astonishingly beautiful. Simple yet engaging story-telling. It took me about 3 hours to reach one of several end points of the story. High-quality indie gaming.

Sometimes the drifts in the background music are a bit repetitive. But overall the music supports the story adequately.

I would definitely recommend that graphic novel.. A very funny game about mashup movie characters arguing

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