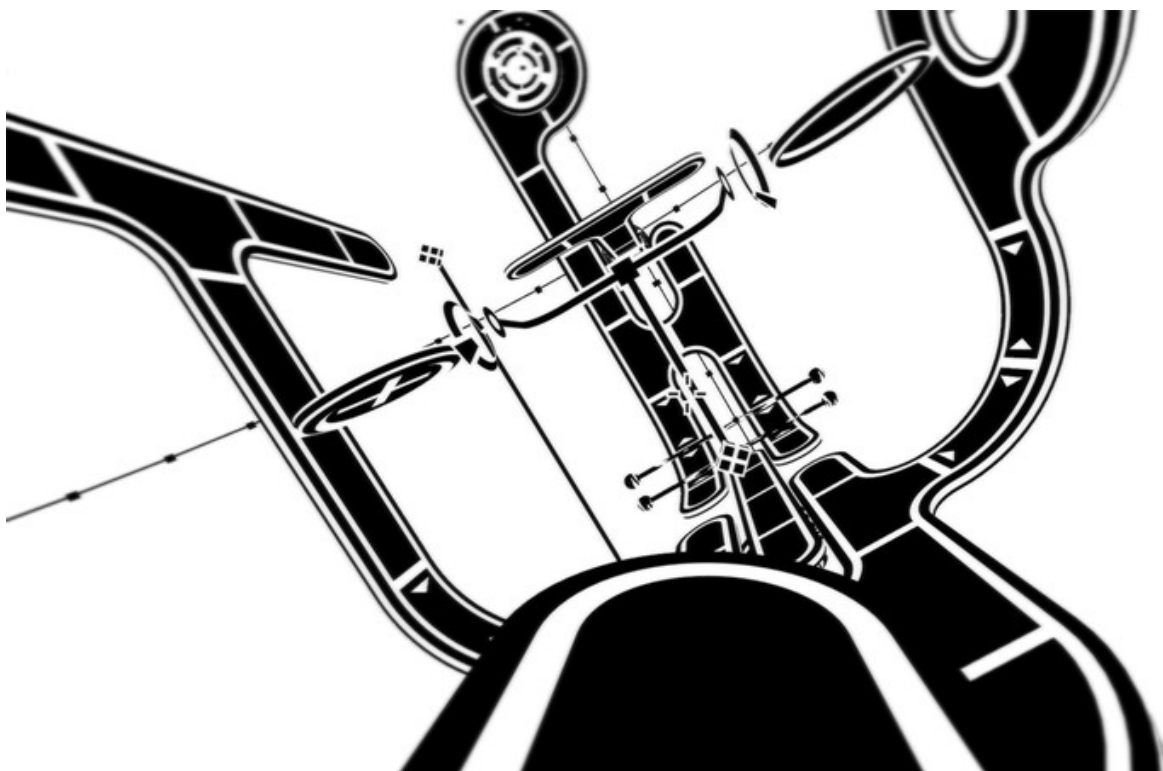

Ambition Of The Slimes Download] [Ativador]



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About This Game

A new type of tactical RPG title that flips the script! Slimes, the weakest of RPG enemies, have the ability to take over enemy units and fight!

[Summary]

This is a strategic turn-based RPG, but it is Slimes that you control. Slimes can take over an enemy and control them in battle.

For example, a Slime can utilise archers, or use magic if they take over a magician. They can even bewilder an enemy with a bribe if they take over a merchant.

In addition there are various kinds of Slimes:

Some of them can warp.

Some of them can improve the abilities of the possessed enemy.

And many more...

Each stage poses key strategic questions. Which Slime will you use on each enemy? How will you take them over?

For example the element of a Slime is very important for a capture. This is a tough game, too, so you cannot win by charging in recklessly - tactics are vital.

The appearance of this game may be lighthearted, but a big challenge awaits!

[STORY]

The world was about to be ruined.

The brutal humans arrived and almost took over the whole world.

They burnt the forest, polluting the water and the sky.

They were tyrannical, almost ruining the land.

And they threatened the Slimes that offered little resistance; they did not have great power and merely waited for extinction.

