





Whether it's the single player story told across more than 130 levels, local or online multiplayer for up to 4 players, there's enough variety for new and experienced players.



The professionally composed soundtrack and recorded music brings the Six Seasons beautifully to life.



Nothing is random in A Druid's Duel. A simple set of rules governs the board, allowing the game to be learned quickly, with various difficulty settings to match your current ability. But at its highest difficulty expect to spend months mastering the nuances that manipulating the board can create.

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Title: A Druid's Duel  
Genre: Indie, Strategy  
Developer:  
Thoughtshelter Games  
Publisher:  
Surprise Attack  
Release Date: 25 Feb, 2015

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**Minimum:**

**OS:** Microsoft® Windows® 7+

**Processor:** 1.4GHz or faster

**Memory:** 1 GB RAM

**Graphics:** Any from the last 4 years

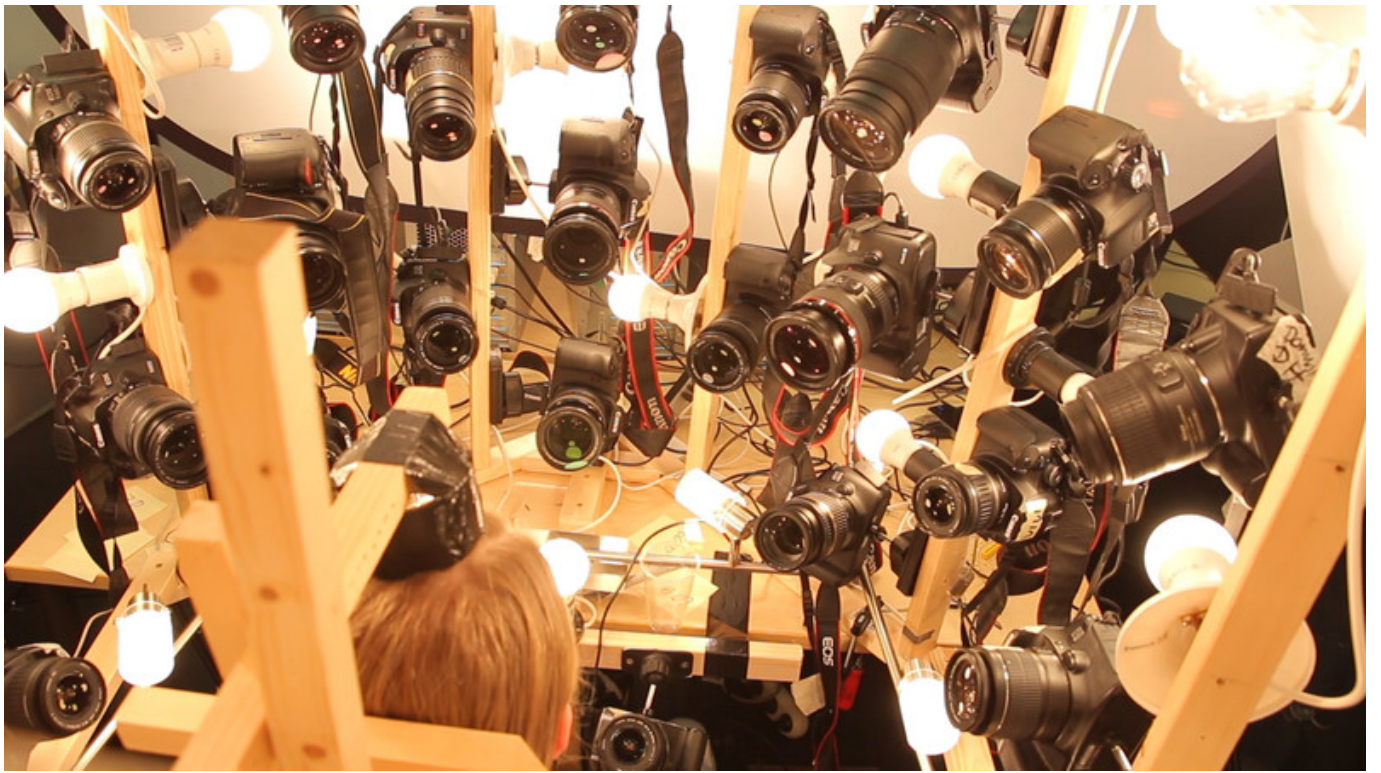
**Storage:** 1 GB available space

English









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a druids duel

Game is ok for its price. Got all achievements within 10 hours, nothing more to squeeze out of it.

Pro's:

- nice graphics
- heroes involved on battlefied
- price

Con's:

- short-lived, 24 levels done in ~10 mins each, double that if you do levels a second time in hard mode after finishing normal
  - too easy (only very few levels required several tries)
  - not all too much variety in units. \udb40\udc21. Vindicta is a great VR Shooter game with a nice long campaign
- There are a lot of enemies to shoot, flying drones are a real pain in the \*ss not to forget about :D  
A good tip is to take cover at most gunfights

<https://www.youtube.com/watch?v=r4-ldOupJDg>. The games controls are overtly sensitive with no way of chanign them, half the time the game glitches out and throws umbrellas at the pigeon and the other half the buttons to even play the game don't work. The assets are apparently ripped from a Unity pack, the gameplay is atrocious, all in all, don't waste your time.. It's a fun game with a clever fast-paced combat system, a useful item-crafting system, and what seems to be the beginnings of a good story (judging by the contents of Part 1) but it doesn't really live up to its potential.

