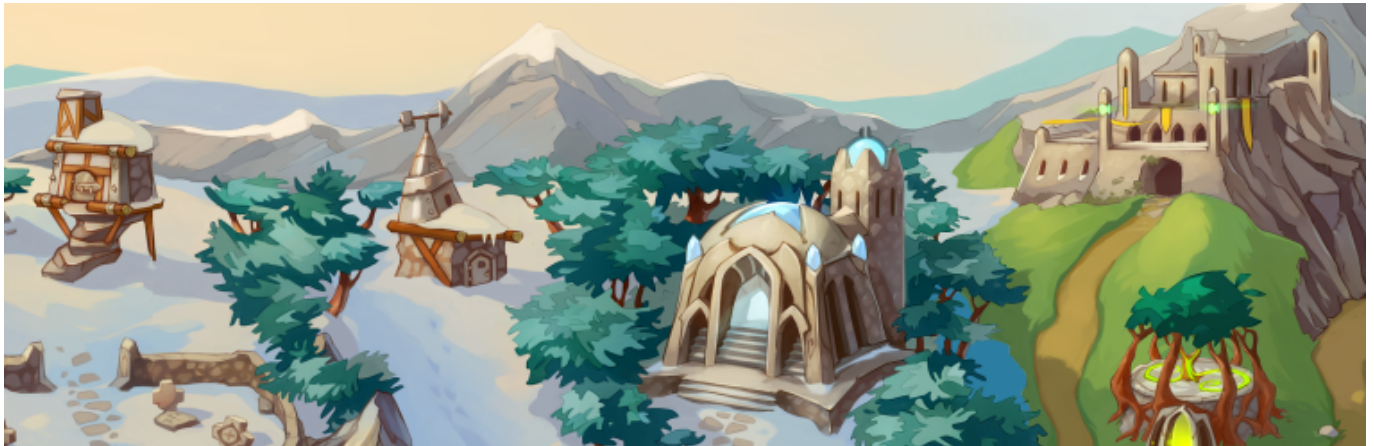

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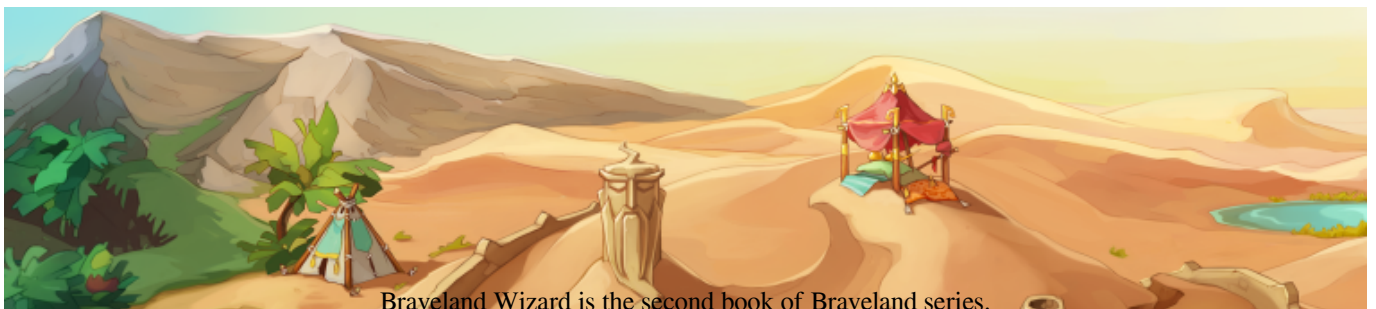
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About This Game



The same old school turn-based strategy game is back - welcome to Braveland Wizard! The graduate of the Academy of Magic is ready for new adventures. Her journey begins high in the mountains and passes through the southern lands, populated by orcs, ghosts, and mysterious nomads.

- New hero - Wizard
- An entire set of unique battles with unexpected surprises
- Dungeons for random battles and worthy rewards
- Piles of stylish artifacts
- Three schools of pure battle magic
- A talent tree that changes the nature of battle
- A brave team of combat allies: monk, ice archer, elemental, and many more
- A hand-drawn game world with a huge waterfall
- And, last but not least, three cunning bosses



Braveland Wizard is the second book of Braveland series.