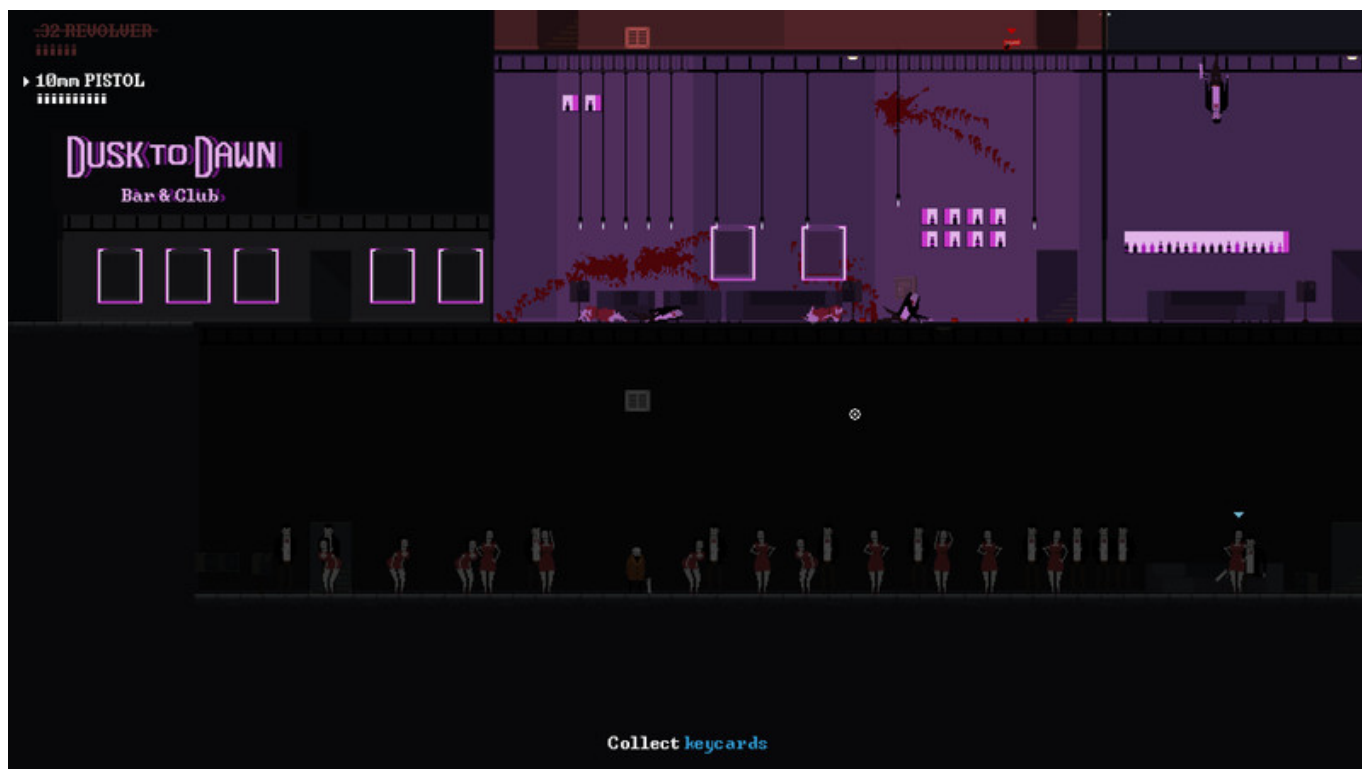
Then the Slimes realised they could take over the human bodies and use that strength against their enemies.

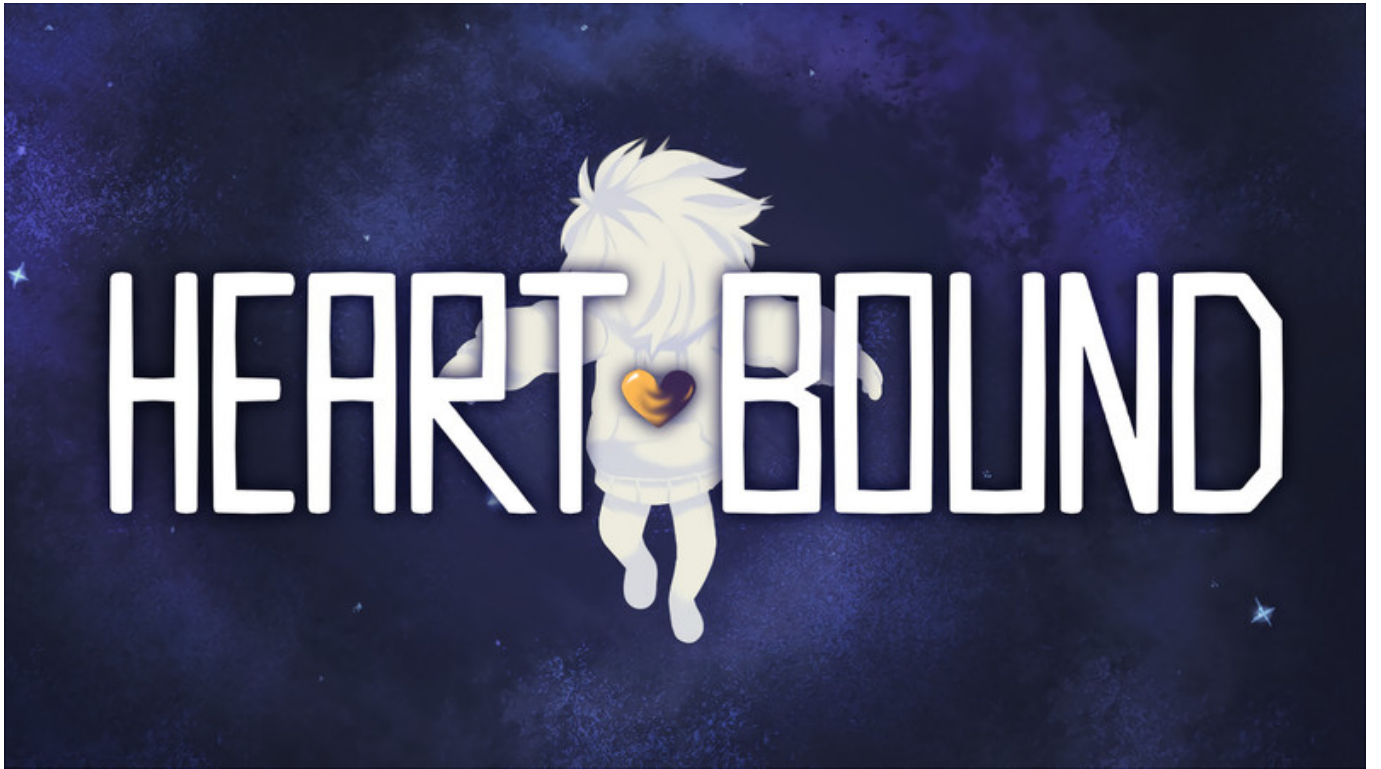
The Slime counterattack began.