Equipment is very scarce, and almost all of the healing items that you will use in the game will be user-crafted. Monsters only respawn a set number of times in the Forest of Magic until after you've beaten the penultimate boss of Part 1, after which point they respawn on entry, so the boss fights can be a little bit tough, and grinding opportunities are few until the very end. The biggest flaw, in my opinion, is that there are spelling and grammar mistakes in almost every line of the game's dialogue. You can tell the staff tried to write a captivating story for the game, but reading it in broken English really detracts from the experience. Also, please be aware that Part 1 is very short - I beat it in a mere 3 hours, and that was with plenty of grinding to make the boss fights easier. If there are several more parts coming in the future, this isn't something to worry about.

I would recommend this game on a "for fans only" basis. If you like Touhou Project and want to experience the characters in RPG format, give this game a try, but If you're new to Touhou Project, this isn't a good way to be introduced to the universe.. I like it =)

Characters are cute, gameplay is smooth  
I find it abit hard.

Basically its a smaller Binding of Isaac, worth checking out though.. Very nerve, finger, mind relaxing game. Your job is to get the string last.

I would say it relaxes so much you don't want to play it because it becomes so too hard for being too easy.. Someone pls kindly put me on a blood transfusion already, so I can keep playing this awesome TD non-stop! Willing to trade pics of my sis

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This is a really neat strategy game. It's unique and well-made and I had to read negative reviews to even remember anything negative. It looks like the main complaints (apart from people who thought it was a sim) are that it's too random and too difficult, and I definitely sympathize with both of those things. It's got all the randomness that comes with a deck-building game, but it also has a lot of things that mitigate the randomness - character powers, specific actions on cards, and most cards are a building that have to be placed strategically on the grid. I do think the card shop could be less random but overall it didn't bother me too much, and I'm not someone who enjoys randomness.. The soundtrack just got better from the previous installment.

Yes, there's that particular song that send me shivers when watching that particular scene.  
The art also gets better in the sense there's less blank scenes now.

The story is a rollercoaster emotional trip that actually grips you harder than the previous two.  
Pity that Cerrow/Serrault is still a background character though.

The only bad thing is the occasional typos and the amount of infodump needed to start the rollercoaster.  
Good thing they included in-game tips now so that I don't need to go to investopedia to check about it lol.