Title: Braveland Wizard
Genre: Adventure, Casual, Indie, RPG, Strategy
Developer:
Tortuga Team
Publisher:
Tortuga Team
Franchise:
Tortuga Team
Release Date: 4 Dec, 2014

b4d347fde0

English,Russian,Polish,French,Italian,German,Dutch,Portuguese,Simplified Chinese





ORIGINAL SOUNDTRACK

60 TRACKS - INCLUDES OP & ED SONGS

[mp3 - 60 tracks, spanning 3 discs]

ORIGINAL SOUNDTRACK - DISC ONE



LEARN JAPANESE TO SURVIVE!
KANJI COMBAT

ORIGINAL SOUNDTRACK - DISC TWO



LEARN JAPANESE
KANJI C

ORIGINAL SOUNDTRACK - DISC THREE



LEARN JAPANESE TO SURVIVE!
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Original soundtrack composed and performed by Alec Shea.

[Courage In Your Heart] and [Footprints In The Sand] composed and performed by Sam Luff and Kelly Mahoney.

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Okay, stop me if you've heard this one about 50 times before: Too-dark, wave shooter, zombies...

[sigh] Yeah, me too.. Early days yet. I don't really know what an early access beta is supposed to look like, but I can't imagine this is it. Played the first scenario (I guess). There was no tutorial. There was no explanation of the campaign. It is quite obvious that English is a second language. I am hoping the game will get the attention it needs I really like the concept, but right now if I could I'd ask for my money back.. Ultra-stylish and good fun. Strong recommend.. I recommend this game. I enjoy waves of zombies but this has a twist as it gives it away in the title. I enjoyed the game.

<https://www.youtube.com/watch?v=yu6vjbkqoGU>. awful game, wouldnt even be that bad if they didnt start every single word with a capital letter but no, super annoying.. This game seemed interesting since the user could incorporate their own music into it, but it is very bland. It's definitely a time-waster, but in a bad way. For achievement hunters, it doesn't take long to get all the achievements but it's basically just constant mindless grinding. I think the only good part about the game is that you can play your own music with it... but you can always just play your own music in the background of a better game. Not worth it.. Arkanoid meets "Bill and Ted" in this fun spin on the bat and ball genre.

[That's not to say that there is not a couple of problems with the game. First of all, the colission detection is horrendous in places. When enemies zap at you with lightning, you can see the distance it has missed you by as the game pauses for a second to tell you that you have died.](#)

[Also, when you are watching for the ball to come back to you, plus there are coins dropping, power ups to be collected and bad guys to avoid, it gets a little difficult to actually tell what you should be trying to collect and what you should avoid.](#)

[But if you can get past the annoyances, this will keep you occupied for an hour or so.. This is a fantastic dlc.](#)

[-New sector project](#)

[-New structures](#)

[-New resources. Dude, you're paying \u2665\u2665\u2665\u2665ing money for a digital gun. I don't care if its just 99 cents its still stupid to have to pay money for a gun that could have just came with the game. Its \u2665\u2665\u2665\u2665ing stupid.. Couldnt see barricades and other small essentials now I got this to live with GREAT ULTRA HD TEXTURE PACK](#)

i mean its meh but its only \$1 so. Enjoyed the game. Ran flawlessly on my Linux machine. Hope there'll be additional content in the future.. This dlc isnt that bad, I just wish the rewards were more useful to future playthroughs.. You start playing near the Castle.

And you certainly come into and\u2026

YOU DIED. Ahahahah.

Yeah, this game has some similar lineament with one well-known Game: the King kick and kill you every time you meet him. Run, baby, run. Wuaahahah!

Well, speaking seriously, this is pretty game that I bought even it was in early access.

Nice picture, nice soundtrack, easy gameplay \u2013 all these features makes your brainpuzzle deciding comfortable. This is good game for resting of hard Action, MMO and other games. Quiet, not hurried playing. Yeah.

So I recommend to play this game.. Just run around in circles using the second spaceship, every drops count (The items that can be used for protection of your ship or bonus damage) overall, just think of some strategies that you can pull off quickly, cause the longer you play, the harder it gets. A very interesting abstract game.

1)

You left click to make an arrow fall down from the top left corner of the screen.

