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About This Game

In this turn based RPG for Windows you play as a young mercenary and travel from soul to soul to avenge your fiance and her family. While finding a way to change the flow of past events, you will encounter many obstacles and meet new allies. Will you be brave enough?

This game aims to revive nostalgic moments for good old RPG fanatics (such as Chrono Trigger, Final Fantasy 3...). Our game has no game over screen; once the hero dies, his soul is sent to the underworld, to meet the Soul Giver. At this point, it is possible to re-embody a new body (therefore several choices of classes: Warrior, Assassin, Mage, Hunter ...). In addition, once a character masters a technique, it is learned permanently in the mind of the hero. It is therefore possible to transfer a warrior's ability to a magician. This leads toward interesting gameplay combinations.

What makes the game unique and fun to play:

- Dark, mysterious and ever-changing storyline
- Unique class & death system
- High replay value.
- Various treasure hunting.
- Easy crafting system

If you are a fan of old good RPG games, this one is surely for YOU!



Title: Memories of a Vagabond

Genre: Adventure, Indie, RPG

Developer:

Darkelite Studio Inc

Publisher:

Darkelite Studio Inc

Release Date: 7 Jul, 2014

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Minimum:

OS: Windows 8/7/Vista/XP (32 or 64 bit)

Processor: Pentium 4 2.8GHz

Memory: 1 GB RAM

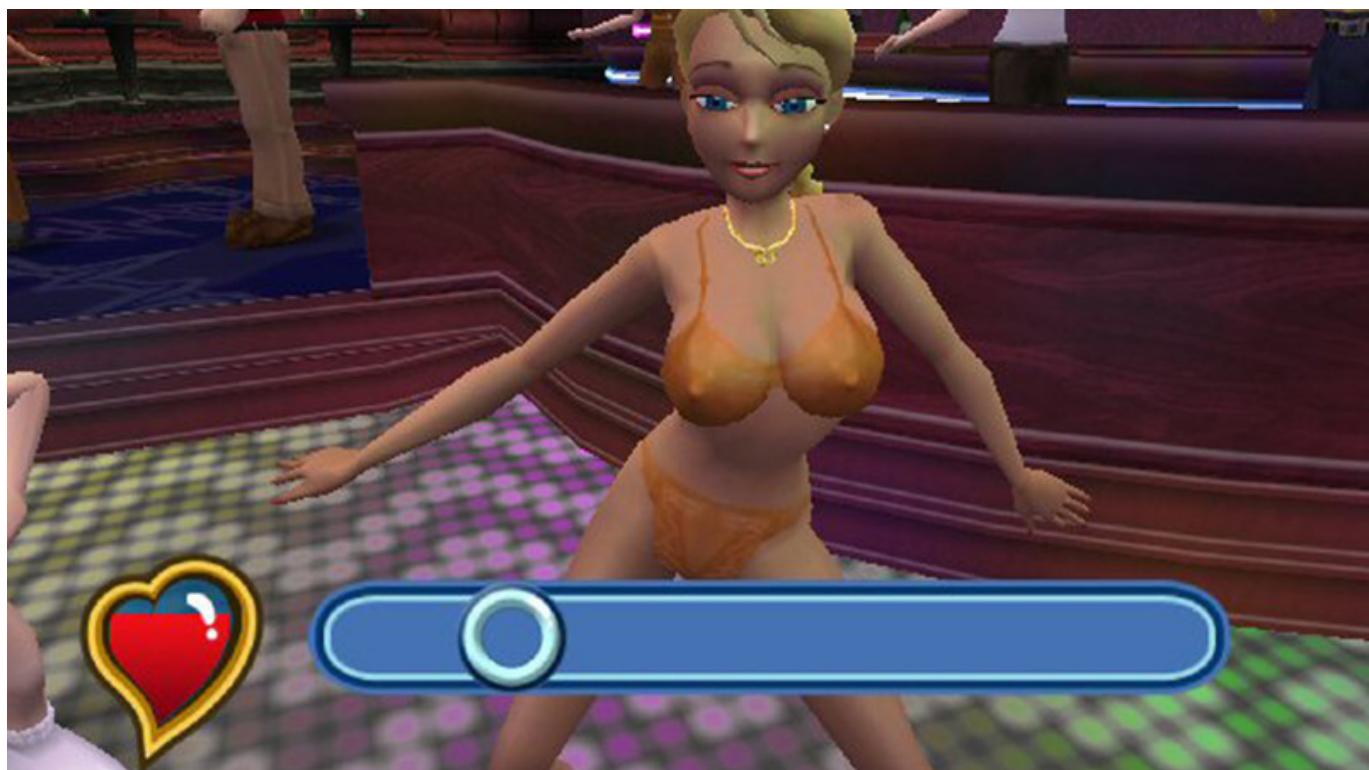
Graphics: Video card with at least 32MB of RAM

