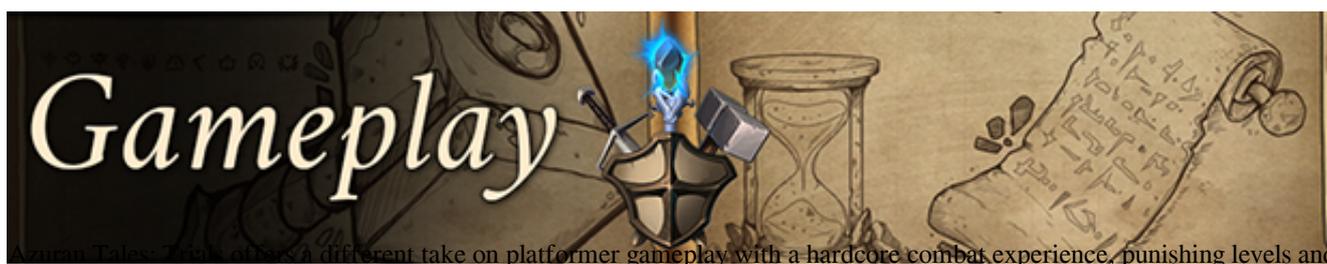

Azuran Tales: Trials Download 13gb



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About This Game



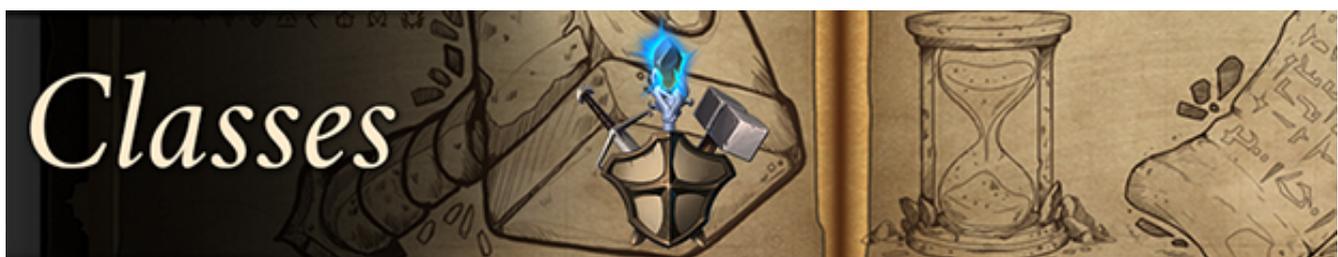
Azuran Tales: Trials offers a different take on platformer gameplay with a hardcore combat experience, punishing levels and brutal enemies to defeat. Don't expect any help as you explore all of its handcrafted levels full of lore, monsters, traps, and unique Bosses. This game is straightforward and hard 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 Valur 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

b4d347fde0

Minimum:

OS: Windows 7 (64-bit)