Title: Ambition of the Slimes
Genre: Indie, RPG, Simulation, Strategy
Developer:
altairworks
Publisher:
Flyhigh Works, CIRCLE Entertainment
Release Date: 15 Feb, 2018

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English,Simplified Chinese,Traditional Chinese,Japanese







I recommend Battle Crust for fans of shoot 'em ups and 90s arcade games. While it doesn't feel quite as polished as Picorinne Soft's more recent release "Infinos Gaiden", it is an enjoyable game. The gameplay is basic overall and definitely on the slower side of things when it comes to shoot 'em up games. That being said, I found the game to have an enjoyable level of challenge, and I would say that it looks easier than it actually is. The controls are tight and responsive, and the basic mechanics are enjoyable.

The deaths always feel fair and the game makes me want to keep playing to try to get farther. The scoring is extremely straightforward, with no multipliers or gimmicks, just points for killing enemies. There are no bombs, and power ups consist of various colored weapon orbs that all give you a basic level 1 upgrade or a level 2 upgrade that is unique to their color if you have level 1 already. You have a charge shot that is a shield against most of the bullet types at full charge.

The basic gameplay is fun in the end, and relatively unique for a vertical shooter released in this day and age or otherwise. The game beyond the basic gameplay is slightly bare bones though. It would have been nice to have a level select type of practice or score mode, which is present in Infinos Gaiden, because as you master early parts of the game and come up against more difficult later levels it can begin to feel tedious playing through the initial levels to get to the part you are learning. The game is also missing online leaderboards, which would be nice but is forgivable in the end. For its price, the game is definitely worth it.

The soundtrack in Battle Crust is also one of my new favorites. The first stage theme in particular really adds to the game and kept me wanting to come back initially despite dying a lot. It has been stuck in my head all week.. I have only played the game on easy mode, but I have this to say:

- 1) It is definitely not that difficult. If you can't beat it on hard, lower the difficulty. No brainer, really.
- 2) Don't know anything about the balance. On the difficulty I play (and I play ALL RPGs on Easy, because I don't waste my time on trying to be cool when I can just enjoy the story) this is not an issue.
- 3) The story is OK, but it's not great. The characters are the weakest link: most feel generic fantasy stuff, with a few notable exceptions such as the eschatological dwarf.
- 4) The realm management is great. While not a strategy game, you really do feel personally in charge of your kingdom. In fact, it is much superior to DA:Inquisition.

To round up: I would definitely recommend the game to any fans of DA:Origins, Icewind Dale or any of the older Bioware titles, also to those who want a blend of strategy and RPG. I would not recommend it to anyone who thinks they are great gamers and that the world of game development revolves around them.. I really wanted to give this game positive review, I played it and kept saying '5 more minutes, maybe it'll get better soon'. Well it didn't.

Toki Tori (previous game) was the game I enjoyed playing, levels were interesting and difficult as hell, graphic was cute and pleasant. I thought Toki Tori 2+ will be similar and give me more hours of brain exercise. I feel quiet screwed because it's nothing like Toki Tori.

