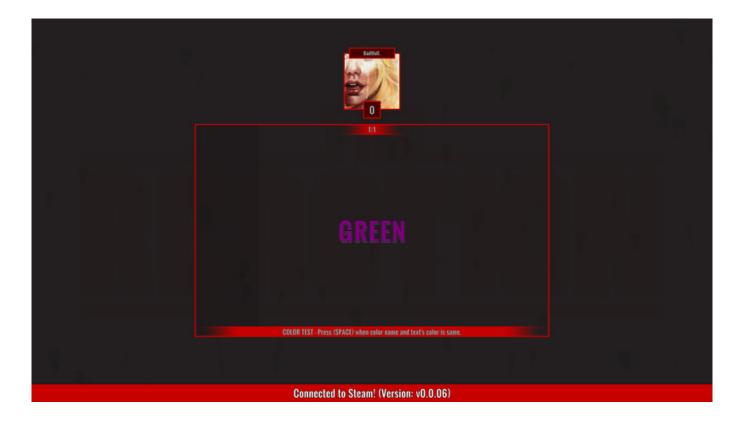Master Of Orion: Trilarian Shoal Download] [PC]

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About This Content

An iconic race from Master of Orion II has returned to conquer the stars!

The eldritch Trilarian join the original 10 races with their own emperors and advisors, new ship hulls and blueprints, and unique perks and personalities. The whole galaxy welcomes their arrival, just in time to face the return of the nefarious Antarans.

In the depths of the other-worldly oceans of Trilar, the Trilarian Shoal is governed by the Stinger, half-dictator and half messianic figure. His tentacled subjects worship old gods fashioned around folk tales and cryptic mythology, whose darker undertones clash with their overall friendly disposition towards other races. They are generally willing to coexist with other races and rarely seek out open conflict, but they are capable of quickly turning face when they believe it is the will of their deities to do so.

Title: Master of Orion: Trilarian Shoal
Genre: Strategy
Developer:
NGD Studios
Publisher:
Wargaming Labs
Release Date: 1 Dec, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 / 8 / 10 (64bit)

Processor: Intel Core 2 Duo 2.0 GHz or AMD Athlon X2 2.2 GHz

Memory: 2 GB RAM

Graphics: nVidia 240, ATI 4650, Intel Integrated HD 4000 or better

DirectX: Version 9.0c

Storage: 15 GB available space

Additional Notes: Minimum Video Memory: 512 MB

English,Russian,French,German,Czech,Japanese,Turkish,Polish,Korean

master of orion trilarian shoal

At least on my Mac, unplayable – 'point-and-click' is no point, when 'click' does have no effect. Alas, the characters are cute.. Rating: 6\/10

Now that I have finished this game (100% completion), I feel that I can give a good solid review of its quality. First, you have to approach this game as if you were going to be playing an old NES title. From the graphics to the music, this game, for all intents and purposes feels like it should be played on the console. That being said, let me get one major issue that I hope is addressed by the developers in a future patch soon; This game has no controller support. This is unfortunate, and I know some people will be miffed about it. What the developers did do, is provide comprehensive key mapping. I typically play emulators of my games when I am away from home, so I am no stranger to playing these games on a keyboard. While the keymapping feature is a big plus, I will admit this game would have been more enjoyable with a controller in hand.

While I would like to call this game a spiritual successor to "The Battle of Olympus", I feel that it would be a disservice to the game itself. I am personally a big fan of Battle of Olympus, and after watching the trailer for the game I immediately saw all the aspects of fun I had from that game in it (even the sound effects) The game is not precisely what the trailer shows which was a little jarring at first. I am not sure what part of the design process changed this, but in the end I felt that it didn't hurt or hinder the gameplay. What you get in this package is a quasi metroidvania experience that, for the price tag, ends up simplifying alot of the complexities that made Battle of Olympus unaccessable to some players.