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

Memory: 2 GB RAM

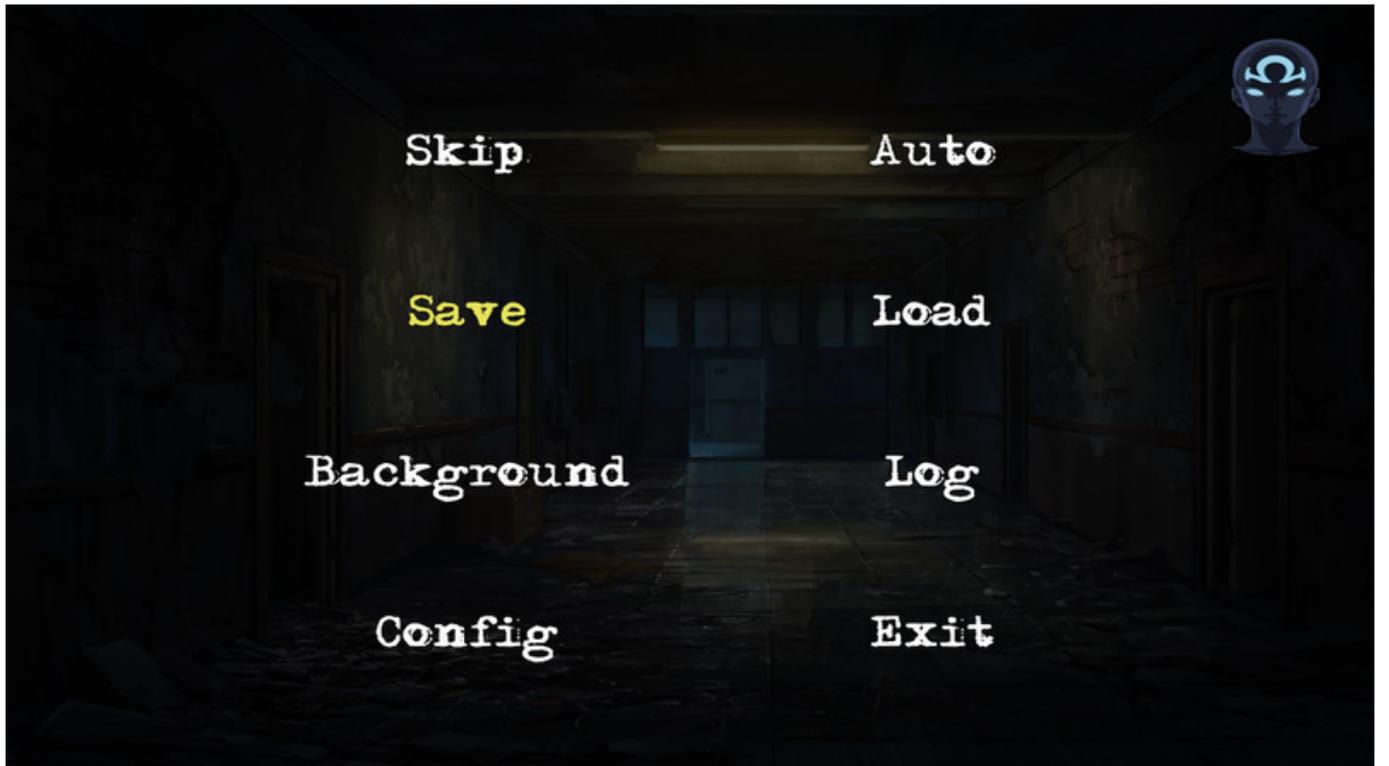
Graphics: NVIDIA GeForce GTX 630 / AMD Radeon

DirectX: Version 11

Storage: 5 GB available space

Sound Card: DirectX Compatible Sound Card

English







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First off... reason that I do not recommend this game comes from the fact that:

- this is an old game which means it's not compatible with Windows 7 64bit.

You can make it run, by changing settings on exe to run as admin, also you can choose compatibility mode (Win NT was ok). But to be able to recommend I would have to be certain that any player will be able to make those adjustments, and that you will be able to bear other issues (like random freezing on loading game, or crashing after ALT-TAB to check walkthrough, because you will need it, trust me)

Now, I'll review this game, from perspective of story and play mechanics and puzzle quality.

STORY:

Story is intriguing but could be better. If you were a fan of Still Life, then you probably could neglect all issues (technical and gameplay wise) that you will find here. What I found to be most annoying was that conversations and results in some cases depended on your answers and questions, and in some cases it did not matter. For that reason I was not sure, how important is right selection of answers. Also, in some cases I was able to talk with NPC of things that I still have not discovered which effectively ruined the story line and surprise moments. Try not going ahead of yourself. Make sure you collect all evidence before talking with people as it will effect what they give you back storywise, so you could miss some important parts. Make saves before talking with NPCs so you can revert if you make mistake.

