

Shardbound Download Windows 8.1



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About This Game

Shardbound is a Tactical Collectible Card Game. As you play, you'll collect hundreds of units and build armies to compete head-to-head with other players in matches of cunning and skill. Use positioning, the terrain, and your units' unique abilities to achieve victory.

In the world of Shardbound, a great land rush has begun: the shards of an ancient, broken world are falling from the sky. You'll establish a Noble House alone or with friends, then head Shardbound to complete objectives and secure riches and fame.

If you're watching somebody streaming Shardbound on Twitch, their Shardfall will appear in your overworld, giving you access to special Twitch objectives and content generated specifically for their viewers to complete.

Title: Shardbound
Genre: Free to Play, Strategy, Early Access
Developer:
Spiritwalk Games
Publisher:
Spiritwalk Games
Release Date: 6 Apr, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 7, Windows 8.1, or Windows 10

Processor: Dual-core Intel or AMD CPU, 2 Ghz or faster

Memory: 4 GB RAM

Graphics: DirectX 11 compatible graphics card

DirectX: Version 11

Storage: 5 GB available space

English







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This is the only game I've been playing more than 10 hours this month and its sad.. Interesting concept. I think it would work best in a group but you do need a fair bit of space to get the most out of it.

For the price it's well worth giving it a go!

<https://www.youtube.com/watch?v=Mol0IHFw0mA&t=1s>. The real mystery is why I even bought this game. Simple Zelda-like game, although about as short as the price tag implies (2-3 hours of playtime even if you go for 100%, assuming no deaths).

+ The dungeons are good and atmospheric. They're complex and involve puzzles, but not unreasonably so.
+ The boss fights manage to be unique and engaging even though you're mostly just fighting them like you would normal enemies. However, some of them are awfully short.
+ Gorgeous pixel art. The game never stops looking good.

- The item selection you're given throughout the game feels uninspired. The crossbow sees very little use outside of combat (and it tends to be impractical in combat, too), and the pick becomes worthless the instant you're done with the mine dungeon. There could've been done a lot more with riddles involving clever use of your items.

- The overworld is maze-like, empty and boring. There are no enemies to fight, no secrets to discover, and on your search for the various dungeon entrances you'll often have to backtrack a couple of screens because you'll run into arbitrary dead ends with nothing in them.

- Combat has hitbox issues and as a result feels very rough and somewhat un-fun. The game often registers a hit on you when the enemy's projectile didn't even visually touch you, and some enemies (the small slimes are the most obvious offenders) will sometimes not register as hit even if your sword clearly went through them.

- There are several points in the game where you're forced to take damage to progress, something I've never been a fan of.

Overall, I did have my fun with this game, but... So much more could've been done with it. I'm a little disappointed. Is it worth getting? At this price, yes, if you like the genre. Just don't expect too much.. Sun Dogs is a text-based science fiction adventure game. That is the extent of how well I can describe it for an opening sentence of a review. You, as an explorer, visit different places within our inner solar system (the terrestrial four and some moons) to collect different items, skills, and body augments to open up new events and new options for events and encounters.

Gameplay is presented entirely as text in well-written and imaginative exposition, like in a roleplaying game. The UI exists to show your travel locations, where you can go and interesting orbit patterns of the planets, moons, and stations, plus all your 'stats' and items.

Events range from simple exposition of your environment to dangerous encounters. Having collected the right skills and items from other events lets you resolve encounters in a positive manner, rather than simply dying; however, sometimes skills and items you've acquired will cause a negative outcome to an event.

This is the extent of the 'game': you travel around, exploring and finding new events and flavor text which are given mostly at random, then using those things you have obtained to find more events and flavor text which are also given mostly at random. It is, perhaps, the simplest and most base form of something I would just barely consider a roguelike, but even that title may be giving it too much credit on the gameplay front.

The writing is solid, and the setting itself is fairly unique and interesting to learn about. As far as science fiction goes, it's nothing groundbreaking; but there's enough that, for someone who enjoys text-based games primarily based around exposition and also enjoys a solid science fiction piece, it may be worth the cost.

