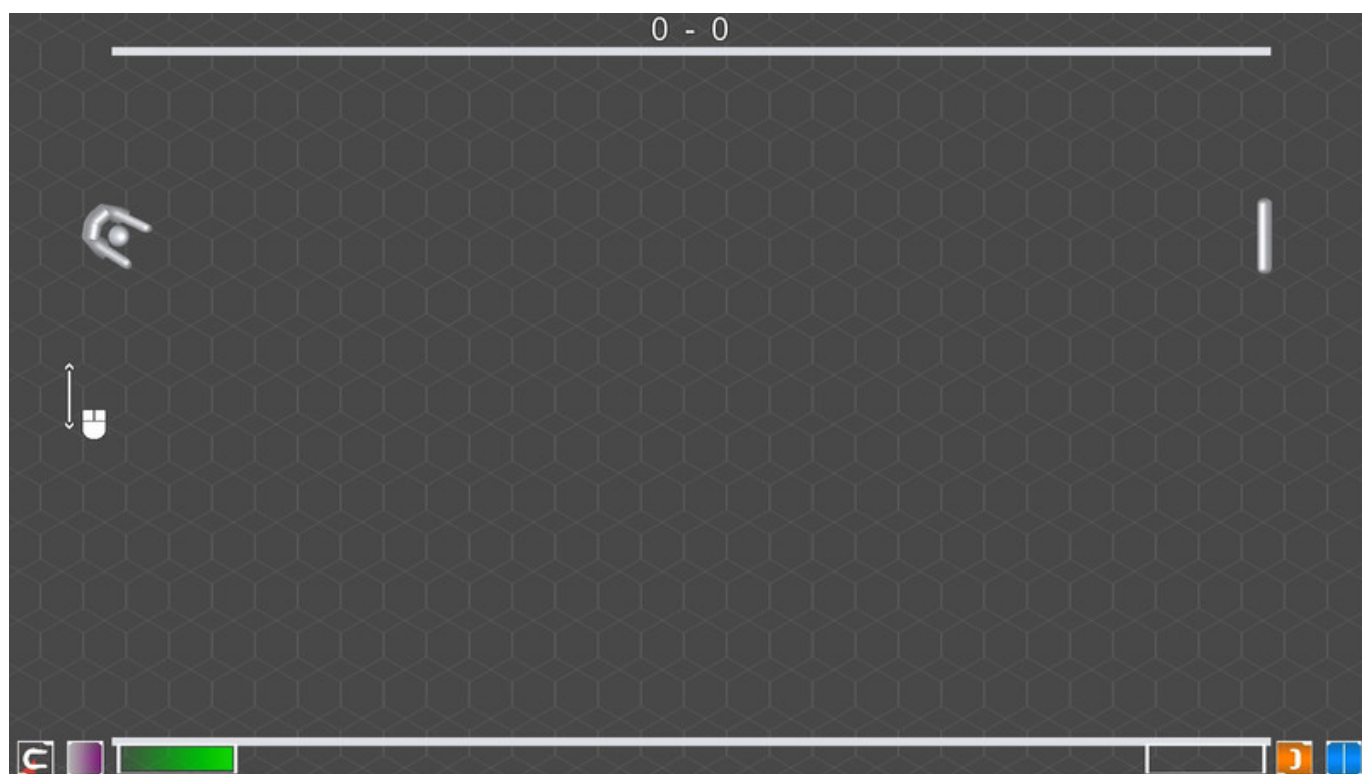

Medieval Mystery Match Ativador Download



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About This Game

Enjoy this medieval themed fantasy match 3 game. Play in a variety of environments and travel this fantasy world as you match your way through 100 levels. Earn gold along the way that can earn you bonuses and extra special symbols to help you progress through the harder levels. Watch for hints and learn tricks to master each level with the highest score possible. Replay levels to earn new high scores. With more than 20 hours of gameplay content including a timed and relaxed mode, you'll be certain to enjoy this game for a long time.

- 100 Challenging levels
- Timed and Relaxed game modes
- Responsive gameplay
- High quality art and relaxing music
- Powerups and special symbols
- Localized in English, French, Italian, German and Spanish

This game was designed for PC and contains no IAP nor any mobile ports.

