
Battlegrounds Of Eldhelm Password



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About This Game

Battlegrounds of Eldhelm is an indie, online, free-to-play CCG (collectible card game) / RPG (role playing game).

It is heavily influenced by RPGs and borrows some mechanics and ideas. The result is a fascinating mixture between role playing game and a classic card collection game with awesome features like:

- Unique card collecting process;
- Powerful card combination mechanics;
- Class specific abilities;

Play on your own in the single player campaign or duel other players for high scores. The available game modes are campaign, custom versus A.I. and four types of multiplayer - arena (ranking pvp), custom (ranking pvp via invite - challenge), cooperative (slay the beast) and tournaments (in direct elimination).

- Play for the ladder board, challenge your friends or join forces against a powerful boss like enemy.
- Crusade in the campaign to be the ruler of the Eldhelm land and never be bored with the daily quests!

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- We are doing tournaments with awesome rewards at least once a month!

Battlegrounds of Eldhelm features:

- Epic music and 3D graphics;
- Three unique races (orc, elf, human) each containing different character classes (melee, ranged, caster) with completely different play styles;
- Customization of the visual appearance of your hero;
- Translation in multiple languages;
- A true multiplatform experience - available for web-browser, desktop, and mobile devices;

Title: Battlegrounds of Eldhelm
Genre: Free to Play, Indie, RPG
Developer:
Essence Ltd.
Publisher:
Essence Ltd.
Release Date: 22 Oct, 2014

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English,Russian







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love this, has cool gameplay and reminds me of game boy title revenge of the gator.. Concept is cool, controls\graphics\camera\level design and pretty much everything else is bloody terrible. Asked for a refund, even on a 60% sale. The game is just a pain to play.. yes, what can i say, it ticks all the arcade boxes that i like. After spending a few hours i can tell you this, its a simple game but so frustrating to play because of the difficulty! If you like challenges you're gonna love this. Good\u2665\u2665\u2665\u2665\u2665. By the time of writing this, I have put about 5 hours into this game. If you like roguelike combined with turn-based game play, you might very well enjoy this game. The graphics and game play are very nostalgic and appealing. It's the type of game that hooked me instantly. And I look forward to putting more time into it.

There is one glaring issue I've encountered while playing and that is that you are unable to rotate the camera. It can make it difficult to pick up items, choose the correct opponent, take the right path and causes some frustration when you're trying to do one thing and you end up accidentally doing another. I hope at some point in the future a rotate feature is included in the game but I don't think it's such a huge issue that it should prevent you from enjoying the game play experience.

. To me the game is well worth the \$10. I really like these kinds of games on mobile platforms so perhaps I'm a bit biased to start off, but this game stands out from the typical mobile platform games by being much more in depth, visually appealing, and actually contains an existant story with random other little scenes which are both actually pretty entertaining.

Being able to use a keyboard and mouse to contol characters is quick and accurate. Which makes the game even more fun and less frustrating. I've always hated fumbling about and dragging my dumb finger around a touch screen.

Neat mix and match from multiple heroes to use in your active party along with proper skill trees and equipment stats adds some nice strategy and rpg elements. Also has a very actively involved developer on top fixing any new bugs/issues to keep the game at its best.. I'm not gonna lie, I was really hoping this would be something good. As a fan of Dead by Daylight dying for a new horror mutiplayer experience on par with Soul at Stake (a game I loved but is now essentially unplayable in North America since migrating the servers specifically for China). While I respect what the developers are trying to do, this is just not a good game. In fact, it was a massive let down.

<https://gaming.youtube.com/watch?v=9Z69uPIEl6c>

[It seems like the whole goal is to go around and explore areas for specific items or trinkets you need to kind of offer up as a sacrifice to cleanse the city you are roaming around. You are pitted against a small group of enemies \(I encountered three\) including a man/woman spider-like creature that looked like something you might find on the Unity asset store that may or may not attack you. If it doesn't, it will attack the wall, a random table, or the air behind them. That creature in particular will lurch forward and knock you down, and unless you luck out you WILL die since it attacks faster than you can stand back up. Basically, the enemy A.I. is broken.](#)

[When you die, you turn into a free-floating spirit who can either weep or spawn a gambling chip by spamming the Y button on the controller. I won't lie, I have no idea what you are supposed to do at this point, and it's not mentioned in the tutorial. All I know is a random wraith took me away and gave me a second chance out of nowhere. You have a limited inventory as well, so chances are you will run out of room looking for the things you need to cleanse the city and go back to base before you find a synthesizing workbench or place to sacrifice the objects within the twenty-four hours you are given to do it.](#)

And this leaves the city which, well, looks like it wants to be classic Devil May Cry for a modern gamer, but it just looks like a ton of assets hastily thrown together to resemble one. In the playthrough video above you can see me happening upon a random wooden cabinet in an alleyway for no reason whatsoever, which can't even be opened. I also wound up opening things without even facing them, just having been in their general direction. You can even get tripped upon and have to jump over the tiniest of humps, like I did during a run in the tutorial (see video below) when trying to go up a flight of stairs and clear the top of it to go forward.

