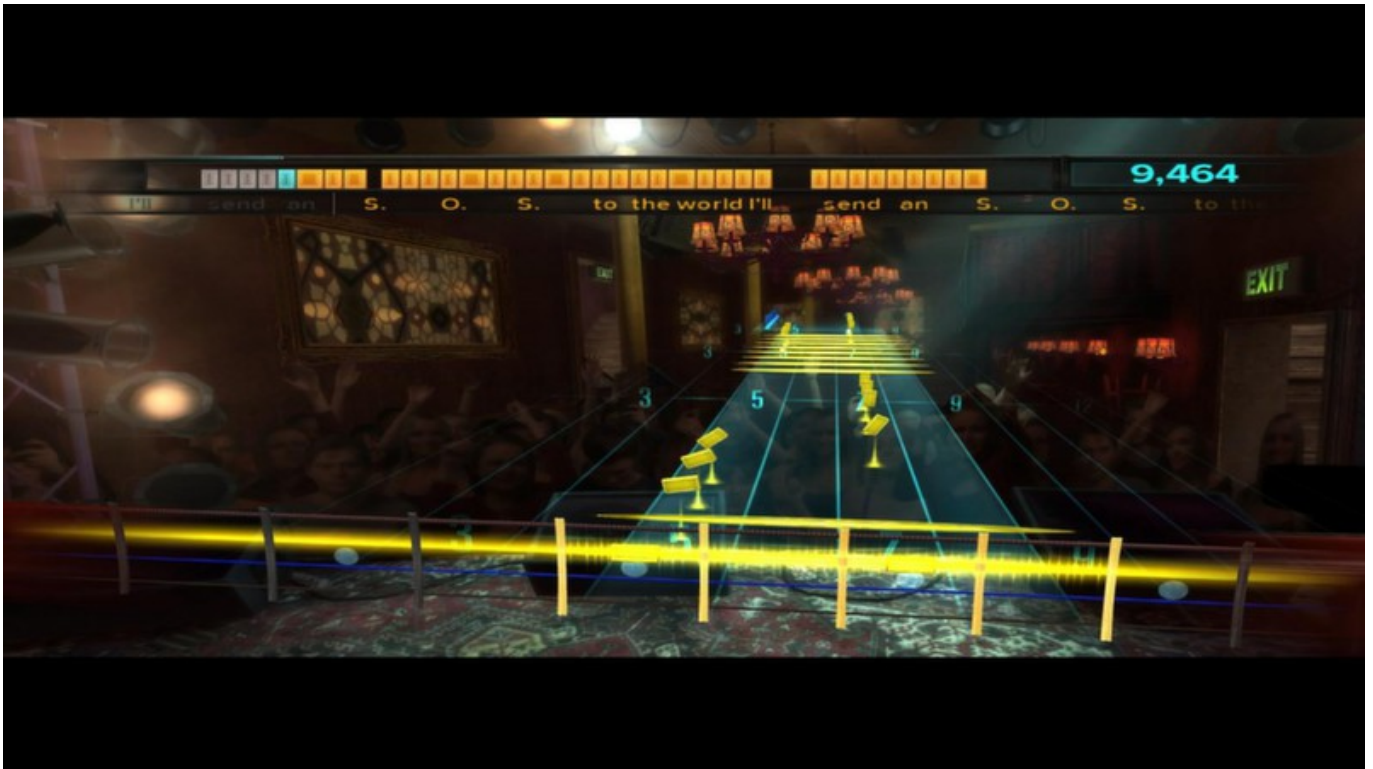

Fantasy ERA Ativador Download [portable Edition]



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About This Game

Welcome to the Fantasy ERA! Build the village by using the resources of the island, educate your warriors, conquering the island, and victory against your rival!

You must use your resources and workers to gain victory. You will start the Fantasy ERA with a worker from a small tribe. You will build the building by collecting resources. You will create an army. Your opponents can grow faster than you. Do not neglect to develop defense against them!

Title: Fantasy ERA
Genre: Adventure, Casual, Indie, Massively Multiplayer, Strategy, Early Access
Developer:
Fatih KAYA
Publisher:
FKgames
Release Date: 1 Aug, 2017

b4d347fde0

Minimum:

OS: Microsoft Windows 7/8/8.1/10 (64-bit)

