
Sword Of The Samurai Download Without Key



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About This Game

Enter Japan in the age of warring states. At the center of this role-playing, action-adventure simulation of combat, statesmanship and intrigue, you are a samurai warrior struggling for honor. More important than life itself, honor is crucial to achieving your ultimate goal: unifying feudal Japan under your noble rule.

Game Features:

- Computer-controlled opponents make decisions based on your actions - and on the actions of other rival characters.
- Furious melee action against multiple warriors takes place in castles, villages and rice paddies.
- Vindicate yourself in duels against rivals who would like nothing better then to diminish your Honor.
- Feel the drama and immediacy of real-time battles involving infantry, cavalry and muskets on battlefields that vary with every conflict.
- Untie all 48 warring provinces in common allegiance to you, and earn the title of shogun, military ruler of all Japan.
- Fun and Easy to control!

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- Four skill levels, plus other starting options
 - An ingenious system of menus, animation and text windows - pioneered by MicroProse in Pirates! - conveys the detail of text with the fun of graphics and animation.
 - Authentic Japanese music and graphics powerfully evoke the mood of Sixteenth century Japan.

Title: Sword of the Samurai
Genre: Adventure, Simulation
Developer:
MicroProse Software, Inc
Publisher:
Retroism, Nightdive Studios
Release Date: 1 Jan, 1989

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Minimum:

OS: Windows XP / Vista / 7

Processor: 1.0 GHz Processor

Memory: 512 MB RAM

Graphics: 100% DirectX compatible graphics

Storage: 500 MB available space

Sound Card: 100% DirectX compatible card or onboard sound

English



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Lv1 800	43,294U	x25 280@
Ashley the Biochemist Lv1 775	1,158D	x25 15,484@
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Taekwon Boy Daniel Lv1 250	274D	x25 13,808@
Drake the High Wizard	0	x25

Culverts Lvl 380
0/1
26.4 sec



Golden Thief Bug, Lvl 380

719! HP

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First of all, I'm a bit biased. I met some of the guys on this project and had to get this once it released!

I should say out of the gate, as someone with a degree in animation, the cutscene animation is great! Not Disney-quality but definitely well done for a 2D game.

First complaint: long load times. Just a matter of optimization that I expect with future updates.

Gameplay is super fun and easy to control (I'm using a 360 controller). Very reminiscent of Super Metroid with a comical twist.

Second complaint: In-game animation is stiff and the pickaxe actually swings backwards.
and Third complaint: Game crashed loading level two. (migh've been my fault running too much stuff)

All in all, I see the possibilities. Will update as I play more.. This game will not work with recent NVIDIA PhysX drivers, it needs to use older drivers. NVIDIA broke backwards compatibility with when they upgraded the API.

<http://www.hardcoregames.biz/frontlines-fuel-of-war/>

If you use the custom option to stop the NVIDIA driver update from changing the PhysX driver you should be OK with most titles.

The review mentions known versions of PhysX that this game works with.. Really nice hidden object. Very beautiful and relaxing robin hood-ish scenes and music. Nice take on the original tale.. Worth Playing-
-I bought it in a Steambundle!-. I'd love to review this game, but I never got it to run. After forcing it to quiet after it stopped responding while the game was loading, I uninstalled it.. Buggy in a way you can't finish it. Don't bother.. Nice game, show!

Great game, deserves a Positive review. Charming, difficult and fair, and lovely the look at. If you like challenging platformers you should give this a try!. Interesting game and concept is all I can really say, You would have to play it to understand 10/10. The idea of the game is good but it has absolutley no deepness in economics or building. Place a few buildings, earn money, place more, earn more and so on. If you have filled one oil field, go to the next and get even richer. Thats really boring and for this price absolutley not worth a recommendation. Tycoon games from the mid of the 90\u00b4s are beating this by 100 times. In a sale for 2 - 4 \u20ac its maybe worth to try for a few hours of fun if you have absolutley nothing else to play. In total I would say the game is really weak in comparison to other good tycoon games.. Huge disappointment. AI seems build happy, and glitches like incomplete demolitions really mess this balance and playability. AVOID AT ALL COSTS!!. I like Ports Royale, I hope this will be the same or better, but I jyst cant start to love it. The only reason I gave this a negative review is that see so much improvements that could have been done here.

The biggest flaw I see is the scalability in the game, it's no use to go higher and higher, more effcient to go slow and sideways in order to gain as much gold as possible, no rewards depending on height.

And this makes it feel like the "fun" of the game is missing.

Easy solution would be to give a chunk of gold depending on the height you reached, just need to make it scale with the upgrade tree cost, not that difficult.

You also have a perk and a space ship parts to upgrade from the start, makes it a bit confusing to know what you should go for, generally it's better to go for the spaceship as the perks only increase in % in the stats.

A better idea would be to have the perk tree locked untill the parts are done, increases game play and more fun to invest time in it.

Also the only power buff you can increase worth in from the perk tree is the gold, can't do it for the others.

There's also just 4 powerbuffs, makes every run more predicitable and incredible repetative. Easy solution here would be to have rare's that gives increase in gold,health,fuel etc. and to increase the worth of the powerbuffs depending on height.

After a few runs it gets very boring, why limit it so much?

