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About This Game

This is a smart, honest and deep hardcore game. A true intellectual challenge. I just got tired of cartoon casual card battlers, pay-to-win games, random focused game mechanics, timers, energy bars, speed-ups and other free-to-play crap. Together with my friend, various CG artists and game enthusiasts from all over the world we've made a game free of this annoying stuff. Play how you want and as much as you want.

It's original

Rips of MTG and Hearthstone made by studios with huge marketing budgets have filled the market. Piece of cake: popular franchise + successful mechanics + \$ = \$\$\$\$. We've made an original title. We realize that it's a huge risk. I'm sure the question: "Damn, what's just happened?" - will be a pretty popular thought. Skillful in another game? Forget your experience. It's not a rip. Mechanics are original but very logical. Don't hurry. Read, examine, experiment. Enjoy discovering the layers of the game. We have almost forgotten this feeling.

It's honest. No pay-to-win

There are no paid advantages in PvP. Don't wait for compromises or casual stuff. PvP is extremely intense. One mistake may cost you the victory. You can win or lose in a minute. Everything depends on your strategy. It's a true fight of intellects. After the first 20 battles you will respect that guy on the top with 3000+ wins. I don't know how he's made it. Especially with the cards he had.

The AI is unique

There is a lot of PvE content in the game. Feeling so powerful after victory in Elven Fist mission? Try challenges, limited time events, side quests and daily quests. You always have a possibility to grow. The AI is brilliant. He does not know your cards, so no cheating. He used to be so good that we had to make him dumber because he ruined the server. Still don't wait for favors from him. He's not as creative as you but he knows how all the cards work. Wanna a core fight? Only 20% can finish the story.

It's finely balanced

No strongest race, strongest card or warlord. The balance is perfect. There are no imba decks. You can suddenly lose from a weak bot. Though I hate random there is a luck factor in the game. Why? Because it's a great balancing tool. It gives a chance to win like in real life. But fortune favors the prepared. Choose from the 300+ card pool, 18 warlords (with 3 skills each) and get ready for any surprise.

It's really variable

Race tactics are different. Warlords are different. Some of the cards are pretty complicated. Use them as a scalpel not as a hammer. Gonna play as an assassin? Don't pick up the dwarves, they are heavy, slow and prefer fortification. Your choice is the elves. Like meaty heavy rush? Don't pick up the undead. They are controllers, have powerful spells. But ghosts and skeletons do not have a lot of health and it's logical. Your choice is the orcs. Or mix them with other cards. A deadly stab in the opponent's back by an elven assassin is a good start for the orcish rush.

Now it's role playing through strategy. You are your army. To me, role playing is not about spreading experience points or choosing who to sleep with virtually. It is your own unique battle style. The game gives you enough content for that. You can play as a mage or a warrior, an assassin or a tank, a necromancer or a paladin and more.

To improve social interaction we're already working on a huge update with clans, a global map with POI and a non-linear campaign. We need your support, guys, to make the game live on Steam.

So what is Clash of Cards about? It's about how intelligence wins. How intelligence gives us a chance to win the hardest battles.

Who asked for a hardcore and honest old-school collectible card game?

Here it is.

Sincerely,
Daizor

Title: Azorian Kings
Genre: Indie, Strategy
Developer:
Azorian, kron0s_alexey, Pavel_Balakin
Publisher:
Elina Faritovna Balakina
Release Date: 21 Jun, 2018

a09c17d780

English







What is definition of insanity. I enjoyed playing this for a bit, but as it turns out, it doesn't work properly with linux. Cut scenes are missing. Total bummer. I'm planning to install windows in the near future, hopefully it'll work then.. **Summary**

This is the worst game of it's kind I've played in a long time. Decided to buy it on a sale, as it most certainly is not worth its price (not even the -51% one, but wanted to try it). Sure, the graphics are not that bad (but you can't really compare them with the contemporary city builders), but it doesn't match the greatness of free games like Simutrans or Open TTD. I can't recommend it at all - not as a city builder, and not as a logistics simulator.