Storage: 190 MB available space

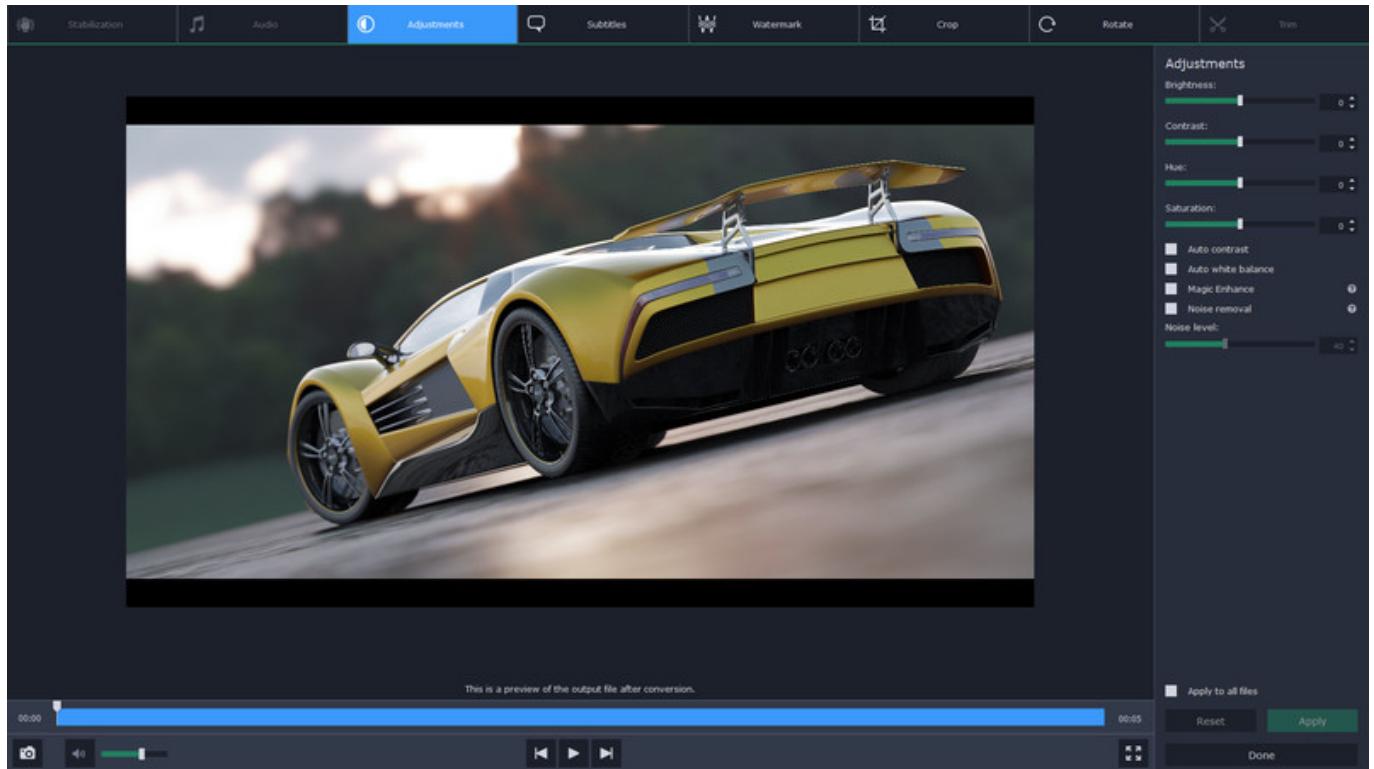
Sound Card: Integrated Sound Card

Additional Notes: Logitech/Xbox 360 controller or a keyboard

English







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Great fun! Simple mechanics make it easy to jump in and play. Cool art style and a cast of hilarious characters 10/10 would recommend. very stupid music :(It's still in development but the controls feel solid as rock to me already. its wasn't fun for me :(190+bath :(not much challenge and not much interesting :(Very nice, but note it doesn't include "Kirihirake! Roleplay\u2606Star Girl" or "never GIVE up" in the soundtrack. The tracks in the OST also don't come with meaningful metadata, and the 'PC Theme' doesn't come with a .desktop file.. Today I wish Steam had a 0-10 rating system instead of simply would you recommend. I would give One More Line a 3 out of 10 but I would also say it is worth giving a try, as long as you aren't the type to take every game you play seriously. Here is the deal. The idea of this game is you are going down a long two walled corridor viewing your player piece from a top down view. Your players speed is constant and you begin on a very straight trajectory, the game places obstacles in your path and the only way to turn to get around them is to use other obstacles as pivot points. I really like the idea but the reason I took the time to describe it is because the controls ruin this game for me. What I experience is I can have a really nice idea in my head of which trajectory I would like to take but which obstacle the piece chooses to pivot around is controlled by some unseen and not entirely predictable interaction with the relative positioning of the player and obstacles. The result is that the really beautiful enjoyable part of the game becomes a rare treat in the midst of a lot of frustration. And don't get me wrong here. I like difficult games, it is part of why I chose to try this. I think this game would still be difficult without the bad controls and I guess my feeling is the creators felt they could get away with less refined controls and pass that off as the game being "difficult".. If you are a tactical RPG fan then this is a game for you.. Well, I had high hopes for this game, thinking it was a modern version of Solar 2. It is not. BUT, it still turned out to be a pretty damn good game in its own right. It is a physics puzzle type game where you go around collecting plasma balls and shooting them into stars to save them from death. You start out on a space station where you launch yourself in whichever direction you wish, and there are planets and debris scattered around that you need to navigate through. You can use the planets orbits to your advantage to move without using up your fuel, and the same goes for shooting plasma into the stars, it creates an energy burst which also can propel you. Pretty clever little game, im glad i bought it, i recommend it for anyone who is into casual physics puzzle games. Things like Angry Birds or Gravity Badgers. This game is along the lines of those, but more complex and in my opinion a LOT better.