TL:DR

Feels like alpha stage

Very bland

Doesnt feel rewarding to keep playing.

Love the rest though, graphic wise, the puns from the balls, those extra bits.

Game creators should had focused more time on the engine and less on the details, maybe updates will come but doubt it will happen any time in recent future.

. It's a puzzle game that's more annoying than it is challenging - the levels are uninspired and repetitive, and the "challenge" in playing this game is more about slogging through tedious level designs that are simple once you get the hang of the controls, but they are long and boring. It makes completing a level more of a chore than a genuinely fun challenge. Eventually you reach a point in a level where it can be difficult to avoid hitting an obstacle, but it comes after you've mastered some of the easier parts of the level; so you end up wasting time on what feels like a trivial task just to get to the challenging part that you have yet to learn the ins-and-outs of, which leads to wiping out and starting over with the tedious stretch. The obstacles put in your way felt like they were always evenly spaced and just copied-and-pasted along the stretch of track you skate on, which basically amounts to pressing the same keys in an alternating pattern - left-right, left-right, left-right, duck-jump, duck-jump, jump-jump-duck, jump-jump-duck... etc.

This game looked promising, but it was ultimately disappointing.. Nicely done, great gravity and newtonian physics. Puzzles are very interesting and the challenges just gets better. A great game. Highly recommend to your inner astro physicist in you :). this game is hard but good. It feels a bit weird not recommending a game I've put so many hours into. If you just want to pour a bunch of relatively mindless hours into a game, with maybe two or three periods of "OMG I'm never going to beat this particular monster," Gyromancer might be for you. However, it has some serious weaknesses.

Its main problem is that it's badly designed. When I first started playing, it was incredibly difficult. It seems like the enemy beasts were way overpowered, and I struggled to live long enough to gain the experience points necessary to level up. After a bit

of grinding, the game became much easier. Because I'd tried playing Gyromancer a few years back, I knew that grinding was a very important, so I spent some time getting each stage's in-game achievements (there are no Steam achievements) before moving on. This leveled me up enough that, usually, the next stage didn't instantly kick my butt. So far so good.

Then came the later levels. One of them changed the game mechanics so that "idle twists," gem twists that didn't immediately accomplish anything, penalized you. I hated this change but it became less of an issue after I leveled up some more - the higher your beast's level compared to the enemy beast, the safer it is to do an idle twist or two. Sometimes I'd do those on purpose, because I couldn't make any other moves or because I wanted to use an attack gem, and sometimes they happened by accident, because it was super easy to accidentally twist gems that I didn't want to twist. Judging by other reviews, I'm not the only one who had this problem. I had similar issues with moving across the stage maps - my game character sometimes went in directions I didn't intend.

One of the later levels included a sudden jump in the enemy beasts' levels. There my beasts were, only at level 30, suddenly attempting to beat level 50+ enemies. After a *lot* of grinding, I leveled myself up enough to handle them and figured that things would just get harder from there. I thought the next stage might have level 60 or 70+ beasts. It turns out that level 70 is the max, most of the enemies from that point on were level 30-45, and by leveling myself up to handle level 50+ enemies with ease I'd made the rest of the game, for the most part, too easy. The biggest challenge I had was dealing with a few enemies that could change the direction of my twists (very annoying) and the puzzles I needed to beat in order to collect all the beasts. I looked up solutions for two of those puzzles, the Match 6 and Match 7, because there's no way I'd ever have managed those on my own - even knowing what I had to do, it took a lot of work to get the right colored stones into the right places.

I've now finished all the main stages (the story was very boring, awkward, and badly written fantasy), accomplished the achievements for most of the levels (I've decided that some just aren't worth the time and annoyance), and I think unlocked all the beasts. I'm as leveled up as I can get. I'm not 100% done with the game, but the few things left to do don't particularly appeal to me. After all those hours put in, the end just feels very "meh."

Pros:

- + A good time waster, once you've leveled up enough that the enemy beasts can't kill you in two or three moves.
- + It's fun to collect new beasts you can add to your arsenal.
- + Trying out the different beasts is fun. I had particular favorites, like the bird-based ones, the spider, and the Motu (the only favorite whose name I can remember). I worked hard for that Motu, and its abilities were worth it.
- + Decent artwork.

Cons:

- Cheesy music.
- Badly written and utterly boring story. Also, I was a bit annoyed that the main character, a dude, was great at everything, while his female traveling companion seemed useless and kept either dying or offering her life so that someone else could live.
- The game mechanic where idle twists increased your chance of having enemy gems added to your board and made the enemy gems count down faster was very annoying. I also hated the (thankfully very few) enemy beasts that could change the direction of your gem twists. It was hard to get my brain used to the new direction.
- Accidental idle twists are really easy to do, which makes the game mechanic where you get punished for them even more annoying.
- Enemy difficulty was, after a certain point, badly planned. The game threw very high level enemies at players at a relatively early point (still several stages to go). I leveled up in response, only to encounter almost nothing but weaker enemies (lower level than the enemies that inspired me to level up) for the rest of the game.
- Some of the beasts in the beast roster seemed to be designed more for the computer to use against you than for you, a human, to use. For example, the gnat-based beasts had special abilities that were so annoying to use that they seemed to count more as handicaps.

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