What works... sort of

- 1. There are quite a few types of trains to choose from, and I don't mind that most of them are Japanese. I do mind, however, that those are not timeline locked - you can buy a train from the 1990s in the 1960s and the game will neither warn you, nor stop you.**
- 2. There are quite a lot of buildings to choose from, but the selection is very poor when compared to what Cities: Skylines has to offer, especially with workshop addons.**
- 3. Timetable setting and ability to choose the length of traffic lights are both nice additions.**
- 4. Real estate part is pretty nice, though quite lacking.**

What doesn't work

- 1. A lot of things seem counter-intuitive including how you need to use the map editor and then save it, and moreover it is extremely clunky to move the camera. I don't know, maybe it is standard in Japan but for me it was very hard to move camera around due to some very questionable design choices.**
- 2. There are no people to be seen anywhere. Even in old Simutrans you have people and AI vehicles, and the lack of those is inexcusable.**
- 3. Creating routes is a chore when compared to Simutrans, where you can do everything very simply, and you will always know why and where you are delivering something or someone.**
- 4. There are very few trucks and cargo trains (3!) to choose from.**
- 5. AI built structures don't align with existing roads. A little thing, but ruining the immersion for me.**
- 6. It seriously lacks the ability to tailor the game like Simutrans, where you can adjust how economy works, how cities develop, the prices, costs, passengers and their destinations, etc. etc.**
- 7. You are limited to the time between 1960 and the future, which is lacking when compared to Simutrans - with certain packs you can easily start in the 1700s.**
- 8. Economy doesn't seem as inter-connected and realistic as in Simutrans where you have a lot of good types and different factories. Things are too abstracted here and you are not delivering specific items to your town, like cement or hardware, but grey containers that contain something.**
- 9. There is just one type of roads available - no highways or multiple lanes.**
- 10. No air transport and no ships apart from leisure ones.**

In conclusion: if you can stand the graphics of Simutrans, try it instead, it's a much, much better game.. Alright, I've played my fair share of *Pizza Titan Ultra* and I honestly can't recommend it. The idea and artwork and universe are very appealing and noteworthy, but the final end-product gameplay leaves something to be desired. I wish that weren't the case, because a modern *Crazy Taxi* with a giant mech sounds super cool.

Essentially, you are delivering pizzas to buildings around the landscape. You can simply aim for high score, or do missions that have alternate goals such as doing a certain amount of city damage and such. Powerups include extra time, money, and pizza toppings. There is a very cool pizza making mini-game.

Pros:

- +Really neat idea; I wish it were more addicting**
- +There is enough content to merit the asking price**
- +Customizing the mech is cool**

Cons:

- While there were moments where I was having fun, overall this is skippable**

*-Needs some more graphics options (I think Vsync), because it makes my gaming rig scream
-While I appreciate that the camera is fixed (makes things simpler), sometimes I wish I could swivel it*

This isn't flaming garbage by a long shot - it's a really neat idea that I just wish was a bit more addictive.. I recommend you play SHOGUN 2: TOTAL WAR.. Probably the best of the AGE Games, Rise of Prussia covers the fascinating European Theatre of War during the Seven Years war, or third silesian war. The Gold Edition also adds the First and Second Silesian Wars, which are smaller and more focused and great for learning the game. Its a period that is ironically, often overlooked by most people. Taking one of histories greatest generals, Frederick the Great, you lead the fledgeling nation of Prussia into war against the monstrosities that are France, Russia, Sweden and most importantly Austria, with only a few hannoverian allied armies supporting you.

The game enjoys minimal bugs compared to most AGE Engine Games, and I have only run into one so far and it was minor at worst (A General teleporting). The Performance is good, which is something you can't normally say for an AGE game as well, and whilst it isn't the prettiest game around the graphics are pleasing enough to the eye. Although the UI is a little outdated, its easy to get used too and can be learnt quickly enough.

A major strength of the game, infact the main focus, is the way in which war is waged. You have total control over your force composition, in a realistic manner that even takes into account your generals seniority. (A General with more seniority expects to be promoted before that new guy, even if the new guy is 10x better hes gunna have to get some achievements before being promoted to leading his own Corps). Your armies are divided into groups, starting with an Field Army, which is made up of different Corps, which are in turn made of different Brigades, and whom are also made up of Battallions etc. This area of organization is brilliant for anyone who enjoys reforming whole armies to fit their needs and despite how it sounds, is relatively simple once you get used to it. The UI for doing this is far less convoluted than similar games (Looking at you hearts of iron). Each of these forces can be detached or re-attached to their command at will, so if you have a Brigade of Hussars and need to know if the enemy is in Prague, or still sitting on his\u2665\u2665\u2665\u2665\u2665\u2665in Vienna, you can detach them from the main army and send them on a scouting mission (or a raid). This level of flexibility blends excellently with the warfare of the time period, where battles are fought and won on manouver.