As for the controls, it at least handles ok. It wants to be Dark Souls (in fact you can tell the developers trying to recreate that experience) but ends up more like a less tankier original Resident Evil 2 special edition with analog controls. And of course there's a stamina meter. Why wouldn't there be one that drains when you attack, jump, or that everso tiresome act of just standing around blocking by crossing your arms? And finally don't bother with your keyboard as the whole game is set up to use the controller, and the mouse sensitivity is almost impossible to reel in, even when lowering the dpi on your mouse physically.

<https://youtu.be/vhP8nH9vEpVI>

As someone who loved the PlayStation 2 era of gaming, even PlayStation 1 [note I was born in '85 and gaming since the NES], this game was very appealing. Looking inspired by some of the most enjoyable horror games of the time in a multiplayer setting was something like a dream come true. However, this title has potential, but it handles like you pay \$20 US (\$14.99 release date price) for an early beta/early access release. Fight the Horror feels rough and unfinished. Most of what exists would be laughable if you weren't too busy trying to wrap your head around how poorly executed all but some the controls are. Maybe if 4DMACAU puts a good deal more work into it this will be something moderately enjoyable, but for now just stay far, far away from this one.

This game is awesome!

I do have one question. Do SSGSS Goku and Vegeta come with this?

They haven't been activated for me since I bought this. 0/10 Most boring thing to watch! The people to not do anything, the game is not aesthetically pleasing, no walkthrough (it says help when you hover over stuff). The game just sucks. I usually try to find the bright side on what the developers did well but I cannot think of anything. I have played better civ sim games for free on flash game websites. One of the few games I actually enjoyed uninstalling.. Well, who would've thought that a game set in the same universe as a certain lousy movie would be so good! Also for some reason the game is kind of obscure, I've only seen it for the first time in the depths of my recommendation queues. A shame, really, this game deserves attention much more than piles of trash being relentlessly advertised on Steam.

So, The Huntsman: Winter's Curse is essentially a linear visual novel with battles. Looks and feels like something in between Banner Saga and Child of Light. I purchased this game on a discount and I believe those were money well spent. I love the overall style, the visuals, the music too. The game uses a rather unique combat system where instead of actions you play cards and those cards are provided by various equipment, so changing equipment allows you to modify your "deck". An interesting idea, it actually shows promise and can be used in other games of similar type. Although, of the battles themselves I have to say they are not terribly exciting, mostly because all you need to do is click a card once in every 5-10 seconds. Also the very theme of dark fairy tales is getting really, really old. Certain cliches and tropes are very much apparent in the story. However, nothing is entirely new nowadays and the story itself isn't bad at all. It is well written, happily avoiding some common pitfalls like using modern slang or making characters talk like idiots.

All in all, I enjoyed playing this game. Check it out if you're into such things, especially since the first chapter is free, so everyone can make their own opinion.. amazing graphics and animation, excellent controls, tight and creative gameplay, stellar writing and localization, and the soundtrack is dope as hell.

buy this game and join me in a prayer for more. Personally I think this tool needs more development, don't get me wrong - I'm going to give it a thumbs up..

The thumbs up I give it is for making this technology available for a decent price - other products which are similar - say like voxelfarm target enterprises - while this rightly is a cheap by comparison product, it does its job admirably.

The main reason I want to see more development is not because the tool is inadequate - although some may say its not entirely artist friendly and perhaps a little unintuitive - but because smooth voxel tools to me always seem inadequate - I've used voxel toolkits with Landmark, and even had a quick look at some things from voxelfarms impressive suite via screenshare - this tool captures the essential editing tools, which (in my opinion based drive for improvement) can be better.

Well worth getting right now if you are planning on marching straight into development - my PC (quad core w/hyperthreading, 760 GTX with 16 Gig Ram + 4 Gig VRam) was barely holding up at some points, but by the time you've finished your project, this will work smoothly on most customer PCs.... I have a couple of their older CD's but I'm not a what you'd call a "fan", so this review has nothing to do with the band.

There are a few problems as others have noted:

- * Escape quits the game without warning.
- * It's hard to aim magic.
- * Some actions require the use of the mouse, like dialogs and using a potion (?).
- * There's no map of the areas.
- * It's mostly "hit and run" fighting with no dodging or blocking.

But all that doesn't matter because it's just plain fun. The areas are fun to explore, it's fun to scramble after coins showering out of chests, and fun to run through the spikey logs and acid spewing statues.

The repeatable bonus stages seem to be where you make most of the money so make sure to find the 3 bats in each area to open them up.

Edit: I finished it on normal in about 5.8 hours. Nightmare mode looks interesting enough to replay it and find the few collectibles I missed.. More or less megaman, but it's a good game with some interesting weapons and upgrades and 2 different heroes that have different weapons and playstyles.. Its a good soundtrack but only worth it for like 3 songs.... nice game !

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