Title: Medieval Mystery Match
Genre: Casual, Indie, Strategy
Developer:
RedZone Studios LLC
Publisher:
RedZone Studios LLC
Release Date: 1 Aug, 2017

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English,French,Italian,German

HANDBOOK

SKILL

+
 +
 +
 +

HP 500
DPS 300

HP 1000
DPS 160

HP 750
DPS 180

HP 600
DPS 90

LV1: HP100 DPS: 20
 LV2: HP150 DPS: 24
 LV3: HP200 DPS: 29
 LV4: HP250 DPS: 42

LV1: HP200 DPS: 60
 LV2: HP300 DPS: 72
 LV3: HP400 DPS: 87
 LV4: HP500 DPS: 157

WEAPON

Weapon	DPS
Knife +1	16
Knife +2	30
Knife +3	40
Knife +4	50
Knife +5	90
Knife +6	96
Knife +7	100
Knife +8	120
Knife +9	120
Knife +10	120
Knife +15	120
Knife +20	120
Cat	60

BOSS

HP 4000

HP 6000

HP 8000

HP 5000



APARTMENT

Be it ever so humble, there's no place like home. The apartment the player and Juniper share went through a few passes for the right camera angle before being finalized.



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Fun game, good story.

A mix of hidden objects and puzzles.

The only down size is that it end with a ... To be continued.

Hope they are going to make a sequel, in order to finish the story.. Excellent game, but the minimum requirements are wrong; my PC with an i3 and gt 750 cannot run it AT ALL. I purchased it and couldn't get past the loading screen. Thankfully, I have been refunded, however.. I love RPG Maker games and usually give very positive reviews.

However this game may be the only exception so far.

The last boss, Gendall, is overpowered and cannot be killed.

I played this game from beginning to end and took me more than 7 hours.

Most of the combat is easy, but the final boss is terribly overpowered and impossible to kill.

I keep grinding all my team until they are at an extremely high level of 36.

I equiped my guys with the best gears in the game.

I do every single quests possible.

I explore every single map and pick up every item to make sure that I did not miss anything.

When I reach the final boss, he used Shockwave and paralyzed either 3/4 or 4/4 of my team.

Then he used Plague and kill all my team.

I have replayed the final battle more than 10 times, but there is no way to kill the boss.

Have there been any testing and balancing done with the final boss?

I do not recommend this game if there is and balancing problem and there are no ways to kill the final boss.. Disclaimer: I have autism.

I am a game developer and artist living in New York City, so I don't have any shame in actually reviewing this game and thinking my Master in Fine Arts enables me to be constructively critical.

Remember when Eric Clapton was set for life because of his son dying and him writing "Tears in heaven"? That's this game.

The only part that sucks is autism is a really edgy topic due to it being demonized by idiots on games like "counterstrike global offensive", and its a serious topic.

This is a well done game in my opinion (if you dont know about autism), but it may be like one of the many games that I'm working on where it should stay on a hard drive and not seen or publicised out of respect.

I think I can post this without voting positive or negative, but if i have to choose, I'll give it a thumbs up.

. I'm not usually a huge visual novel fan but Beckett really grabbed me. It's a sincerely dark and at times mildly disturbing game but it nails the mood really well. The somewhat 2D nature of a visual novel means they have to dig deep to pull something from the player but by the end of the game I found myself very much identifying with the lead character, even through the trippy and sinister effects the games puts in between the player and Beckett himself. It doesn't overstay its welcome and calling it a visual novel is almost unfair as there's a big of interaction between the PC and the world but at the end of the day, the story it tries to tell is complicated and gripping.

The subject matter could come off VERY ham-fisted and over the top but there's a subtle smartness to Beckett that indicates the developer wasn't trying to shock or overdramatize anything to the player, he simply let the strong script do the work and the player can fill in between the lines themselves. Great use of a couple of hours.. Streets of Rage was a pretty tough game, grab a friend, it is fun to play.. I L<3VE This Game! =^_^= It doesn't get more fun than preparing dishes real quick and serving them up with some friends. I may not know any of them, but thankfully being an online game, I can meet/make new ones. And the fun never stops. XD I only wish we could chat as well. But then... that might also cheapen the game. Idk.. I was expecting something mediocre.

It wasn't. Glad I payed for this game.

Edit: The existentialism in this game is painstakingly beautiful.. Almost as badly designed game as the first one, but now it runs like crap on my modern PC.

Still looks nice and the music is good as it is from far better games.. hi me nam is white boi69,

I lov tis game is vry gr8, if u luv trump u should buy intantly, if u dont buy n donat to hs comapny and campaing, will u pls give this gem try n support cretors, tis gem will brig u to ters and ull spnd 1000h on tis gem.

pls lik n subscrib to me, for more mincrfwrt, music n andom vloggg, subsrcibe fo merch, lik in bio, be a mavrik, dab on hatar, n pls, lik n subscrib to my twiter fr m3m3 n xDs.