The game is simple, the quests are obvious, and the world itself requires little attention to really keep tabs on where all the unlockables are. Replay-value of the game is a short comming, but if you are like me and enjoy retreading ground to try and finish the game in faster times, there is a very small amount of RNG to worry about. Outside of that I can see the game suffering. On a positive note, the asking price is completely reasonable for the investment. Five American dollars for a NES Erra style 8-bit game is not a bad gig in my book.

I managed to finish this game in around 3 hours on my first playthrough (got lost a couple times, and had some extra back tracking and grinding that I discovered was completely unnessesary). It is not a difficult game, and the most frustrating part of it is the simple technical issues that crop up every now and again. There are occasional situations where your attack does not work, and jumps stop half way in their height. I am not sure how to replicate the probelms, they seemed to be intermitent at best, but I did manage to eat a few enemy attacks and fall into one or two pits as a result. They are annoying, I would love to see them fixed, but since I can't readily replicate the issues, I am not sure if they ever will be patched. So until I see a patc; consider it a price of admission much the same as you would an NES title of the past.

This game also has some bizzare hit detection issues, but I have never had them NOT work in my favor (which was odd.) It is rare that you can complain about a game giving the player the advantage, so I figured i would go ahead and mention it anyway, in the spirit of potential fixes that may come down the pipe-line (if the devs do patch the system) The only other real technical problem that I encountered in the game, was in the final stage (olympus) and the second to last (forgive the lack of spelling for the name, but the waterfall area) the music decided to jump to overwhelming volumes. It overrode all the sound in the game, and I had to reduce my head set to accomodate it. Two areas of the game had this problem so I didn't find it a deal breaker or anything.

All and all I recommend this game to the audience that will give it a look over. I had fun despite running into a couple of snaggs provided due to the "non-linear" options the game allows. You can fight bosses before you are ready, and the challenge goes from significant to impossible when you do so. So as a final warning, when playing, if you do hit a snag, don't jump to complaints like I did, just go back around the world and find the items that will make the game a cake walk. There are no dead ends in the game, and it is a pretty solid experience, and definitely worth the price of admission.

I will hold the options to adjust the rating for the game if some of the issues with the game are addressed in future releases. I do enjoy the game, and will probably be keeping tabs on it. But until then, hope this helps. If you want a further look into the game, I have a full series from start to finish that will be available on youtube starting 4\/25\/15.. Played a crap ton of Fatty Bear as a kid.

Most kid games are pretty released without much attention to detail, but the devs did a great job with the gameplay, interactions, and music of Fatty Bear. Something I never paid attention to as a kid. Probably why.. best game ever, nobody can argue with

this. Although POLLEN is not a bad game at all, I can't recommend it for 3 reasons:

1. The price, which is way too high relative to the game's length.

2. Not a lot to do, which also ties in with the game's length.

3. The ending, which is utter crap.

Addresing the first point, I played through 90% of the game in about 5 hours, and that's because I explored almost every nook and cranny. I didn't find all the collectibles, although I got the vast majority of them. The problem is that most of them don't actually give you any insight into the game's story - they're music tapes, or other useless crap.

If you were to ignore the tapes, notes, and not hunt for collectibles you could probably blow through the story in less than an hour, which makes me feel like the devs tried to distract the users from the game's lack of actual content.

Similarly, while the atmosphere is amazing, and the premise of the story is fantastic, at one point you start to get a little tired of it all. Nothing ever changes; the stakes are never raised. In the beginning the environment feels foreboding, like some threat might lurk in the shadows. Then you realize that literally nothing is going to happen, and all you have to do is find some keys, at which point all the suspense and atmosphere evaporate.

The puzzles players are faced with are sometimes kind of cool, but they're not exactly challenging, and leave you wanting more. However, you'll be waiting in vain. For example, at one point you have to manually bypass a locked door. You take an access panel off the wall, splice some cables, etc. You do that exactly ONCE, and never again. It would have been nice if we got to do some more "hacking", etc. in order to feel like more than glorified blood-hounds. Our problem solving abilities aren't exactly strained, and there's a lot of similar one-off events which left me feeling like it's all a little too simple.

