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## **About This Game**

Heroes of Annihilated Empires - is a fantasy-based game from GSC Game World in the genre of RTS vs RPG for PC.

A new proprietary 3D-engine is used to power the game. Episode one is set on Atlans island, the historical homeland of elves. The world of the game is living and huge, full of magic, mythical creatures, heroes and powerful forces involved in a large-scale conflict dating back to the past. The gameplay enables the player, controlling one of the heroes, as to lead thousands-strong armies into battle, so as combat with the hero alone, making use of the entire arsenal of possibilities and powerful magical spells. The possibility to upgrade your hero, improve his abilities, find artifacts and get random quests serves to hugely diversify the gameplay.

· Innovative opposing of two genres in one game - RTS vs RPG

- New 3D engine
- Detailed game world, including support of 5 novels from Europe-renowned writer Ilya Novak
- Mass-scale battles of thousands-strong armies
- Four unique races, individual skills, spells and artifacts
- 12 heroes, 12 neutral races, 100 units and 150 various buildings
- Excellently developed character types and impressive unit animation
- Over 150 magic items and over 100 spells
- Original and involving story of the campaign
- Classic multiplayer over LAN or the Internet, up to 7 players in a game. Mix of two genres in the game: RTS vs RPG with a possibility to blend or choose in between during the play.
- Original card system of magic spells, equally interesting to both hardcore gamers and newbies. Over 50 spell cards
- Involving process of character level-ups throughout the entire game
- Stunning intros and cut-scenes. Comics in-between missions to give a deeper story insight

Title: Heroes of Annihilated Empires Genre: Strategy Developer: GSC Game World Publisher: GSC Game World Release Date: 22 Nov, 2006

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A very short first-person platformer filled with relaxing psychodelic imagery and ambient music. You basically form platforms to jump on (left is normal floating platform, right is trampoline) so to reach a collection of buttons that open a gateway to another level.

I quite liked it, but I wouldn't recommend if you're not into the whole experimental thing.

The platforming might be frustrating too, especially when certain "weather-like"-powers come into play. It was slightly working against the relaxing nature it sold itself as.

Anyone liking Boards of Canada, REZ (SEGA) and/or your occasional mind-altering drugs, you'll love this little trip for sure. Other people might be off-put by not delivering more complexity into the whole experience.

. It's like Company of Heroes on a smaller scale and a large part of the game is the management of your troops equipment, as in you can loot uniforms, boots, grenades, ammo off of caches or dead solders in the game to give to your troops. They play a big part. It's really inexpensive, so try it out.. If you play this game for about an hour, unfortunately you've already seen everything it has to offer. i'm still a few levels from the end but it is turning into a serious test of my patience to finish it up. Which is saying a lot because the game is supposedly only about 5-6 hours long. It's too bad because i was really into it at the beginning and then I realized that there just isn't a lot going on beneath the nice graphics, decent soundtrack, and a pretty promising core idea.. Look at my playtime. This is how much you get if you do this 100%....I can't say I really got much out of it. I enjoyed it...to an extend, the dialogues were painful, Diego just doesn't cuss and basically it feels like they let the sequel do the junior's department. There's so much wrong in this, I can't even count the mistakes they made. If you're a lore nerd you also get the information the game gives you and at the end it turns out to be unnecessary.

We start the game with David, a seemingly innocent man, who is kidnapped for reasons undetermined as of yet. He is thrown into an abandoned building where he must use his wits to solve the obstacles that bar his way. All the while, taunting words and pictures of his family are littered all around him as he traversed through the corridors of his prison. Is his family captured as well? Where are they?

Curiously enough, I believe his captor is leaving these breadcrumbs, a trail of clues that actually aids David rather than hinder him on his quest and we are shown that perhaps this is some kind of twisted test that he must passed in order to continue and see his family.

While this is happening to David, in the outside world, we delve into the role of Lambert, a detective who might be in charge of the case involving David\u2019s disappearance. There seems to be a string of cases like David\u2019s and Lambert is determined to find him.

I wasn\u2019t expecting much so it surprised me that I actually liked it. I beat Episode 1 in an hour or so but game time will vary, depending on how fast you solve the puzzles (which are fair and I thought some were clever). Most of the time, puzzles

consists of searching for items and inserting them to their correct spot. They\u2019re self-explanatory.