Processor: Intel Core i3-3240, 3.40GHz or amd fx 8120, 3.1GHz

Memory: 4 GB RAM

Graphics: nVIDIA GeForce GTX 460, 1gb or AMD Radeon HD 7870, 1gb

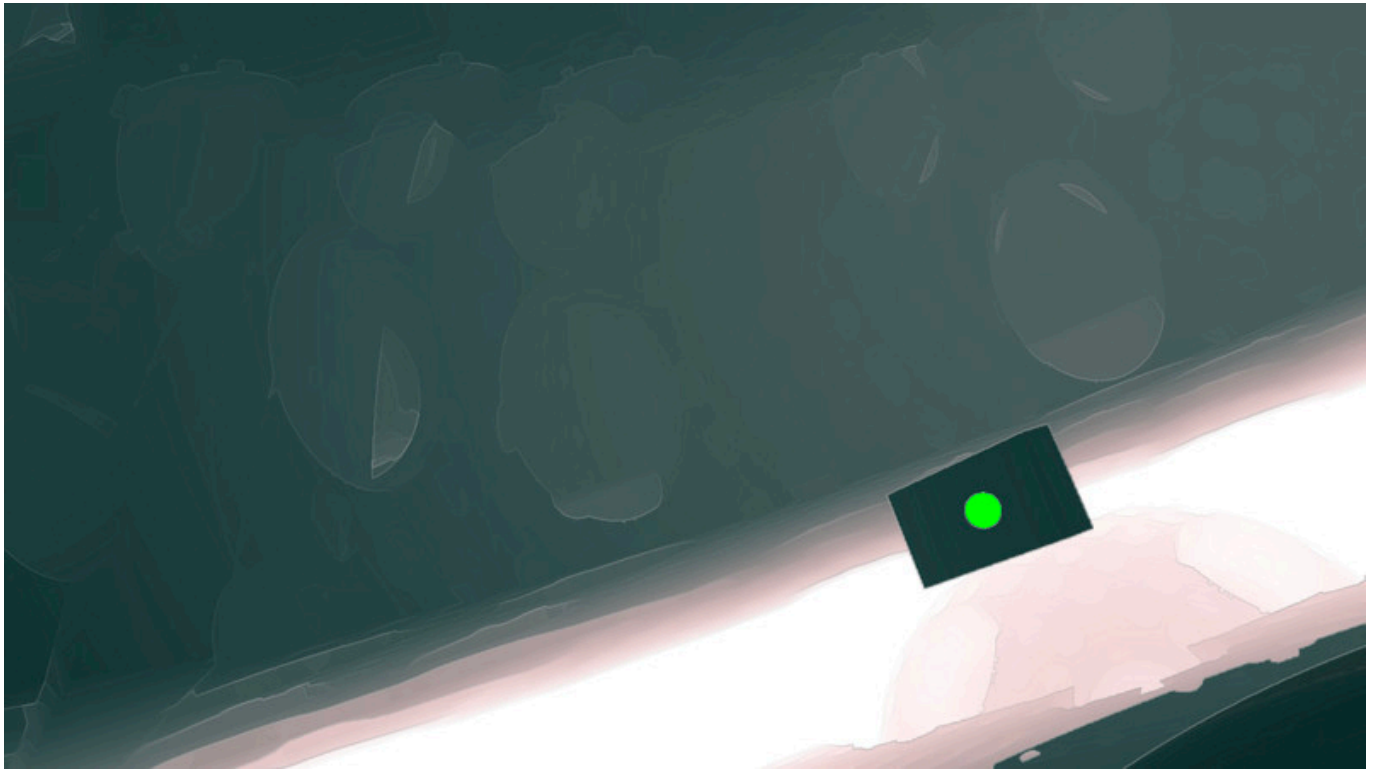
DirectX: Version 11

Storage: 1 GB available space

Additional Notes: Minimum system requirements tested.

English





Collection: 100%

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Koishi Type

Rank 1 Rank 2 Rank 3 Rank 4

Change Rank

Name _____

Koishi Komeiji

Species _____

Yokai

Special _____

Unnoticed/Pierces Defense

Debut _____

Subterranean Animism

Commentary

Satori's younger sister, who has the ability to manipulate the subconscious. While her ability is active, you can't see her. When her rank is high, her invisibility lasts longer. While invisible, her attacks ignore

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I Love this game! Great action, fun story, and interesting characters!
If Leathal League and Super Smash Brothers had a baby, this would be it.. This

is
an
absolute
masterpiece

I
thank
you
for
making
this
beautiful
game.

The
artwork
and
control
mechanics
are
absolutely
flawless.

10/10

xD jk. I haven't been to a North Korea concentration camp and been tortured, but this may be equal to torture. Hell, this may be equal to death itself. I couldn't even play this game for 5 minutes before contemplating suicide.. loved commandos 2. this has poor playability. hated at the first session. not recommended. Good idea but, poor mechanics make it unenjoyable.. Was expecting a pizza syndicate remake, was heavily disappointed.. Hello :)

How i can buy this program Music Maker 2017 Steam Edition?

Please answer! Thanks :). I really don't understand why this game has such fantastic reviews. Even compared to the FPS games of its time it's terrible.

The gunplay is basically nonexistent. The aiming is terrible, the iron sights look like the designer smudged them by accident, and it feels as if 2 out of every 3 shots is a blank. You can supress enemies pretty easily though, since you don't actually have to hit them to do so. The only gun I enjoyed using was the scoped rifle, because every shot went where you aimed, and every shot seemed to actually do something when it hit its target.