On the note of manouver, don't expect the enemy to just sit around and wait for you! You both move at the same time, planning your turn for the next two weeks and then the plans execute simultaneously, this can lead to some very interesting situations and provides for a far more interesting gameplay experience, and also means you'll have to predict enemy movements and prepare for them accordingly.

In addition to a brilliant manouver system, the Supply system is perfect, and accurately represents the systems used in the time period. As you advance deeper into enemy territory, it may become necassery to build supply depots to keep your men fed, and to even place guards at these depots to ensure enemy cavalry brigades don't come along and raid it. I havn't fully worked out the supply system yet, but running out of food stocks is sufficiently devestating, and Winter is suitably harsh (In the actual war they had to sit around in prague until winter was over, I had to do the same thing) effecting supplies, movement and attrition effectively, as well as combat and encourages one to wait it out and lick your wounds rather than continue the advance.

The game isn't perfect though, it has a few flaws and I think the foremost of them is the military recruitment system. I feel as if, the recruitment process is a little slow at times, and that whilst the time it takes to prepare men is fine, the number of men I can prepare at once feels rather limited. I can't speak regarding the realism here, its a personal view and may be to some peoples liking. But it isn't to mine. Another issue I've run into is the reinforcements. I'm not really sure how they work, and the concept is never really explained. But I'm sure I'll figure it out eventually, so I'll update the review once I have figured it out.

In short, for those looking for a pretty realistic strategy game, with indepth customization of forces and an excellent combat/manouver warfare system and mechanics, this is the game to get. Its fairly priced, clean of bugs, and provides hours of gameplay.

. I really, really want to recommend this game, but the lack of songs as well as the low support from developpers make me

want to give it a negative review.

Ultrastar, currently, does a better job and is free. This is sad because this game has huge potential.. 8 minutes got bored as stuck to a toilet bowl waiting for the next flush. Maybe it's just me but driving round in circles trying to shoot another car and runover zombies got old fast. Seems like a waste of VR but hey if you spend hours watching Monster trucks then maybe this is for you.

2 out of 10 stuck to a toilet bowl.. I have been looking for a long time for a good maze game. This one is very good. It is simply a series of mazes that you try to beat one by one, as the game description claims. I still haven't finished more than 10 levels, but it looks like all the mazes are of the rectangular form. Maybe different types of mazes in a sequel ;)

While the first few maze are very easy, the levels are getting slightly more difficult and complex gradually. I can see that the late levels will be extremely challenging!. This is one of my favorite Choice of Games. It's epic fantasy that takes you through a fantastic adventure and gives you plenty of choices. Somebody here commented that it's as close to a tabletop D&D adventure as you're going to get and in a funny way I would agree. You have magic skills that you get to effectively put points into and the choices you make drastically change the story. You can have pets, followers, lovers.

I don't think my play time on here is accurate. After I finished it, I went back through and played it a second time making different decisions. I was actually able to say in my head "Ok this is the type of character I am so these are the types of choices I would make" and I was amazed at how well it played out. The ending I got to the second time was even more satisfying than my first play through.

In some spots the pacing felt a little forced. If you're not interested in playing a mage you do have some other options but ultimately this is a game about magic. There are many secrets and a lot of lore to unlock and your choices may come back to bite you later. I think the quality of the writing in this novel surpasses what I would expect from a Choice of Games. I am a fan of Choice games and I don't mean that to put down their catalogue. What I mean is that Kevin Gold could have just as easily published this as a fantasy epic and I think this game is a good jump in point for people who are unsure about this type of game. The scope of what is offered here is greater than the niche it's found in.

Definitely get it!

Really cute, kinda wierd (in a good way), "plot" is cheerfull and makes you laugh!