There are QTEs but all are pretty simple, achievable with just a click of a mouse so all hope is not lost. Perhaps this is just me but I was getting this Heavy Rain vibe. I won\u2019t spoil that game for anyone but essentially, David\u2019s kidnapping seems very personal to his captor. That\u2019s just me and we shall see on the next episode.

For the base price of 4.99, it may not be worth it to some because of the game\u2019s short length, so it might be best to wait for a sale or at least wait for the full package because all the episodes will probably be bundled together. However, if you\u2019re a fan of FMVs, I highly recommend it.

Anyways, here\u2019s my video of me fooling around in the game. If you also need help with the puzzles (which I doubt you will) the solutions are in the video description.

Missing: An Interactive Thriller Video . 30 for a couple dbd masks. Let me start off by saying this game has a lot of potential. It is a lot of fun. Unfortunately there are so many bugs in this game. The obvious ones are when you play the other two modes. (Infinite and Challenge), there are no graphics/artwork for the objects when placing them on the planet. The campaign is good and challenging. You do have to wait a long time for the focus to return to your planet after it changes to the object approaching your planet (i.e., Asteroids, Comets, and other ships). The graphics weren't obvious enough for me to know what they were without constantly looking down at the items in queue (with the exception of the shields and the mountains). I guess if you play it enough you will get used to it. The RNG can definitely screw you over in a level. Had to play a level over and over just because of the RNG. I dont mind if i mess up, but when i can't defeat a level becuase i am not receiving the proper objects i dont find that fun (this is specifically for the comet levels). A little bit of balance is necessary.

If this game was free i would have no problem recommending it including the faults above, but because there is a price i expect a bit more quality. Hope this helps others. At the tiem of this review there was only 3 other reviews and they didnt offer too much feed back. A real treat for a fan of Touhou and an even bigger fan of Sakuya!

This game delivers all the action of a metroidvania and combines it with the hectic elements of Touhou, which it accomplishes by pouring in a slew of enemies that will toss projectiles at you without mercy along with obstacles that will challenge your platforming abilities.

I had initially thought that time stop and time slow would make the game a little too easy but boss and enemy mechanics are built around those two mechanics - projectiles that only move during stopped time, and those that move during slowed time. I do wish they built more around the mechanic of time being sapped away by the red mist though.

Bosses hit that oh-so satisfying difficulty where you feel super good about yourself after beating them. As you progress, bosses will get harder and pile on more of the time mechanics you encounter, however, you will be more than well equipped with the knowledge to get past what they throw at you.

Graphically, this game is beautiful! The details that go into every bit of the background are astounding. From the flickering of the lights to the sprinkling of the water - everything has a bit of love poured into it to make this game something special.

This game took me about 2 hours to beat! It's definitely polished and worth the 18 dollar price tag. A definite must-buy for anyone that loves metroidvanias or Touhou.

Wonderful cute game, much like the other in Clarus Victoria. NOT a sandbox game so to beat it you better learn some history (though it IS possible to 'beat' history). Graphics are a step up from previous iterations - not that that matters too much. Music as always wel conceived. It's almost like a quite detailed boardgame. It took me a few go's to beat the very, very touch 'ending'. For those expecting a true Sandbox game - it's not like that. Your only (but wonderful) reward is to really learn the impact of your choices, device long term strategies and get to know Egypt. It's tough, it's beautiful. Cannot wait for Middle Kingdom :).. Kinda old but still k.. first day on, sum 12 year old followed me in a mcLaren for 2 hrs straight and spammed "No"

10V10. Great art, good story.. ICY: Frostbite Edition is a very well done RPG/interactive fiction game with crafting and survival elements. It's setting is a cold, barren post-apocalyptic world stuck in winter. It all blends together into a great game. The characters are interesting, the story is good and the choices you make matter a lot. The combat isn't the best, but I think the other parts of what ICY does well make up for it. There are multiple story path options to take and I played through each one of them. To be honest, I normally do not like these sort of games, it was in a bundle that I had purchased and I had intended to just farm it for cards. I decided to give it a try and wow, I'm glad I did. If you like good stories with some crafting, survival and combat in a nice post-apocalytic setting, buy it.

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