This game is short, but very nice. If you can wrap your head around ending it makes a lot of sense. I give this game a 8/8 m8. Jolly Rover is witty, hilarious, laid back, and jolly good wholesome adventurous fun for all ages.. best game i have ever played 10 out of ten better game play then tf2 and l4d2. Well it's certainly been around long enough to become a 'Classic' and have it's price lowered to \$9.99 which is pretty nice. It comes with a nice selection of liveries ranging from the early days of BR Green upto EWS and NSE with the loco come in seperate versions 33V0 and 33V1. Despite coming out in 2012 it still looks good with decent sounds and cab\panel lights with strong scenario making potential thanks to the various versions and schemes. Also included is the Sea Lion bllast wagons.

For the serious Class 33 fans Armstrong Powerhouse has a Class 33 sound pack to replace the currently dated sounds.

I have come across a annoying problem and involves the throttle and brakes not responding to keyboard commands when the Class 33 is set to go to Faversham on the London-Faversham route in scenario maker. Even if Faversham is removed as a stop or destination the problem remains and the only fix so far is to restart building the scenario from scratch and avoid using Faversham.. This game is..... DYNAMITE!

. A Top-down devistating spell castathon. Very nicely put together. Visuals and soundtrack complementing each other. A impressive variety of enemies and powerups. A challenging game with RPG elements. The controlls are generally very responsive I was using keyboard and mouse however I did experience minor control error. This game also was a wicked sense of humour.. It's basically special transport except that you don't take up 3 lanes and without the brake-checking police escort. 10/10. You're a square in abstract geometry minimal land, completing objectives, moving to awesome techno music, and going pew-pew. 10/10 would recommend.

Seriously though, Disastr_Blastr is a great time and I've spent countless hours just working through the variety of levels that introduce new enemies and obstacles. Oh, it gets hella-hard at points, but I loved every second of it.

I think for the sheer amount of levels, powerups you obtain, and ability to play the levels how you want, this is more than worth the base price of \$4.99.

You can hear me gush more about the game over at [http://indiegamepodcast.com/episode-2-thanksgiving-disastr/. Save yourself \\$5 and don't buy this piece of garbage.](http://indiegamepodcast.com/episode-2-thanksgiving-disastr/. Save yourself $5 and don't buy this piece of garbage.)

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