PUZZLES:

I needed walkthrough in 2-3 points, where I simply could not determine what puzzle is about. Story is too thin and there's just not enough clues to help you "connect the dots". At one point there are 3 puzzles in same room. And I haven't had a clue why was I doing any of them, and how are clues in the room connected to this 3 puzzles. Text that was supposed to help me with one, was just to abstract even to be sure to what that relates. Ability to do things ahead of story adds up to the confusion.

GAMEPLAY:

Discovering items is extremely easy unless they are hidden. You can usually spot items from the first time you enter the scene. Although if something is on shelf, you should examine shelves thoroughly as you might miss something. To be able to examine something you have to "stand in right perspective". For example, you want to make a closer look on something, it will not work, unless if you're in right spot, and there's one odd spot close to game end. Also, when examining some things, you will have trouble figuring out that there's additional to examine, because nothing points out you should look more closely. This is poorly done. Should be covered in story so you at least know why are you doing something. Through whole game, you will never combine items, so don't bother.

Important tip!

There are 3 alternative game endings. The end game results, depend on your previous actions, one of them being if you succeeded to clear certain suspect in jail from guilt, did you provide ALL evidence. Don't talk with inspector unless you have everything ready. Save before talk, and make inspector to interrogate that suspect again. If he does, you succeeded, this leads you to ending #2 and #3. You can later revert to save, not clear suspect of guilt and go for possible endings #1 and #2. Endings also depend on last conversation.. This has to be the absolute worst running game I have ever played. I liked the prospect of being able to play in an historical context, but the controlling the pawns with a seemingly random rythm is so hard to do. Not to mention how roughly the game moves; there is no clear dilineation between the sounds I am making with "wasd" and the examples that are expected of me. the controls either need to be simplified or they need to be easier to understand. If you expect me to follow a pattern, I need to be able to see that pattern (i.e. Dance Dance Revolution).

I quit the game in the first minute out of confusion. Firstly, there is not currently an instrutions or directions screen\ interface, just "continue" and "quit". Secondly, there is no clear game tutorial sequence-- even having a single fram that says tutorial would have been nice-- because "Listen closer" is so vague. Thirdly, the reason I quit is that I thought the game had frozen.

Now after reading the reviews and all discussions, I found that the game is based on the rythm of the background noises. This by the way should have been mentioned in the game description. I tired to give the game another chance and I will say that I was

able to make so much more progress, I marched down the trail, linked up with my battalion, and then I stumbled into a bug where my men were left behind while marching to the range. This is when I quit for the second time.

I will not be giving this game a third try until significant changes and/or updates are made. I am all out of words, I don't think I could be more disappointed..

J.. It was the greatest experience of my life.. got it for 50 cents on steam sale. An obvious clone of a game called Flow for PSN a while back, but that's not exactly a bad thing. I don't think it's worth nitpicking a game I got for the price of a soda can. This game has relaxing music, simple controls, and is very pleasant to look at. If you let it immerse you, it'll put you in a zen-like trance for a few hours.. As a player of the modification, i can say: This has much potential, but it has a lot of work left. I will keep an eye on it and hope the development won't stop. What it needs is polish. Contentwise there is enough. When it feels like the old mod i will come back for sure. I really hope the development won't stop, because it's a Battlefield Vietnam :D. A++ Thrill racing here. The controls of the car are realistic but the tracks you are racing them on are not. It is a great change of pace from the other guys.

Pros:

- > Well done graphic-style. Needs a bit more refinement, but overall very fitting for the game
- > Do you like Zelda? It is fitting to say, that this feels like 1st person Zelda
- > Even for a very early "Early Access" Game (Patch 1.1 at the time this is written), good game balance and variety in weapons
- > Range Combat (Bow) feels kinda skill based, but not too hard to learn
- > Monster respawn and over time tweaks in the World makes it a blast to farm for the better Weapons
- > Very easy to understand everything
- > Good Content, if you consider the early state
- > Developer cares about his (growing) Community and talks with us
- > Hope for more expansions as time goes on.

