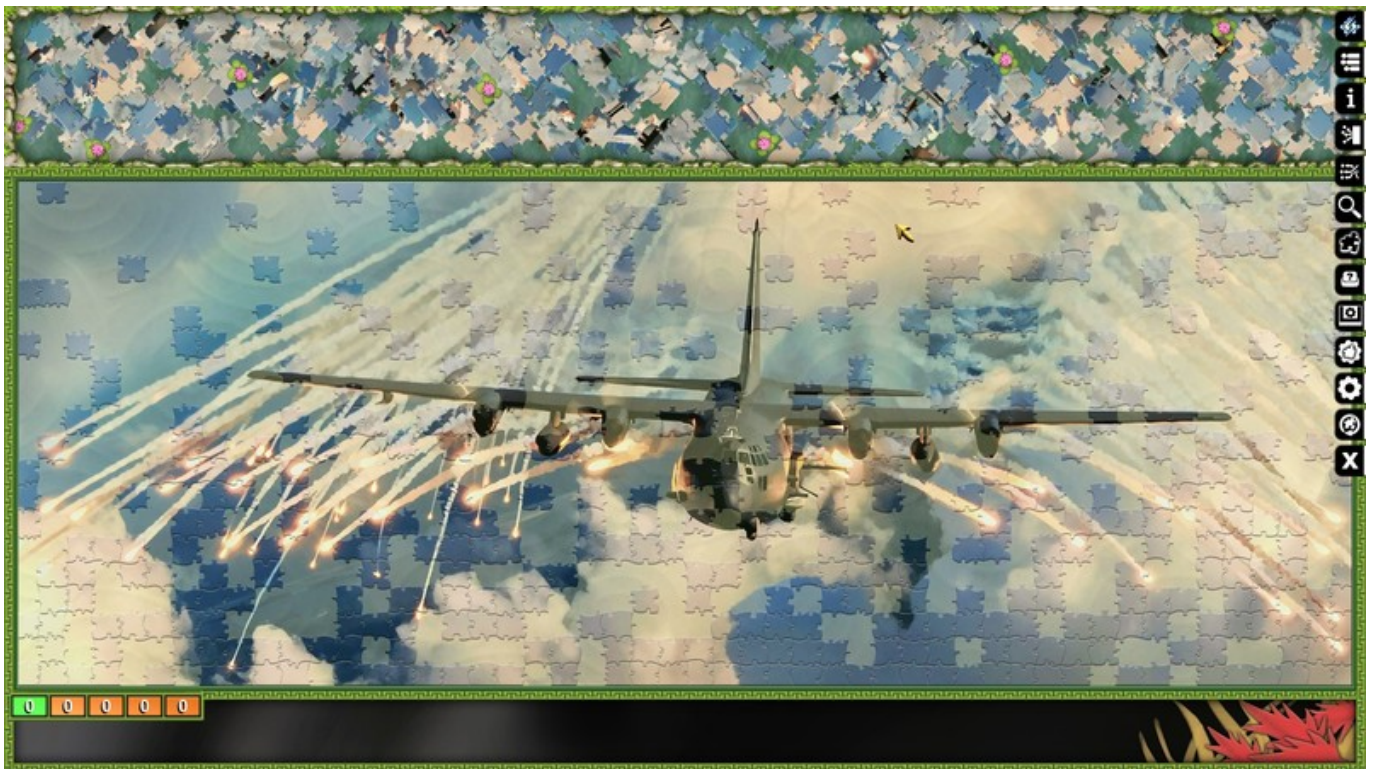

Sumeru Crack By Razor1911 Download



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About This Game

Brief Introduction

--This Is A 2d Physical Game.

--You can help “Yun” to escape from Sumerian World by drawing a bridge across the cliff , a high-climbing stairs, a hammer to break the door , etc.

--There are six levels namely “dreamland”, “forest”, “ice”, “city”, “mountain” and “last task”, and all together 43 scenes in this game.

--The game duration is about 6-10 hours

Story

A traveler called “Yun” picked up a gem on his way home. But just when he appreciating the fascinating gem, he was sucked in to the “Sumerian World”. “Yun” has to overcome all the difficulties and ordeals, then he can go back to his world. An adventures begins...