This makes you think your job is to sit back and suppress your enemies while you let your assault team deal with them up close. You cannot do that, because your assault team is guaranteed to run up to the enemy, miss all their shots, and then get immediately killed. The friendly AI cannot do anything besides distract enemies and keep them indefinitely suppressed. The enemy AI on the other hand is wildly varied in its ability. If you are more than 10 metres away from them, they either don't shoot at you, or miss all their shots. If you get anywhere close to them, they will pop out of cover, and either continue to miss all their shots, or remove basically all of your health, which I will get to later. The best part is when you are sitting in cover, and a panzerfaust or mortar flies over your cover, puts you down to red health, and knocks you to the ground for an incredibly long amount of time. The only way to actually kill anything is to throw your useless bots off in one direction, turn all the enemies, and then fire wildly into their side with whatever automatic weapon you have.

Now we can talk about the health system. It's an old fashioned no-recharge health system, which is totally fine. The problem is that there is absolutely no way to heal. Unlike almost every other game in existence, there are no medkits or healing items at all. You get hit by one of those mortars or panzerfaust halfway through the level? Enjoy trying to finish the rest of the level without taking a single hit. Same goes for your bots. They get obliterated by a grenade early on? Enjoy trying to finish the level alone. Luckily, if you die enough times in a row, you can choose to restart from the checkpoint, which is likely 15 minutes back, and heal yourself and all your men.

This game does not deserve the reviews it gets. It's not a good realistic war game. It's not a good arcade war game. It's not a good game. The story is pretty good, if not let down a little by the weak facial animations and occasionally odd voice acting, which isn't out of place for the time that this game came out. My verdict?

If you want a fun WWII Singleplayer experience. Play Medal of Honour.

If you want a good WWII story about US troops. Watch Band of Brothers.. JUST DO IT !!! The scenarios are rubbish. The victory conditions and defeat conditions are often arbitrary. The naval combat just does not work. The air combat could use some polish. Especially when it comes to making it clear just what kind of fighter a particular plane is. Apparently there are three types: interceptor, dogfighter, and heavy fighter. Good luck finding out which plane belongs to which category. The land combat works fairly well though. But amphibious operations are a tedious mess. Let's just say that the Morning Sun campaign is a thousand times better than the pig slop that is the U.S. Pacific campaign. I guess this means that Slytherin is taking feedback seriously. So, hopefully we'll just look back at this as the really bad campaign for Order of Battle and enjoy the material that came out later.

All in all an excellent route that I very much enjoyed playing, thx DTG. It's rare for me to complete all career scenarios for a route, but got much pleasure driving all 10 over just a couple of days; which says it all! :) The included rolling stock is IMHO generous and a distinct improvement on previous versions of same locos, especially the supplied ICE 3. The route comprises a nice mix of a super fast Inter City line, together with a slower more winding line for local stop-start commuter traffic and freight runs. The huge Mannheim yard offers ample potential opportunity for creating some very involved freight scenarios. Surely one of the best German routes for the game!. lapsuuden peli. tuli rassattua pienen\u00e4 vidysti... jotta t\u00e4ytt\u00e4\u00e4 arvostelun kriteerit kirjotukseni niin voin todeta ett\u00e4 peli on koukuttava ja pelin ulkon\u00e4k\u00f6 saa aikaan tarpeen poksauttaa kaikki palikat! (ja suomalainen\u2715)

My Childhood game. Spend many many hour with it.. But if i must say something about it: its very addictive, game's look gives you the need to destroy every block on screen. Also this is finnish game so it receives extra-credits from me.. It's pretty good.
BEST GAME EVER

11V10. Not much to say besides don't buy this. The game mentions playing like other classics such as old TMNT games and other beat-em-ups, but this is nothing like those. There are 3 total characters. The steam page mentions variety of gameplay and attacks. Both melee characters have swipes in different directions, but that is the extent of the "varied" combat. Each character also gets a special that sporadically fills up and sometimes isn't very helpful. The game is super repetitive. You fight the same 3 guys: kobolds, orks, and something else I can't remember, all of which are modeled similarly, in countless waves while you mash the single attack button endlessly.

The game tries too hard be funny, but it completely fails. Poor dialogue, bare-bone story. It is also super short at around an hour, which I can't decide if it's a blessing or a curse, considering how the game plays. There is nothing in the environment to use or manipulate. Also the hit detection and ability to judge the same level plane of enemies is terrible, meaning you miss countlessly on bosses. Sometimes the attacking and buttons are finnicky. There is no leveling or character customization, just replaying using the same boring attacks on the same boring enemies, with terrible graphics to boot. Literally get any other beat-em-up out there instead and you'll be doing yourself a favor. 4/10.

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