Cons:

- > Pretty hefty Price for 2-3 Hours of actual Gameplay (With Grinding for better "Gear" a hour more)
- > This game NEEDS voice acting
- > There is no clear story which is told
- > Menuing is a bit unintuitive. Should be integrated into the Game and not into the Menu (Inventory, Quests, etc.)
- > Many things to be ingame already, but not yet achievable

Overall Impression:

I played this game for 2,4 Hours and yes, that is all, it has to offer for me. But i am very curious, what is coming :D This game is actually very fun to play. It runs Smoothly, no crashes, no bugs. Good Difficulty. Let the time tell!

Would i recommend the buy?

If you like and trust Early Access and a nice little Game, this 16,99 Euro shouldn't be the Problem.

Do not buy this, if you want a full fledged game, with intense Story and incredible new mechanics to offer. This not what you get!

EDIT (Version 2.1 released):

This Content-Patch brings some big changes with it.

- > You can craft and use Ice and Fire Spells now. (Very effective)
 - > Completely new Area with 2 Quests and 2 Dungeons were added
 - > Last Dungeon in this Update is very much fun and adds a lot of new Gameplay-Elements like Platforming and resistances. Many Bosses and Story included.
 - > Dark and Halloweeny Atmosphere for much fun!
 - > New Weapons, New Potions, New enemies
- All in all the Playtime extended about 2-3 Hours if you hadn't grinded your Weapons before. This is very very good Update. I hope for more in this Quality. And i hope for the Story to not suck.

EDIT 2 (Version 3.2):

This Update featured some heavy new assets and enemies.

- > Completely new Region, which is implemented greatly into the story
- > New Weapons, resources and enemies
- > Great new puzzles to figure out
- > incredible atmosphere in the new region
- > more challenging monsters and content

I am very happy to see a new update to release. Yes it took pretty long, but overall this game gives you right now like 8-12 hours of gameplay. So this is still not worth 16,99, if you are seeking a fleshed out game, but you can see a very good adventure game grow. So this game was ultimately worth my bucks!

Would I recommend now? Yes, right now, this game is good enough and has a very competent and communicative developer.

EDIT: 19.07.2018

I played all the Zones now. Crafted everything and saw the whole game as it is right now.

It is a very good game with enough content, to keep you going for a while. It is fun.

A bit buggy here and there, but nothing was killing my fun!

I can recommend this game right now a lot!. I like this Bad time simulator maybe you should sell it for 5.01 so you get a dollar every time someone buys the game 100 times. Normally, I'm a pure RPGer, with close to no interest in cyberpunk/apocalypse scenarios, nor in pixel-graphics.

What I like most in RPGs, is a complex skill development, a good story with interesting quests, stealthy game-play, tinkering, and, most of all, exploration, with many secrets to find, hard bosses to beat, and sacking legendary loot protected by them.

Well, in terms of the skill development, UnderRail is pretty mediocre imo.

But in terms of stealth, tinkering and exploration...well those things made me buy, play and love this game, even though it has a scenario I'm not a fan of and graphics not to my gusto, myself liking more open world game-play, with gigantic lush forests, streams, mountain ranges and caves, all with state of the art graphics. But that what this game is good at, is to wake up your instinct of exploration. "What can I see in the next area? Can I take on those fat bugs? What creature just attacked me, poisoned me and just disappeared in the dark? What can I find under that stone, or behind this rock formation after blowing it away?"

If you like stealth gameplay, nice quests and exploration, and tinkering up stuff, this game is a must-have, even if pixel-graphics are a horror to you, and apocalyptic scenarios aren't your thing. This game IS worth being played. I can't even start to imagine how good this game must be for people whom like the mentioned points AND the scenario.

And as a fan of exploration, I can't wait to get my hands on the DLC that is announced to come out this year.