Title: Sumeru
Genre: Adventure, Casual, Indie
Developer:
BigCheeseGames
Publisher:
BigCheeseGames
Release Date: 21 Sep, 2016

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Minimum:

OS: Windows Xp/Vista, 7

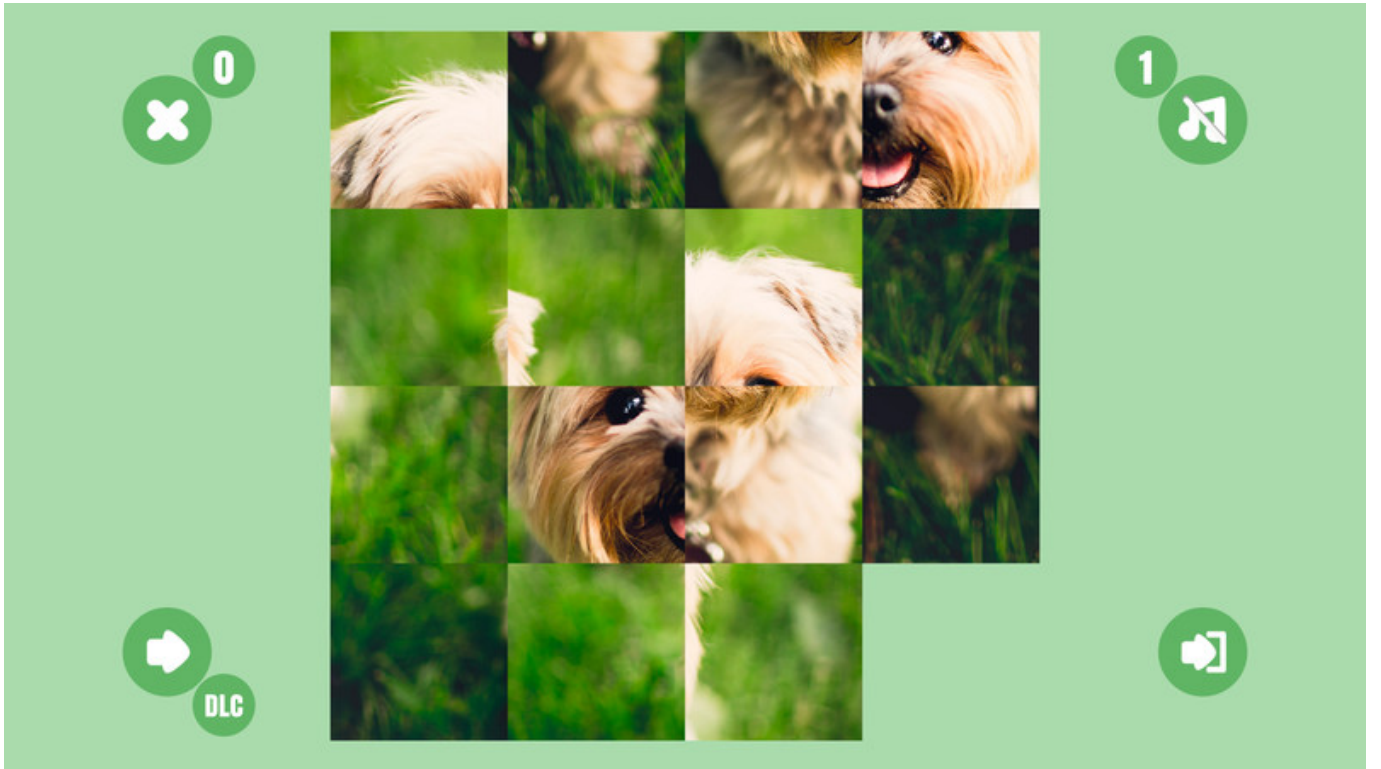
Processor: 1.6 GHz Intel Core i3

Memory: 1 GB RAM

Graphics: 256MB Video Memory, capable of OpenGL 2.0/DX9(Shader 2.0) support

Storage: 800 MB available space

English,Japanese,Simplified Chinese,Traditional Chinese,French,Italian,German,Danish,Ukrainian,Russian,Bulgarian,Hungarian,Turkish,Greek,Norwegian,Czech,Polish,Swedish,Romanian,Finnish,Dutch,Portugues







Inferior to modern source ports for Doom\Heretic or any of those older games in nearly every way.

I really enjoy tough games, but this is the bad kind of tough. The kind of tough where you die to something and you can't tell what it was, since there were no enemies around at all (I literally started to take damage at random, and then died). The kind of tough where a bullet-sponge boss is put right in your face at the beginning of a level, so that when you die after beating him, you have to cheeze him all over again and waste 5 minutes of your time. Giving an obscene amount of HP to a boss doesn't make for a good bossfight, it just makes it a boring bossfight, a staple of bad game design.

