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Ancient Rush 2 Download Under 1gb



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## About This Game

Old Legends surround the long forgotten kingdom of Ozolan. They tell stories about Chulua, the former Ruler of Ozolan, who is said to have buried himself in his own treasury, only using his bare hands. But after Ozolans fall, no one ever heard of the kingdom or it's king ever again. Only the legends survived the time and remained until today.

To learn the truth about Ozolan and Chulua you embark on an epic journey into the midst of a mythical nordic world.

In this Brick-Braker Game you accompany Runar, on his adventure through Ozolan.  
Cast different spells for maximum damage and use skill points to enhance Runars strength and intelligence.

Experience his adventure in 10 scenes in a total of 50 levels.

Are you ready to follow the legend of Ozolan and reveal the secret surrounding Chulus treasure?

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## **Story**

Experience the whole story of Runar on his search for the treasure.

## **Spells**

Cast spell to deal huge amounts of damage.

## **Abilities**

Spend skill points at the end of each level and decide between strength, intelligence or more total life

## **Achievements**

Gather achievements and become a legend.

## **Key Features**

- 3D brick breaker
- Classic game concept with a modern implementation
- Complete Story
- Ten unique handcrafted scenes
- A total of 50 level
- RPG like skill tree
- Multitude of achievements
- Authentic soundtrack and narrator
- Lots of items
- High speed
- High-quality graphics
- Adventure mode for advanced players
- German / English language available through ingame options

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Title: Ancient Rush 2  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Heideland GameWorks  
Publisher:  
Heideland GameWorks  
Release Date: 4 May, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 SP1, Windows 8.1, Windows 10 (64-bit versions only)

**Processor:** AMD Athlon X4 860K or Intel Core i5

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 760

**DirectX:** Version 11

**Storage:** 2500 MB available space

**Sound Card:** Direct X-compatible sound card

**Additional Notes:** 3-button mouse and keyboard

English









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i love light bearers and how the devs are active on the community, besides that it is a good trip from my days where i loved to play zombie mode in microvolts, i hope this game never dies!. I did not enjoy this game at all. Maybe it gets better later but the dialogue is terrible (maybe english isnt their first language). The combat isnt fun IMO and i just cant bring myself to enjoy this. I dont really have anything bad to say about this game other than the dialogue but i just cant recommend this to my friends.. Dont flipping buy this game it sux. [https://www.youtube.com/watch?v=I5hjwqCc\\_4Y&feature=youtu.be](https://www.youtube.com/watch?v=I5hjwqCc_4Y&feature=youtu.be)

About Love and Hate is one of those games that you wouldn't really go out of your way to play unless you happened to have a couple extra dollars laying around and wanted to kill time, which makes sense that it feels like that as it was originally released on mobile platforms before being recently released on steam. It is a puzzle game that focuses on you alternating between two characters and using their special abilities of pushing and pulling blocks to complete puzzles. The game is fairly slow paced and doesn't really ever reach a level of difficulty that makes you want to slam your face on your desk and give up like a good puzzle game should. You will quickly burn through 30 levels and wonder when you're going to get to the actual meat and potatoes of the game.

The way this game was designed feels like a game that was designed with mobile platforms in mind as the levels are something you could easily accomplish while waiting in a line or going to the bathroom, not necessarily the kind of game you would want to binge through on your home PC. As you progress through the game, it does continually introduce interesting gameplay mechanics to attempt to maintain some level of freshness to the level design, such as teleporting, blocks that make you fly, and (literally) dead bodies that act as immovable walls, however; the lack of difficulty remains prevalent throughout which hardly makes the game worth a second run through once you complete the level.

The game is charming and you can easily sink about 3 hours of gameplay into it before you've had your fill and decide to move on to the next game. At an asking price of 6.99 this may be a steep premium to pay for the number of hours you will invest in the game, however be sure to double check your inventory for a coupon that knocked the game down significantly lower to \$1.40 which at that price you might as well pick it up and test it out.

. This is a rougelike. Sometimes called a 'true' rougelike or a traditional rougelike. Anyone who has been playing the genera long enough will know that thanks to the word Yendor in the title.

If you enjoy classic rougelikes, the older ones. Nethack, ADOM, Angband and so on, this is definitely something to look into. The sheer amount of terrain and terrain interactions with your spells is worth it. Often turning even simple encounters into odd yet engaging environmental puzzles.