A clear recommendation from me.. if you have a conscience, DO NOT PLAY THIS GAME. This RPGmaker game can stand face to face with the likes of Ib and other vgperson-translated works thanks to its very unique artstyle, selfmade art and music. Sadly for english players this game suffers from a pretty shaky localization with textboxes being too small for the english text to fit, some minor signs and sadly some dialogues being still in chinese. That is if you get it to run by various means of specific chinese traditional unicode locale change, font installs and whatnot.

It is a great story to experience but I wish the developer would give this and future projects some more care for the non chinese players.. Trials 2 is a great game, I had great times playing it. Controls are very simple, just throttle, break, tilt back and forward, but the game becomes very technical as you pass the levels and every little movement will count on your performance.

It's not like all those tilt games out there, this has really nice physics and gameplay, and a lot of havoc!

Also is a great game to play when you only have 5 or 10 minutes available.

You can race with ghosts or watch replays from other players, and when you see the best players runs you cannot believe how good you can get to be. It's a very fun game with a lot of crazy stunts, I recommend it to any person.. Horrible Hidden Object game. Half of "on-click" stuff does not work for the first 10 clicks, very buggy and unpolished. Avoid, there are plenty of other good HO games on steam.. eeeehhhhhhhh..... I give this game a solid 8/10 because it's not very good but..

Things I don't like about this game:

TERRIBLE Graphics

Unity assets that mostly every mobile game uses.

Things I like about this game:

You are a bear.

Controls are good.

Beautiful music.

Epic stages and boss fights.

and that's about it lol. A pretty bad smash clone with awful menu navigation. There's an arrow that needs to be controlled with the arrow keys instead of just using the mouse, which is still visible on the screen. The Camera is always zoomed way too far out so you can't even see what's happening.

Added Ghost Cam & Ability to Buy Respawns:

Hi Warlords,

Quick update on what we've been working on this week. We've fixed a few minor bugs in the survival mode and have been working on the Major Survival Update/Overhaul which we hope to bring to you before the end of the year.

The most notable change this update, you can now purchase respawns in the Survival mode for the low cost of \$2000! 2000 just felt like a nice round number to start out at, and we may increase it, if it becomes too easy to spam respawns. NOTE: If you're the last one alive (or playing by yourself) and you die, the game ends and you can't purchase a respawn.

If you can't afford to buy a respawn, we've added a ghost cam for you to enjoy so you no longer have to stare boringly at your dead self! With the Ghost cam, you can move the camera around similar to how you move your player (with WASD or Left-Thumbstick) and can switch between a hard-lock on your teammates. This ghost cam will be available in all team-based game modes (i.e. Team Deathmatch).

Thanks again to all for your continued support and helping us make a great multiplayer experience!

See you on the battlefield
-Rock

Rolled back Survival Enemy HP and Damage Scaling because it became too easy to hit wave 50

Added Features:

- Added Ability to Purchase respawns for \$2000 in Survival
- Added Ghost Camera in team-based game modes

Bug Fixes:

- Fixed Marksman Ability in survival (*thanks to **TheWug** for pointing this out to us*)
- Fixed Several UI bugs with the Browse Match and in-game survival scoreboard (*thanks to **Alpha Hawk** for pointing these out to us*)
- Fixed Turret enemy targeting and tracking
- Fixed Glitchy physics on some of the fortifications (namely the Cube)
- Fixed animation on Heavy machine gun Survival Enemy (weeble wobble walk)

. A Poem About Sales:

Ten percent off;
It's very exciting—
Nothing compares
except maybe yo' face.

Ten percent off;

terribly frightening—
nothing's so scary
except maybe yo' face.

Why am I writing this;
It's really quite boring—
I'm stuck in the car
just me and yo' face.

So yeah, Nepenthe is 10% off this week, and I'm stuck in a car for a few hours, wasting my time by writing weird poems about Steam sales and faces.
Have a nice day!