I liked it, was short but i dont regret it. It was really something different and something relaxing - and thats exactly what i had hoped for! :). A great game. Try it.. I am not recommending this game at this time. Not because of anything I experienced in game. I am not recommending this game because after two months of owning it I am still unable to rebind the keys to be able to play the game properly. I have reached out to the devs on a few occasions (directly on discord) about the key binding issue but nothing has been addressed. In my opinion the rebinding of keys should be handled at the rudimentary stages of a game's development well before EA access funding. Assuming this gets addressed in the future I will make the appropriate changes to the review.

edit

Well its been two months since the review and nothing has changed with the key binding issue. Enjoy my money Warhorn I only wish I got to enjoy your game.. But...

Can it run Crysis?. need support more languages

Zoultash UPDATED: Woodcarver combo:

WOODCARVER BUILD



+



UNLOCK ZOUL'THUSH
SECOND SKILL WOOD CARVER

AND GET HUGE BONUS FOR
YOUR TOTEM POLES:



+100



+20



HEALS
THE ORCS

SLOWS
THE FOES



NOTE: ZOUL'THUSH HEALS THE ELVES TOO,
HE ALLOWS THEM TO BE IN THE ACTIVE DECK.



THE THIRD ZOUL'THUSH SKILL INCREASES HIS
DAMAGE AND MAKES HIM DAMAGES ALL THE FOES!

I have tuned the second **Zoultash** skill to make him more playable. Now the Woodcarver build works perfectly :)

I am working on **two** additional **totem poles**, so, when they come in the game Woodcarver combo will be very dangerous for an unprepared opponent.. **UPCOMING** a new card + rebalancing of the **Damballa's** witches:



It looks even scarier than I expected :) I have not decided what the final stats of this cards should be. I want to separate the succubuses and Damballa's witches lines.

This card will be rare. A player will be able to make it from Damballa's Claws. So the line will be: Possessed - Damballa's Claws - Damballa's Eyes - ??? - Damballa's Priestess. The succubus line will be: Tiny Witch - ??? - Red Witch - Succubus - ???.

This card must be not too overpowered, make the witches more playable, and show the demonic nature of the Damballa's witches.

Any ideas?. **Sketch for a new card (UPD: and the final version):**



It will be a **cavalry orc**. Work in progress.

UPD: the card in the game:



NEW card - Draugur:



DRAUGUR

8 25 0 1

INCREASES HPs OF ALL ALLIED ZOMBIES

I have always thought that **zombies** were too weak in the game. Their legendary card is just slow giant without skills.

The new card - Draugur is made to strengthen the zombies. He **boosts their HPs** greatly (by 50 points).

Moreover, he is pretty good controller because he **decreases the damage** of the foe across by 30 points! I have added several Draugs in "Dawn of the Dead" level, you can check him in the battle ;)

I plan to add several new zombies in future. If you have any ideas about the new mechanics of characters feel free to write :).

Changes in summoning!:



Hey, everyone!