If you're not into traditional rougelikes? Check it out anyways. It has a fairly good tutorial (that you are supposed to die in) and it's a touch 'stripped down' from some other traditional rougelikes. It's a top down fantasy turn based adventure where you control a single character. Death is permanent and you have to start over each time you die. Which sounds frustrating but... well, it is. That does not mean it isn't fun.

While Curse of Yendor does pretty much all the classic rouge like stuff, it does it with style. A solid persistent story with a villain that you begin to feel a relationship with. Turn based single character control combat. Spells. Equipment. Risk vs reward gameplay, lots of weird fantasy monsters all with different weaknesses and strengths.

Of course, you'll die, a lot. That's kind of the rougelike thing. However, it's at least in my experience, YASD way more than anything else. As in, Yet Another Stupid Death. Where when I die I look back ten rounds of the game and see, oh, no, I died because I decided to try on this heavy armor in an unsafe area.

If you're an old hat at rougelikes this one is a solid continuation of form that has perfected environmental interactions with an interesting and detailed weakness and strength chart for weapons and magic. If you're new to rougelikes, this is not a bad one to put your money on and see what the fuss is about.

Dying and having to start over from scratch isn't for everyone, but the knuckle dragging intense experience that can come from it is often worth the trade off and this is one of those games that will give you that kind of experience. Just be sure you know

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what you're getting into.

. Does not work.. This game is as fine as aged wine. The older it gets, the better 10/10. Not too bad



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I bought this because I loved the Adventure Island games for the NES. It's not quite the same, but a fun game in its own right.

As others have said, it delivers something near the retro NES platformer style gameplay, though a little lighter. The music is enjoyable, riding dinosaurs with special abilities is fun, and the new mechanic of having to always be eating (hitpoints shared with health meter which goes down slowly over time, and a larger chunk is lost when you take damage). Your view on this new addition may be one of interest as it does add a certain measure of urgency to every level; but others who enjoy a leisurely pace, and the fun of exploring every nook and cranny, will take a dim view of it.

In either case, I agree with some others here that gameplay feels balanced.

While the leisurely explorer in me missed the ability to check out every square inch of the levels, I get that this game aims for a slightly different experience.

And I can appreciate that. Recommended.. Nepenthe is exactly as described. It is a game drawn by hand and full of dad jokes. Those things work very well in this short game. This is an RPG Maker game, but it feels far from what a player might typically expect with that tag. There is an interesting story with 3 endings and many small things to interact with. That is to say, this feels like a full world that is worth spending time in. On top of that, there are jokes that actually made me laugh.

This is a developer that cares very much about the product. I've been asked very poignant questions and been assured that improvements are on the way.

It is not a perfect game, but it is fun. I would recommend getting it on sale, but I would definitely recommend getting it!. Although I have a very small amount of time spent playing Race to Mars, it becomes increasingly obvious that the game, in its current version offers very little. The prices required to actually get any work done are extravagant, the research time takes too long, all the while, you're hemorrhaging money. Most of the buildings don't actually work. And they also don't even have textures implemented yet. This game, I will admit, has amazing potential. I believe it could be something great. But not in its current state.

👍👍👍 👍👍. Absolutely Awesome!. This is a very fun game. the dialogue is great, the jokes are funny, the music is just spot on, all the easter eggs will have you laughing. If you have a few hours to spare i highly recommend playing this game because it is Metal as ♥♥♥♥.. Simple game to just spend your free time on.

Worth it given the price it is sold at.

Although would definitely be better if there were more content that would allow one to sit in the game for a longer period of time, like campaign.. Little King's Story is a rather unfortunate case of fantastic game/bad port.

I don't have the best computer (Dual Core Skylake processor running at 3.4 ghz and a Nvidia Geforce 950) but there is no reason a Wii game should run this poorly. Frame drops and freezes are common, even on the 30 fps setting, and the whole game runs sluggish in general. I love the game however and I will defend it to the end. LKS has a amazing blend of pikmin and animal crossing gameplay with the sort of humor you would find in The Phantom Tollbooth or Earthbound. Such a mix is why I recommend it. Pick it up on sale or buy the Wii version, either way is worth your time.

02/03/17 Edit

Finally, LKS gets the port that it has deserved for so long. With improved functionality and fixed framerate, there is almost no reason not to add this legendary game to your library!

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