<https://www.youtube.com/channel/UCrcneNyDhqAQLWXz4a1HoQ>

hre is chnel and pls subscrib, love trmp n dab on hatr :O)

Spell combining + twin stick shooter is a REALLY AWESOME formula. Unfortunately it's dragged down by poor balance, non-existent level design, and boring enemy AI. It really needs another round of solid mechanic improvements before I can recommend it.. What looked great in early mode just didnt hit the mark. If you are going to bother with a good turn based squad game do it right. This is a waste of money, I tried to like it and I gave it a go with a few restarts but honestly I cant see me going back to his again. no relation to your characters even though they can carry on to other missions. No real stealth so you can see what will happen. Just some game makers having a laugh. Gross disappoint for something which looked like it was going to be good. Waste of money unless it is for \u00a32.. It is incredible... An amazing idea for naval battles in 1880's, before world fleets evolved into all metal goliathans, turned super boring with only four playable scenarios; no campaign, no skirmishes. After you play the four scenarios, then what? Also, the shooting disturbs me; you can't control the ship's shooting and they can run away from the main fleet, so you can't even control each ship's movement. Da\u2665\u2665\u2665\u2665?. so now i know what i needed, im rly critical, cant stand most games these times, i love realltimestrategy, but hate micro and always the same basebuilding, i love turnbased strategy/rpgs, xcom2 for example, but only heavy modded, but there isnt so much out there, either the game is too short, not good, i dont like the combat system(like dungeon and dragons) or u have to stealth alltime(like phantom doctrine) this game i love from start, hope for more, sad its just one dev, with a real indie studio with more people this game could have far more content(bigger maps, more classes for example), but its not a flaw(i just shouldnt think about what could be), for me this game is more than good enough(great idea, content so far for an early acces of one dev, graphics, combatsystem) and the price is more than fair

. So. Domino Sky is a game about placing dominos in just the right spot to succeed. While the concept might sound simple, things get a little crazy towards the endgame. We're talking everything from rolling balls, blocks that move, wind and even antigravity! I was very intrigued about the game, and found myself having a good bit of fun althrough some stages can become quite janky, and I found that sometimes dominos would disappear for no reason while resetting, and different things would happen each time I pressed start(?) The difficulty curve in this game strikes a nice balance between showing you new tech, and using that to make "hard" levels, while I found some stages to be harder than others, the curve was not as apparent while moving through the game. (As in the levels didn't seem to always get harder, they usually stay on the easy side, which is good for newcomers) Other than a couple of bugs, I still found the game to be pretty enjoyable, whilst actually keeping my attention for the whole duration. (The music was just the icing on the strawberry cake)

I would recommend this game to you if you're someone who likes to spend a little time relaxing and not having to think too much about what to do.. I really wanted to make this work so bad. I focused so hard on the good side of this game but there's too much downsides for me to actually recommend it. I waited for so long to finally play this game and it breaks my heart that my first not recommended review is for game that sat on the #1 spot of my wishlist for almost a year. The moment I launched the game, I knew already that they downgraded the quality of this game. Just by basing on the quality of the main menu it looked so poor... but hey, don't judge the game by its cover right?

For the first 10 minutes of gameplay, I was still impressed by the realistic graphics and textures of the game. It's really nice but it wasn't enough for me to recommend this game. What really annoys me the most was the color filter as if it was taken from Windows Movie Maker. It made the game look cheap. The hospital scene was so dark that I think they purposely did it to hide the lacked details. The story is okay, good twist but not really something new. Also, no objective list and no save function. I finished the game for almost just an hour and that is just too short imo. This game had so, so, much potential I just hope that they gave it more love and attention because it felt rushed and forced. The game already had a good following after the hype a few years ago, I just hope the devs used that advantage, took good care of this game and made it successful.. Shut off your brain and play as donkey kong banana slamming those MTF dweebs into their friends. Those absolute jabronis don't know about the simple graphics that are quite effective and work quite well with the equally simple soundtrack, yet the sounds also get more and more detailed as the action speeds up.. I recently purchased this game and I am happy to say it was a great decision. The animations are sharp and creative yet still have a nostalgic feel due to the classic style. A massive bonus is that the storyline isn't all this game has to offer, with the interactive map maker bringing this game from good to great. The jokes are constant and inventive, immersing the player into a game that is so much more than I expected when I bought it. In conclusion, I would definitely recommend this game. I'm very pleased with it now and can only imagine where it's going!

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