There are many other flaws too, such as: the lack of a minimap, maze-like incoherent map design, just 5 weapons apparently, confusing ammo system or representation, lack of save system, extremely dumb enemies, confusing projectile appearance that makes it hard to judge distances. Also, having to kill all enemies in order to proceed introduces the classic issue of hunting down the last two enemies that requires you to systematically search the entire map, which is excruciatingly boring. Weapons also lack punch and the sounds are really bad in general, although functional.

Of course it's not entirely bad. I like the art style, it's pretty old school. The music is also pretty alright, the MIDI soundtrack gives it the classic vibe the older games had. The simple run and gun gameplay akin to the older FPSes from Id is also a pro in my book and the main reason I bought this.

It's a nice tech demo to show off a personal piece of work in the spirit of the older games, but it's just not very well designed as a game. Stick to Zandronum\GZDoom and explore some wads/mods for the older games, will give you a far better experience, unless you really want to take the nostalgia trip and try something akin to Heretic but worse in nearly every way.. RPG Maker strikes again! This is another low effort retro-pixel JRPG ripoff spamming the Steam catalog, made with the RPG Maker video game construction kit... in their own words, "Our easy to use tools are simple enough for a child."

This isn't even a good RPG Maker game. This one has a lot of bugs, a mediocre story, and a lot of grind, all of which add up to make a really terrible experience in an era where games like Skyrim and DOS:2 exist.

Gamers who want a good retro gaming experience would be better off playing the original Final Fantasy games or one of the better RPG Maker games. Gamers who want a good RPG obviously should be looking at some of the award winning entries made recently.. great game. still needs some fixes here and there. two to mainly point out are. o when typing in chat still brings up the upgrades menu in battle. kinda annoying but should be a easy fix for dev team. second fix needed is at times in TD mode map goes black no one can see anything and things no long spawn \ move. also if the devs read this. it would be a nice idea for the tank class titan to have 1 more upgrade to pick from. and some more mechs in genrall in the game maybe something that can fly with weak armor? mix it up about so its not all ground only. :) played this for the first time in facebook gameroom. and loved so i bought it on here to help support the team.. For the price a no brainer....Awesome retro playing game:). Fantastic game, fine puzzles, amazing scenery, gripping story, new aspect on mystery solving (I especially liked that).

Worth every penny. 10/10. If you like good old Ultima-style (or a bit more advanced Diablo-looking) RPG's, with a darn good setting, Eschalon Book's your call. It's got a sensible story, loads to explore, blockades to explode and traps to exploit against your many newfound enemies.. I like the game. It's not that easy to get into it since it is quite challenging in its complexity. Nevertheless, I like the idea of this meadow where flowers grow on their own. It is weird, but the flowers are equipped with different weapons. It seems like they pass on those those weapons through their seeds to other flowers.

There are litte spheres with which I can do changes in the flowers. Soon I realized that this is a game with a highly strategic component. Different mods can be combined, but the meadow itself constantly brings challenges one has to handle. Brain-workers welcome ;) I'm a sucker for budget titles....so I figured I would drop the .50 cents that was required to purchase this game. It's an on rails shooter....which means that you have no control on where you are actually going....and it always results in you traveling in a straight line. But I'm getting ahead of myself here. First off....there is something seriously wrong with the start up screen. There is some sort of ripple effect streaming down from the top of the screen. I don't know exactly what it is....but it's a graphical error to say the least. Once you start up the game it disappears....and you are smack dab playing the role of an invisible soldier in a convoy. There is no tutorial....you just mow down whatever flashes red. There are different vehicles in your convoy....with an assorted array of weaponry. I didn't spend enough time in the game to see if I could switch between any of them....but I do know that when the vehicle you're in blows up....you do gain control of the next one. There is usually a health pickup lying in the road at some point....but that's all that is remotely noteworthy about the levels. The graphics are obviously nothing to write home about and the sound effects are nothing more than boom-boom and pew-pew. I played the game until I

died for the first time (the third level)...and trust me...your .50 cents....would be better spent on a canned soda from a vending machine.. This game is amazing. Harpoon traps are so satisfying.

Not much of a story but it plays with perspective in interesting (and sometime challenging) ways.. A good game, you can play for hours and it will not get bored.