2)

You right click to make the arrow (or arrows) turn right, (e.g. towards the right side of the screen).

3) If you hit an "enemy", the line gets split in two (so that it's now two arrows going up and down.

GOTO 2

I think the game is sold at a very low price, too! Just watch a video! I'm sure you'll like it! :)

I just wish the Arcade Mode started a bit "harder", but I guess the current pace is ok to fit a wider audience.. So much bad stuff said about this game that made me triple doubt if I should buy it. Even youtube doesn't have any proper reviews other then people who can't drive and the scream in frustration, that their rover flipped and the game sucks.

Anyways: *I do recommend the game, at least to those, who enjoyed subnautica and the games with a similar pace.*

Regarding all the bugs everyone are telling about. Maybe I will see more of them later on, but so far, I've seen exactly one and it was gone after save\loading (on spot, no progress lost) and it's in 10 hours of playing. Not bad, imo.. This is a delightful-looking point-and-click puzzle-adventure with clever puzzles and good music, and I'm still not recommending it. Short version: Awesome appearance, poor implementation: too many hit-this-pixel and timed coordinated actions to be pleasant.

Pros:

Adorable art

Good thematic music

Innovative puzzles

Cons:

Frustrating puzzles that make no sense

Intro screens take too long to load, esp when returning to game

Moving around is slow

Some puzzles require exact pixel hits

Timing is difficult in spots

Save is by "scene," and some of the scenes are annoyingly long to get through

No hint function

The big "no" feature for me: In several puzzles, I couldn't tell what I was doing. I clicked on things; I could see something happening... but I couldn't tell if it was doing anything useful. Click, click, click... hey, that thing over there is turning purple; is that good? or a an irrelevant bit of "mood lighting?" Ok, it moves something, which is almost certainly a puzzly thing, but is that "what to do next" or just "something I'll need at some point during this scene?"

Combine that with the need to slowly go back and forth across the screen (hoping that you're moving to the next step and not just moving around because you can, which takes an annoying amount of time), and... by the time I figured out the Next Thing to move the scene to the Next Stage, it wasn't a moment of "aha! so that's how it works!" but rather, "oh, finally. good thing I clicked on that little bit over there," or even, "huh. I guess one of those clicks was the right thing to do?"

It involves a lot of random clicking around in space, hoping you'll find something that reacts. Some parts are much easier to do if you zoom in with the mouse wheel (read: almost impossible to do at the default zoom). Some parts require precise timing - which means you have to keep trying with everything, because you can't tell if this is something that will be different if you move That Other Little Piece first.

If you don't mind taking a long time to work through things, this is enjoyable. If, however, the best part for you (like me) is figuring out the puzzles, not timing your actions and hitting the right spot at the right moment, Mr. Shadow is likely to be more frustrating than fun.

It's pretty enough that the nuisance is almost worth it. I picked it up on sale; I don't think my money is wasted - but I won't be replaying it to see the storyline play out smoothly as I do with most puzzle-adventures; the slow movement and back-and-forth requirements are just too much.

Even the movement isn't fun - it's often not clear when and where you can move, because the click zone for moving is too small; if you mouse over it, you won't realize you can walk. (You'll figure it out eventually because you can't do anything else.) Still, though... this is just barely a thumbs-down review, not recommended because of the frustration factor. The setting is charming, and puzzles themselves would be great if there were some kind of in-game clue for figuring out what to do next, whether a "give you a hint" system that many games have, or a "talk to NPC" system where they nudge you at the next puzzle bit.. Bladenet is a fun multiplayer game of hide and seek... with murder!

There are lots of funny moments to be had when playing with friends, especially when you're hunting someone and they have not yet realised!

The map is immersive and gritty. The place feels like a real cyberpunk world, with plenty of places to hide and discover.

Overall, the game is fun, and even better with friends.. I don't know why another reviewer said that the writing was decent. It isn't. It's some of the worst writing I've come across in a paid title, in fact. The narrator switches tenses constantly, the characters do things that make no sense, and you can't customize your party. You're expected to put up with really annoying characters for the whole game.

I've seen better writing spat out from Google translate. If writing matters at all to you in a game, give this one a pass. It's horrendous.

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