I don't recommend this game for people who expect puzzle game. Maybe if you have a children they might enjoy it.. King of Everything brings up a good point about the need for the main character to have quotation marks to indicate when they are speaking, and when they are thinking. It would make things easier to understand at a glance.

Over all, this was a very fun CYOA. I would definitely recommend it, especially at this price.

I'm just really hoping there will be a sequel. The ending was ultimately disappointing, because while there is enough information to draw some fairly sound conclusions, there is no concrete explanations to some things, and over all, I was left wanting for answers, and for more in general.

Besides that, it's a giant cliffhanger.. I usually play games I'm unsure about for at least two hours so that I can get a good idea of how they work before the refund deadline, but it only took me half an hour to see most of what this game has to offer - and what it offers is a dull, repetitive and positively ugly attempt at a top-down shooter.

Built on a roguelike-style framework that features procedural generation, character progression and permadeath, **Derelict is a game that clearly prides itself on throwing the player in at the deep end - a fact that shows very well on the first level,**

where you're required to escape a self-destructing spaceship without a tutorial or even so much as a map. Randomly-spawning, godawfully-ugly explosions take significant chunks from your health as you stumble through the corridors, and though you catch glimpses of what could be enemies or friendly NPCs, they tend to get gibbed by the RNG pretty fast. It's only when you bump into an escape pod and launch yourself free of the doomed ship that the game 'opens up' for want of a less promising term.

In reality, although you're now free to visit space stations, abandoned planets, wormholes to newly-generated map sectors and discarded chunks of former space liners, the promise of freedom rapidly withers when you find out that there's absolutely nothing to actually *do out there*. *All of the destinations you can visit, though different in appearance, play out identically - you land your ship, shoot the mindless zombie-like enemies rushing towards you in single file, pick up poorly-sprited items and weapons that the game never really tells you the purpose of, then take off and try to find a use for all the indistinct junk you accrued. I'd like to be able to write a paragraph for each different type of destination you can land at, but unfortunately, they're so similar in how they play out that there's just nothing unique to be said.*

Though the game does boast an impressive array of different collectible weapons to find in your travels, the anaemic levels of enemy variety make the point moot - an automatic pistol carves through a brainless line of whatever those sprites are meant to be just as well as a plasma rifle, so what's the point? The only time I actually managed to die to these foes was when a huge mob of them sprung onto me out of what must've been a spawn point as I approached. My other deaths - getting shot in the back repeatedly by a companion who I never asked to join me, getting hit by an asteroid that I had no way of predicting, and failing to luck my way to the exit during the starting level - were similarly unenthusing. There's also different spaceships to grab off space stations and derelicts to replace your initial ship, but there's even less point to it than getting a new weapon - besides their admittedly-decent sprites, all the ships are totally identical.

In all, between a music playlist that varies between 'generic' and 'actively unpleasant', a near-total lack of any artwork that could be called 'good', and mechanics so bare-bones that they almost don't need that tutorial that the game fails to provide anyway, Derelict feels far more like a tech demo than a bona-fide game. The 'open world' the game puts you in is laughably bare, the exploration aspect falls flat once you realise you're not doing anything new after the first couple of landings, and frankly, I don't even think the area maps that you land on are procedural. Just spend the \$10 on a cheap movie or a takeout or something, since both would keep you entertained for longer.

Awesome OST. Boring game.. Fun quick game where you perform operations on people with some funny instruments. Worth it not just for achievement hunting alone. They are easy to complete.. A very good game. It's those old brick breaking games renewed. And it has a very good soundtrack too!. First review ever:

Recommendated, but only if you want minimal content and no Dev. communication or updates.

Minigolf Mania has the best 'feel' of any minigolf game on Steam. It's very simple, and the TALENTED Devs do a great job in making the game play and feel easy to pick up and enjoy. These guys know how to make a quality simple game.

Sadly just like No Man Sky, these developers have zero communication with the buyers of this game. They promise upgrades soon, and never deliver. Seems like they simply: do... not... care. A hole/level creator could give the community a great tool to expand this game (and have others to increase sales), but it has never been released.

No multiplayer, but co-op. and the worst thing: JUST NINE HOLES!

To sum-up. Fantastic potential, zero updates for almost half a year. NO COMMUNICATION. Many buyers of this game feel slighted as well as believe that this has been abandoned. I hope not!

PS: So if 3 dollars is okay for 9 holes, I recommend it, but just nine holes... I am going to say- No. Sorry, cause the engine and working of MiniGolf Mania are wonderful!. The lore of the Zoombinis universe is surprisingly deep.. one of my first steam games, oh memories

great game, great dev

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