The main hero - a participant in the game of the future - Arena. The goal of the game is very simple - to survive and defeat all enemies.

In the game a wide variety of enemies and weapons, many levels.

A huge plus is a small price.

This game is a good time killer.

. I cannot recommend this game in it's current state for one very very simple reason

There's a delay between pressing the button and jumping

That's all, that's my only problem. It's still fun, but the jumping thing ruins it.. Looks and feels good, but I cannot recommend a mostly online game with no online playerbase. It's a shame, maybe the game will be worth it if they ever port it to ps vr to increase the playerbase to at least a playable level.

EDIT: Adding bots will also go along way to make this game worth your money. Bad quality and false advertising. I played the tabletop version and bought this, it's really unoptimized, cumbersome menus you need to popup to be able to play, no way to save*, pace way too slow.

Be warned, if you try to press an icon you don't know the purpose of you could be disconnected from your local vs ai game, happened 3 times in a row.

This is a really terrible port, probably from the tablet version, definitely not worth the money nor the time.

*edit: ok so thanks to a comment I found out there actually is a way to save and keep playing the LOCAL games you've been kicked from for some reason, still no way to save and reload at a specific point in the game, maybe to undo a misclick on a terraforming or special action that cannot be changed during one of the last turns.

Also there is a way to speed up the animations, still having to wait minutes for the ia to spend a single power point per coin at a time tho, making the wait time a bit tedious.

maybe if I didn't fear losin my progress due to pressing those no-tooltip icon I could've better explored the mazelike menus..

This DLC card pack has the better, and far more variety of Boost cards. Want someone's else Hyper instead of your own that's in your hand? Use Mimic Need to check the deck to get your hyper card[s] sooner? Passionate research will do the job. And to play a card at no cost, just use President's Privilege before you do. Lonely Chariot is just a crap card imo, because who's going to pay 1HP to roll 5 movement for every turn? The effect does end when you reach 1HP, and will cost you stars, but the overall effect can't be cancelled either. The Ambush card is rarely used, because it requires a good timing and situation where you are 1)On the same tile as other player or players, and 2)Your turn happens before theirs, and 3) They aren't dead. It sucks that you turn ends after using Ambush too. The battle cards in this pack ensures that you'll never have to engage in a fight, though Tactical retreat will cost you stars to run-away.

Event cards are meh. Mix phenomenon is a hit-or-miss for the affected map, and Scary Solicitation gives you cards for the price of stars. In Trap cards, I find that the Piyopiyo Procession can benefit characters going for Win Normas, and is a staple for anyone who plans to play Starbo. Hooray for stepping on your own trap!

Overall, this is another good pack that is a must-have DLC for players!. If you value your friendships or sanity, do not buy this game. If someone gifts you this game, you should probably unfriend them. If you've received this game for free, I'm sorry my friend, but you are actually dead and in hell, this is your punishment for being a horrible person in life.

This might be the game for you if you enjoy controls that only sometimes work, extremely poor surprise platformers, or loads of red herrings.

I once got lost hiking in the mountains for 5 hours, got altitude sickness and was sure I was going to die. I thought it was the worst moment of my life, but in reality it was playing this game.

Turn back now unless you are TOO happy with your life and want to slum it up for a while.. I bought this game because I really liked the look of the food in the video. Unfortunately, the good looking food is one of the only parts of the game I enjoyed. The other being the background chatter that sounds like it's coming from a much busier restaurant.

The entire game lasts around 10 to 15 minutes and when you finish that you are treated to the menu screen. That's right, it throws you out to the main menu like a restaurant throws their bags of garbage out to the dumpster in the alley.

The game feels like it started off with a good idea and then was abandoned. There is no reward or incentive to do anything in the game nor is there any sort of leaderboard. The game seems to think it's score based but the points or score in it has no value and so it completely nullifies the system.

The customers don't do anything or show any appreciation for you bringing them food. They also don't do anything if you don't. They just sit there doing nothing - much like you will be if you play this game.

If this was Early Access I still wouldn't like it but it would at least have a reason for being that way. As a finished product it disgusts me that this is out there for sale. Even the main menu is laughably bad.

First Impressions V Review V Gameplay Video

<https://youtu.be/Va1i1Ld6fKgc>

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[I DO NOT recommend this game whatsoever. Almost no effort seems to have been given here and I really wish this was an Early Access title with many future updates coming because I really like the look of the food and idea of what the game could have been.. Good looking map. bugs have been fixed soon.](#)

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