Oh well, it's just like Isekura to able to make capitalism into a spiritual endeavor.  
Thanks to Sekai Project for bringing this masterpiece to the world.. This was one of my first dramatic rpgs on the sega cd, loved the music, couldn't beat it until I cheated with an emulator years later though.. It looks like it is for playing with 3D glasses, but other than it everything is good.. A nice minimalist puzzle game of the 'pass over all the tiles on the level' genre. Additional mechanics and special types of tiles are introduced as you work through the 50 levels, and while the levels never get super difficult there is some thought required. The interface is simple but works well for the subject. Not a huge amount of content but worth it for the price.. Even if you install the body of eep12, error  
It does not work with just. I can not play.. Shows up as "founders pack" in the Steam library. The only difference between this and the pre-release founder purchases is an in-game animated profile avatar and the price.

So if you missed out on being a true founder with a .gif for an avatar, this has literally everything else they got - the animated weapon skins and the M4A1 and L115A5 cosmetic variants. Multiple other permanent weapons and three characters as well. All but the unique weapon skins are available in-game without buying the package, though they'll likely cost you more. Bit pricey, costing more than a AAA game but if you do plan on playing LoS and have the money on hand I'd recommend picking it up to save a lot of time grinding GP, as well as real money should you choose to purchase the individual items with gems in-game.. Well... what can i say, game is old and has short Singleplayer but playing this was really enjoyable  
P.S. i got this for free :). First thing's first: I could not run this game without the incredible fan mod, Arx Libertatis. I can't speak to what Libertatis improves or changes from the base game, other than to say it got the game to run on my modern system. The mod's free, easy to find, and easy to install though. So don't let an extra step hold you back from experiencing this innovative game.

Arx Fatalis' spell system is what gained it its place in gaming history. The gesture recognition can be finicky at times, but there is something visceral about physically drawing magical runes to cast spells and the occult intonations that accompany them really sets the mood.

The magic system isn't the only way this game makes good use of sound design either. The whistling of the ventilation system in the old abandoned mine that makes up the world of Arx did more to sell the setting than all of the other sources of lore. All the dialogue however, including what you'll read in the game's many notes and tomes, is silly and delivered without the expected in-universe level of emotion. It does have a certain B-movie charm to it though, so if you can laugh at a story while still taking some parts of it seriously, you'll do just fine.

It's good to have a forgiving mindset with older games in general, and Arx Fatalis is no exception. The UI, for one, is painfully clunky. There's a mode for inspecting and accessing your inventory which is different from the mode used to look around, not to mention a separate mode for combat, despite all of those things happening in real time.

The character building process was equally difficult to navigate. Sure, the skills and attributes are all explained, but the actual effect of those ever increasing numbers isn't so clear. I still don't know if the confusingly tough ending areas were the result of my poor choices or the weapon/armor stats lying to me, as a huge hop in the power of my equipment didn't seem register at all in combat.



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The combat itself was really fun in the beginning, with all of its charging swings and careful movements. But by the end, I was desperate for a user controlled block or parry. Anything to deal with enemies that were too fast to backpedal away from. I built my character as a magic-user and sadly, fighting with magic felt like cheesing my way through the game. Nothing could stand up to more than two fireballs and I could have both spells set to pre-cast. Combat was then either done in two clicks or just as sudden defeat.

Arx Fatalis in general seemed to fall apart a little towards the end. In the beginning, I was impressed that everything I ran into was solvable without outside knowledge. That's pretty rare for an early 2000s RPG. But by the last third of the game, I was confronted with a puzzle that needed a specific spell that I wouldn't even know existed without already having it, items that seemingly had no use until they were needed to finish the game, and an entire area (required by the plot no less) that I still don't know how I could have found without a guide.

But as with the story's stilted delivery and the clumsy interface, it would be a shame to let the flaws of the last mile ruin the whole experience. The game's overall amazing atmosphere and intriguing systems more than make up for any of its imperfections.

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