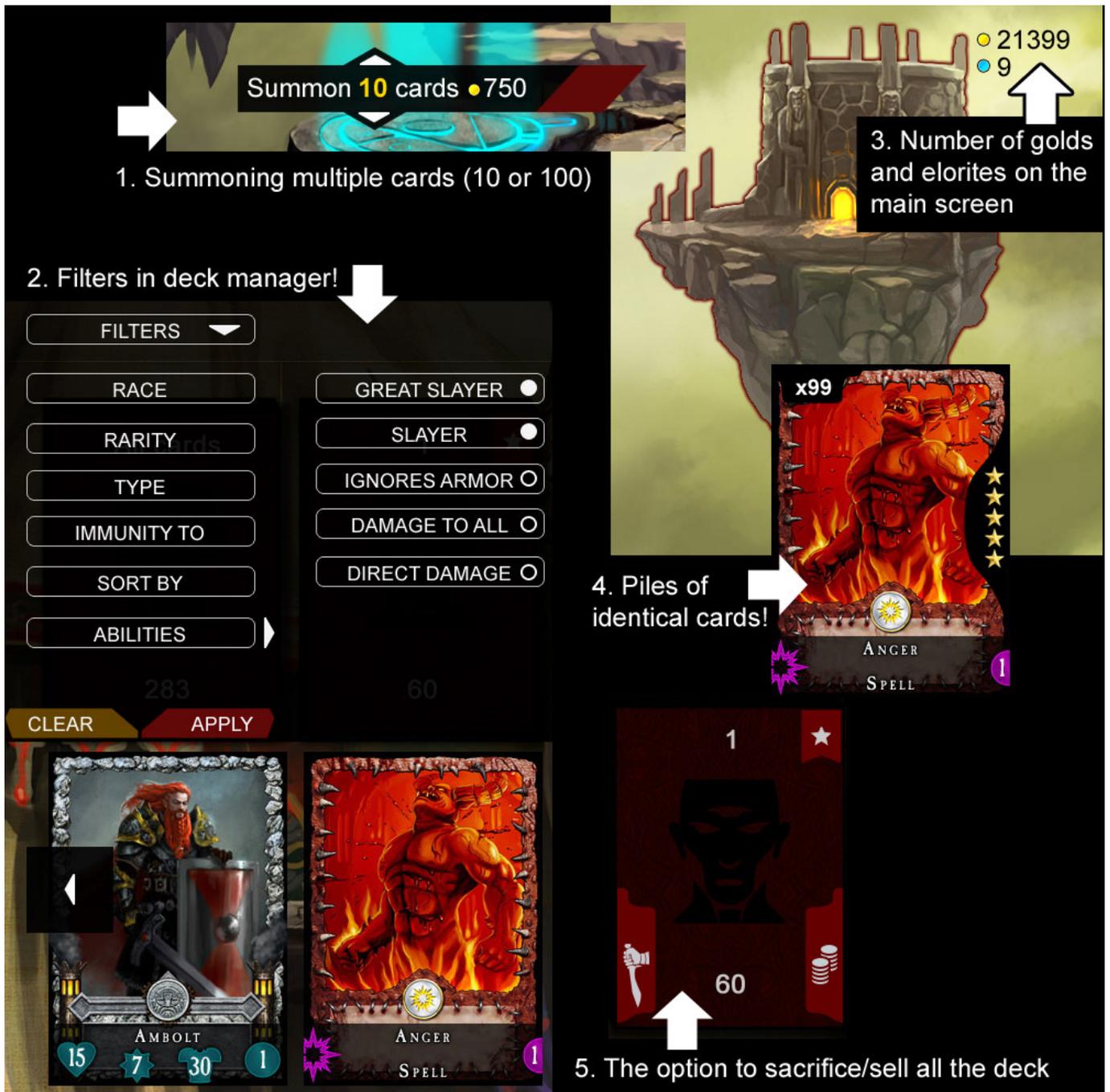
There are several important changes in summoning.

- **default** summoning now brings a card of **ANY** race to you;
- **fine** summoning brings you a card of the race you have **chosen** to start the game.

Best regards,

Dazior

. **UI improvements:**



Here are the UI improvements I am working on now:

- Summoning of **multiple** cards. 1,10 or even 100 :)
- **Filters** in the deck manager. You'll be able to find and operates cards faster
- Number of golds/elorites on the **main screen**. No need to go to treasure to check it
- **Piles** of identical cards
- The option to sacrifice or sell **all the deck** to save your time :)

Most of them based directly on your feedback guys. Thank you for your reports and ideas!

. IMPORTANT QUESTION!:

I think of making **12** cards instead of **3** comes in the **first dealing**.

+ A player will receive **more options**

- Bots receive more options and will play better. So the game will **become harder**, esp. on the start.

What do you think about it?. **NEW elf combo** is available!:

INDESTRUCTIBLE elves combo!

 <p>WOOD ELOA 50 1 0 0</p>	 <p>LEAF ALUNE 5 1 0 5</p>	 <p>ELOA 5 5 0 2</p>	 <p>GREEN HAND 12 10 0 3</p>
+		+	
 <p>EMERALD KISS SPELL 1</p>		 <p>EMERALD KISS SPELL 1</p>	
=		=	
▲ 90 to damage!		▲ 90 to damage to ALL!	
♠		♠	
 <p>SHIKAREE 8 20 0 3</p>	 <p>LEE A ULANRY 6 3 0 3</p>	<p>Both warlords have DIRECT damage. Your opponent won't be able to break your defense without "elf slayers" and to prevent your attacks!</p>	

I have announced a new card - **Wood Eloa** - already:

<https://steamcommunity.com/games/640850/announcements/detail/1648761083874143329> Well, she is in the game now and as promised I have **tuned the balance** :)

As a result, we have a new powerful elf combo. Don't forget the elves have more cards with immunities (such as **Dodger** or **Ghost Archer**) and deadly spells such as **Chain Lightning** or **Stighia Sparks**.

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