UPDATE - VERSION 0.8.2 RELEASED:

- Improved gravity.
- Improved vehicles.
- Improved lewis gun.
- Improved some textures.
- Added mission.
- Fixed vehicles gun sometimes in weird position.
- Fixed missions bugs.
- Added survive mode preview.
- Added achievements support (not for all achievements yet)
- Added rangers helmets.
- Added cement hit effect on bunkers.
- Added fuel limit on flamethrower's tank.
- Added pause controls menu.
- Added animation for getting on tanks.
- You can choose what magazine use from your inventory.
- Corrected some texts.
- Now burning tanks displays "destroyed".
- Reduced audio lag.
- Mission fixes.
- General fixes.
- Updated map.
- Ropes fixed.
- Added Italian voices.
- Improved landing animations and audios.

-New voices. Thanks to:
>Alessandro randi
>Marco Argnani
>Andrea Palmisano

If you found new bugs, let me now.
Marco.. **#22 Polished visuals and other improvements:**
Hi!

For the past couple of weeks, I've been working on improving the visuals of the game. Which, as you can see in [this comparison video of the market street](#), meant redrawing a lot of artwork! Buildings, trees and other parts of the background have been redrawn and improved. Since then, I've also improved and redrawn some of the character outfits (not seen in the video though)

Apart from that, I've gone through the whole game and added the soundtrack at the right moments and places and added ambient/ environmental sounds wherever required.

Also, I've proofread the dialogues, and will be doing that again with some assistance during the coming days.

As of right now, I'm implementing variations of color and artwork for different times of the day and weather conditions (clear, rainy, morning, noon, evening etc) This should be done within a day, after which I'll return to adding cutscenes to important points of the game.

At that point, apart from some minor tasks, the game will be done! Then the rest of December will be used for identifying and fixing bugs, and optimizing performance. That'll be a hugely important task, so I hope to get to it asap! By the end of December, I'll probably be able to announce a release date as well :)

Thanks for reading and following along!

-Armaan. **ANIME SALE!:**

Konichiwa, RWBY fans!

We have some very exciting news to share today. RWBY Grimm Eclipse is taking part in the Steam Anime sale! The game is now 15% off from April 28 until May 2.

[Check the store page!](#)



The Anime sale couldn't have come at a better time too because we are planning a NEW CONTENT update soon that comes with a price increase. So if your friends haven't jumped into the game yet, now is the time! Tell them to buy the game now before the price goes up. GO! GO! GO!

Want to know more about that upcoming content update?? I thought you did...

Ever wanted to explore the beautiful scenery of Forever Fall? Ready to fight some never-before-seen Grimm? Curious to know a bit more about the story? Like kickass music and sound effects? Well, it's all coming very SOON! And we can't wait for you to play it!

We know it took us a while to get the combat system balanced, but we've also been cranking away at new content. So expect more content updates from here until final launch.

Okay, that's it for now. Don't forget to tell all your friends about the Anime Sale. And we'll see you in the world of RWBY!

XOXO

Rooster Teeth Games

. **Diesel Power 1.4.2 Update - Performance and Visuals (Release Version):**

Hooray!

We're ready for tomorrows release of Diesel Power

Changes. **Cat puzzle 5 is released!:**

<https://store.steampowered.com/app/1045873/>. **Model Json Configuration Tutorial:**

This tutorial shows you how to make Json configuration for Live2D model by using Live2D Editor in EX Studio.

For more information please refer to: <http://live2d.pavostudio.com/doc/en-us/live2d/>

<https://youtu.be/o6I-fEMVuIQ>. **1.1.19:**

- just updating release branch to reflect fixes in v1.1.19 BETA.. **1.95 update:**

- First Survival level added.
- Melee Sword added to campaign v2.
- Comic book effects added.
- Multiple bug fixes.
- Relit darker scenes and flashlights added to very dark scenes.

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