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## About This Game

In a world of wizardry, wonder and untold mystery, you must undertake some of the most diverse quests to hone your skills in spell casting, weaponry and melee combat. Your martial skills are soon put to the test as demonic monsters descend upon Avencast, turning the academy into a state of chaos and destruction.

Armed with countless combat moves and spells, and a vast arsenal of equipment you must uncover the source of this evil by vanquishing an onslaught of enemies. Treachery and deceit reveal themselves as the vicious army threatens Avencast's very existence. Amidst the mayhem, an astonishing truth unfolds which will forever change the battle scarred Wizard.

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Title: Avencast: Rise of the Mage

Genre: Action, Indie, RPG

Developer:

ClockStone Studios

Publisher:

Meridian4

Release Date: 17 Mar, 2010

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English,German









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I was a little sceptical about this when I saw it in the store. A side-scrolling shooter based on a frenetic FPS? Turns out I was wrong to be sceptical. SSDD features a unique gunstacker system, oodles of replay value, and humour that is faithful to the original games. A worthy addition to your Serious Sam collection.. This is an amazing LEGO game. Definitely not as much content at the newer games, but filled with fun for everyone. No difference between this version and console versions though, so if you already have a console version, don't expect anything new.. \u4fe1\u4ef0\u5145\u503c\u4e4b\u8d2d\u4e70

As far as I can remember, 20 years ago I was engaged in this game with my classmates at our teenagers, one fun thing is to watch all AI fighting, at that dos-version it is quite easy, I can just watch the result of cities changing their ownership without watching detailed battle during the war, but in this game I have to watch each detailed battle or I can't see the changing ownership of cities. I miss the old dos one which is 6mb.

And the opening Overture music when you select scenario is very exciting in dos-midi, quite better than nowadays mp3 to hear

Entering scenario selecting menu 7 times you'll get an extra scenario, 1582, on Nobunaga's death.

I still remember the opening music in DOS, I thought it sounds better than other version of this melody, I wish I can get the mid or mp3 file exactly as the dos-one.

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The game's only weapons are different types of throwable explosives. On top of that, there are plenty of game mode variations like fast motion and invisibility. The game has a colorful, low-poly/sprite-texture aesthetic that looks great. I haven't gotten the chance to play a multiplayer game yet, but the single player campaign has plenty of fun to offer. It's styled after Mario 64, with a hub-world full of doors that you unlock with collectables. You get more collectibles by returning to levels to play with different variations and win conditions. The levels themselves are varied and creative, and keep the game interesting with things like destructable floors and underground passages.

Definitely worth checking out if you miss the days of N64 party games.

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. One would think an infinitely stretchy arm would make life easier.. Beware. As it stands, the game has very little content, despite being in development for a while.

Edit: after talking with the developer, I changed the previous paragraph.

The game has about 15 minutes of gameplay! I have more since I was exploring the mechanics a bit more, to see if there was anything beyond the lackluster surface. And then to farm cards. There's nothing.

First off, I've found his youtube channel. There's a video of this game from September 2013... it looked identical. Then, the game entered Early Access a month ago, and has basically no content. The game's planned time in EA is 6 months. I can't think of how they'll pull it off in 5 months, seeing that this game has existed for a looong time and is as it is.

Also, the developer is claiming to be porting the game over to Unreal because of user feedback... out of nowhere, essentially. There was a poll of sorts, but the whole thing makes little sense.

Oh well, you now have the shady information I stumbled upon. On to the game, then.

Well, it looks like old X-COM, but is actually a top-down shooter. You point to stuff and shoot them. Enemies take a bunch of shots to die and there's very little feedback. They'll always shoot at where you are, and their bullets are fast, so you have to stand as far as possible and "circle" with the 8 direction system.

Not very interesting at all. The guns all feel the same. There's a shotgun that shoots exactly as the laser rifle... only damage changes... It's not very good.

There's a seemingly complete inventory and upgrade system built into the game, which is quite cool. You collect 2 currencies in the levels and then upgrade your stuff. That would be cool, if there was anything worth upgrading. For now, it's just numbers like Health, Armor, Damage, Rate of Fire, etc. And as I said, the guns feel really, really bad. You click, and a projectile is created. No muzzle flash, no recoil, no screenshake, nothing. It's very, very, very basic.

The game looks pretty nice, though! It's a bit rough overall, but I really like the style. There are a few visual glitches, but nothing overwhelming.

The levels consist of "kill these 3 enemies", then move another place to "kill these 2 guys". There are only 2 enemy types, and their AI is non-existent. They're stationary, and they shoot at you.

There's also a Boss fight. Nothing too complex, but it's cool that it exists.

I mean... this is not good at all. The only redeeming factor is the visual style. And even that, it's not good enough for recommendation.

Honestly, I'd like to see this be a cool game. But, with all of the above, this does not seem serious at all. And something that most people with \*little\* programming experience could put together in a couple of hours.

I'll update this if anything changes.. Aiming, running, the whole thing. Just bad. Idea is probably the ONLY thing that is good. Guns, people killing people. Yeah, that idea. That is all. The game is crap. Almost no players.. You will never scream "this game is bulls\*\*t" at a game faster than this. This is a really hard game that's as addicting as hell. I truly recommend this game if you're looking for a real challenge. Yeah, I say it's worth the money it's pretty fun.. gets frustrating after a while.

often you get "bosses" what just means you have to fight 2 opponents in a row but you only get 1 health bar  
been stuck on the 10th boss for 3 days now

0% skill and 100% luck, you only get stronger if you buy heroes with real money

would like this game more if there was some skill involved. Another game where I wish steam would allow us a rating out of ten, rather than plain good/bad.

If this had been a whole game (as opposed to no 1 in a series) I'd be recommending it wholeheartedly. But on finishing the game you will be annoyed to discover that it is chapter 1 in a series of... I'm guessing..... at least 4 games.

I have just noticed chapter 2 has been released and so now there is hope that the plot might be completed. So fingers crossed,

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one day the whole game will be available. At that point I would recommend it. It is a dark, well written, story rich point and click with some complex characters and good puzzle design.

I can't recommend it now as lots of us are really annoyed at episodic games that never get finished.



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if you like tanks like me, you'll love this game. if your sick of the stupid trend on hyper realism then you'll love it even more! but there is no multiplayer sadly but the campaign and gameplay is worth more than it costs.. This game is so fun and doozy. I just don't understand why the game has guns and leaderboard if it's single-player only.. 10V10 best chicken game.. This game is insane. If you like humorous one-liners and zingers, this game is for you. Otherwise, it's mostly just punching an onslaught of bears. You must defeat all the bears to free humanity from an alternate timeline where the wrold has been taken over...by bears. Give it a try; you may find it addictive...I found it a tad repetitive.

[Gamers-Haven](http://www.gamers-haven.org)[[www.gamers-haven.org](http://www.gamers-haven.org)]. Fun for the first 5 minutes. The difficulty curve is insande an unsustainable after 5 minutes. Can't even exit the game, you need to close it through task manager.. Boo I don't want to register to something shady.

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