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About This Game

CLASSIC ROLEPLAYING REIMAGINED

Embark on an epic adventure, in which you must unite the survivors of a fantastical apocalypse and strike back against the greatest evil the world has ever known. Combining elements of classical turn-based and modern open-world roleplaying games, Fantasy Realm delivers a unique yet familiar experience, the likes of which you've never seen before.

RECLAIM FALLEN KINGDOMS

Fight back against the undead hordes of Aelimeth's Legion, capturing territory province-by-province. Re-establish supply lines, upgrade regions, and bring order to a continent overrun by chaos.

OPEN-ENDED CHARACTER PROGRESSION

Customize your character as you play. 19 branching character classes, dozens of weapon-based skills, a variety of costumes, and a host of elemental spells are all at your disposal as you explore the expansive continent of Tol.

ASSEMBLE YOUR PARTY

Recruit up to six additional followers from the shattered nations, forge weapons and armour, and craft exotic spells, potions, and items from the resources you've captured. Open-ended class design ensures you will always have an answer to the threats you will encounter in the wild.

ADVENTURE AWAITS

The Legion of Aelimeth isn't the only obstacle in your path. Explore ancient temples, take on epic megabeasts, and disrupt hostile faction activity. Or simply take the day off and go fishing. The choice is always yours.

Title: Fantasy Realm: A Land Torn Asunder

Genre: Indie, RPG, Early Access

Developer:

Wildwood Game Studios

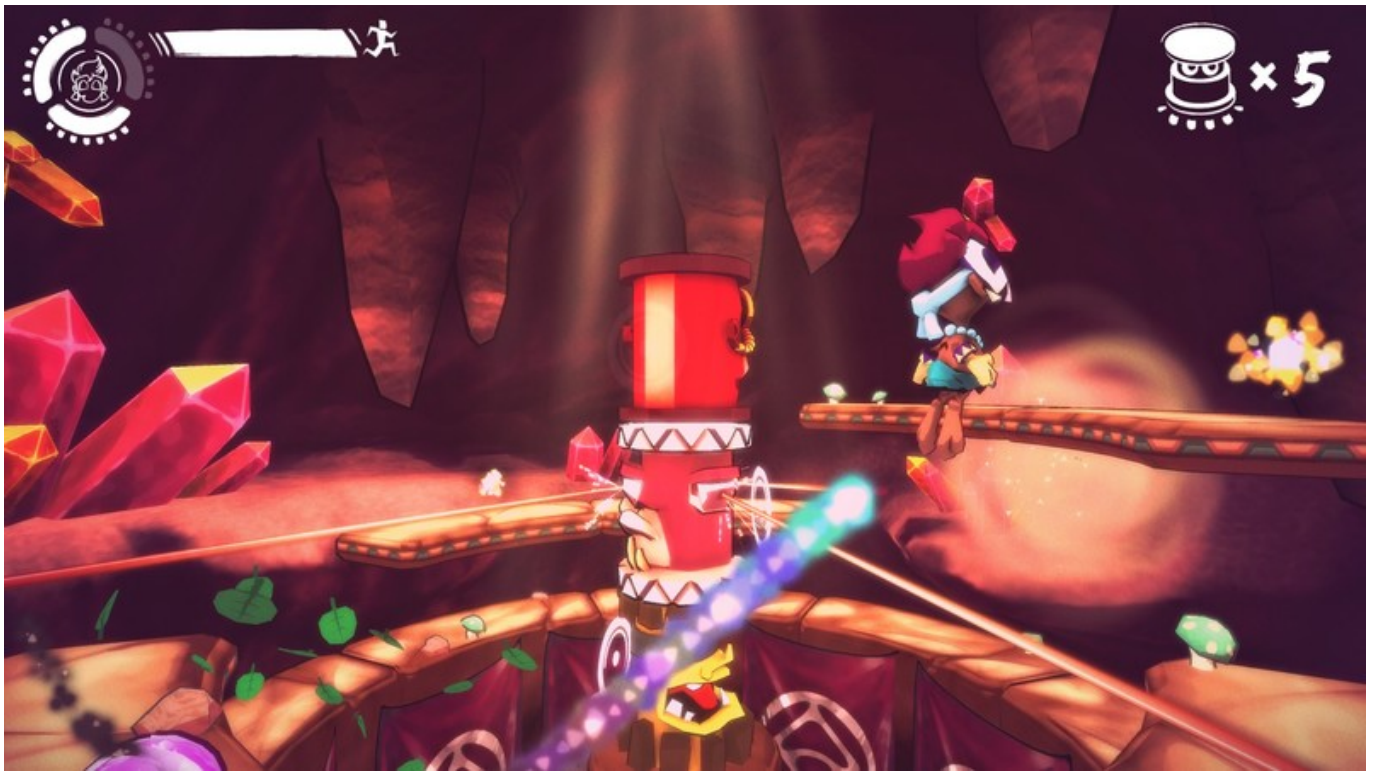
Publisher:

Wildwood Game Studios

Release Date: 27 Mar, 2018

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English







Excellent puzzle game with an enthralling story, which you don't often see from puzzle games.
The mechanics of the game are complex and challenging keeping you thinking throughout levels.
The additional mechanics and suitable length of each learning period for a mechanic keep the game interesting throughout its many chapters.

Learn life lessons while problem solving

10/10. This mod is a solid addition to Company of heroes. There is huge potential here that unfortunately is not met, because there haven't been any updates for over a year I think.

Everything seems good, haven't noticed any bugs, it's smooth as well compared to some other mods for CoH, the models for the new vehicles/buildings/units are really good. The only bad thing is that you can only play with either the British or the Germans. Needs more variety, but definitely a thumbs up from me.. I loved the game and am a big fan of SAO and Accel World, However I found the controls odd and therefore did not play for long, but it is still a good game and I had some fun with it (until I got frustrated with the controls, mainly the one that lets you fly and the camera repositioning one).. This was very buggy for me. Was there supposed to be something to shoot once out of the trash compactor? All I was able to do was fly around and shoot lasers. When I landed back on the pad, it simply threw me back into the prison cell type thing.. Bought this because OST is really good, and sounds much like any Megaman game.

And who wouldn't support this kind of good, honest and genuine dev team?

Best of the lot and strangley no achievements. :). previous Geneforge 1 review

Geneforge 2

Graphics: Simple and functional, same graphics that Geneforge 1 with a bit more color options and a couple of new NPC.

Control: Nice and clear tutorial, fixed key binding.

Replayability: Moderately High

Again, Geneforge 2 began with a cliché: young trainee send to not-so-routinely-mission. And there is where all the complacency ends as the Shaper is thrown into a far more complex plot without a warning. There wasn't any noticeable upgrade in battle AI, just a far more horrendous hit rate for missile weapons on both sides... as always maybe is just me.

Things I learned:

- The world is a better place thanks to Loyal Shapers.
- Rogue Serviles should be KOS.
- Rogue\Barred Creations should be KOS.
- Rogue Shapers should be KOS.
- There are two kinds of Geneforges.

continued in Geneforge 3 review. <https://www.youtube.com/watch?v=1z11L0oWVoU>. This is literally the worst game I've ever played. 2 Minutes in and i fell through the map.♥♥♥♥♥♥. Stoy, choices and the voice acting make this better/fun map then Total war games but the battles were more basic in units and formations. Pretty good but if you play total war you'll know and feel the difference.

For the price its good for 1 or two playthroughs.

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