However, I could have brushed everything else off if it wasn't for the utterly unsatisfying ending. After setting up a very interesting situation, the game falls utterly flat on its face in the final 5 minutes. I am honestly♥♥♥♥♥♥♥♥off about the crap cinematic I had to sit through, only to end up at the main menu.

For those of you interested why that is, spoilers:

What the hell happened to the team? Did the Entity lash out and kill them, or are they also isolated in some alternate reality?

What's the deal with Karen? Is she alive? Dead?

Are *you* still alive?

What was the Entity's intentions and/or goals?

NOTHING IS ANSWERED, or even hinted at!

. The mini campaign is pretty good but I would've prefered that it would've been a campaign for the shroud instead of a small chunk from right in the middle of the story, especially since you don't get a good introduction into playing as the shroud.

I cannot login, I cannot change temporary password that was sent to my email when logging in with different browsers it appears the fields on the website keep adding random letters when trying to ype in characters, adding more s**t into the password field then inputted. They need to fix this, I just started 3 fresh characters and lost an old account a awhile back.|

 Appears these companies that keep purchasing the game have no idea how to move databases and continue to force everyone to start over which is a waste. If you can't migrate databases just close the damn game your losing fans and the playerbase with this juggling♥♥♥♥♥♥between companies.

WHY SO BUTTHURT Calintz ?. Almost as if the Gradius creators had made a tribute to their own game and decided to make it better in some ways, as the power up collection system adds a whole new dimension to the gameplay. Perfect music on top of Perfect everything, now with selectable difficulty so anyone can enjoy.. I had lots of fun with this but the controller support is broken. The right analog stick will work with this game, no matter what controller you plug in.. If you don't use a QWERTY keyboard, you are ♥♥♥♥ed. Developer hardcoded all controls.. This is the third game that covers the A.L.A.N. story\/stories. While I have the first two as well, I was unable to review the second one before it "disappeared" from the Store page. Anyway, both stories are decent, fun reads. Note: one achievement requires you to be in one of the stories for two hours without returning to the title screen.

I will also state that Mia's games will always be supported by me. Since discovering Les Four Alice, I have bought all her games (except the one that she removed before I could acquire it). Mid you, I guess it would be better for me to wait until they are off the first week discount, but still.... First things first : it's a tactical game, it has no strategic layer whatsoever. You are facing predetermined set of tactical tasks to solve, with abundance of story and lore in and between.

Pluses :

+ Polished. Works as it should, no crashes, glitches or errors at all.
+ Variety of scenarios. There are lots of different battle situations, including sieges, ambushes, survival, chases, 2-vs-1, terrain hazards, you name it.
+ Difficulty. Technically two difficulty levels present, Easy and Normal, but to get more achievements you can complete additional mission tasks, a-la Hard difficulty. It's very finely tuned and absolutely doable, but require certain planning and "save\/load" trick in tight spots.
+ Writing. Lore itself is young adults dark-ish fantasy mashup, with steampunk and the dwarves and of course mad zealots. But it's exceptionally well written, with great attention to dialogues and the lore. Ravenmark is a joy to read!
+ Sheer amount of content. 59 missions total, that's a whole lot of gameplay.

Minuses :

- Production value. Yep it's a mobile game port, but still, oh how many times during the game I wished for some animation, voiceovers, etc.
- War isn't over. Not exactly a cliffhanger, but finale leaves you craving for the sequel, and there's none at the moment. :(

If you like to solve tactical puzzles Ravenmark definitely worth a try. Rich fantasy storyline included.. Io feels and plays quite different. The looks are amazing as well.. well to be honest its what youd expect from the publishers slitherine
somewhat harder than id like
the battles are more like puzzles as you try to solve how to win them
 the lore and story background are very well done and the visuals are really clean and well done.
i havent given up on it yet but you need to be a strategy guy\/ gal to play this

i will reccomend it but beware the caveat its a strategy game and slitherine publish it !!. One of the bests of my childhood games

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