The music is somber, if repetitive, since it never changes. It somewhat reminds me of STALKER's main menu theme and the general ambient mood of that game's music. After about five minutes you may feel the need to set up your own soundtrack. There was a hotfix. Will reassess. edit: Music seems fine now that there's some variety, no complaints.

Of note, and of interest to myself especially as a writer, are the expansive mod tools. Since the game itself is so simple, it can essentially be rewritten from the ground up, which is a great feature. Am I myself terribly interested in what is in the game now? No, not really- but I am extremely interested in trying my own hand at making something similar.

Overall, I recommend it for those interested in this sort of non-game which is primarily based around exposition and setting building. Though I feel I have seen everything gameplay wise the game has to offer even with less than an hour ingame per writing this review, I am still interested to see the extent of the skill system and what I can trigger by discovering different things to learn more about the setting, which is the core of the game. By no means should one expect this game to be something like Elite.

Interesting time killer

One of them low-memory-demanding games you play while your waiting for downloads, but then get hooked. This really is worth buying!. SHERLOCK HOLMES: THE SILVER EARING IS A BUNCH OF MÖTHER♥♥♥♥♥ERS

meh graphics, bad voice acting, dumb story, crappy pixelhunting, that bit with the guard dog can suck my dick, quiz part is dumb ea5rwsd3425wersad879uhiojk4wter so mad about video games right now.. Bought this game to play with a friend but the coop doesn't work at all and the game is full of bugs, glitches and technical issues.. While the concept is really good and has alot of potential,

this game is just poorly executed, riddled with bugs everywhere and some of them game breaking,

You CAN have fun with this game, its not terrible, I enjoyed it, but I wouldnt recommend it.

Only buy if you really are in the mood to maintain a old piece of junk and travel around east europe.

5V10. I had a lot of fun with the game. Its simple but I think every 3D platformer fan will enjoy it! It is easy at first but the last zones offer a good challenge! Controls and visuals are nice.

My only complian: It would be nice to have a menu with all the collectables per level.

Good good guys, keep it up!. Amazing spatial puzzle game! Money well spent :)

Highly recommended!!!. What's that? You say you like bugs? Glitches good too? Excellent, have we got a game for you!

We've got save game corruption bugs, falling through the map bugs, enemy AI bugs, checkpoint bugs, scripting bugs! We've even managed to add bugs to the process of selecting a tarot card!

Yessir, if you enjoy being kicked out of a game and back to your steam library every nearly ten to fifteen minutes, have we got a game for you right here. What's that I hear? Overdose was buggy, you say? Well yes, Overdose was a buggy, slightly unfinished seeming product, glad you noticed. We've managed to more than triple the bugs in that as well as reduce overall stability!

Remember back in the good old days of playing through Painkiller: Overdose when you'd randomly morph into demon mode and it'd boot ya to your desktop? ENJOY THAT EVERY SINGLE TIME YOU MORPH THIS GO-ROUND, FRIENDO!

And the level design is unintutive, what with checkpoints that fail to load, enemies spawning on top of each other, on top of you, and on top of a void outside the map! We've got necessary progression points hidden in corners you'd NEVER think to look here, boy howdy!

What's that you say? This isn't enough for you? Try a heaping helping of FIRST PERSON PLATFORMING! Yes, the bane of all gamers' existance, the reason nobody liked Xen, good ol' FPS platforming is back, this time in a painkiller game! Nothing goes together like mustard and chocolate cake quite like having to jump up a large spiral staircase very high up with nothing to meet you when you inevitably fail like a fifteen minute load time.

A 15 minute load time that, mind you, will fail to load almost each and every time, simply freezing you on a load screen.

BUT IF YOU'RE STILL NOT IMPRESSED, REMEMBER: Your save games can and will become corrupted for virtually no reason, oftentimes making the game fail to launch and booting you out to your desktop before you even get a chance to see past the main menu!

All in all, if you don't spend enough time not playing games and not looking at your steam library, highly recommended.

Easily the best rebooting your videogame upwards of twice every 30 minutes simulator on the market today.. this game sucks ♥♥♥♥♥ balls. This expansion pack isn't for eveyone. I would first recomend listen to it on youtube, if you like it? buy it! If you don't? Don't buy it.

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