
Shattered God - Quest For The Divine Relic Pack

Download ->->-> <http://bit.ly/2QJruK6>

About This Game

Shattered God is a 2D Action-RPG that builds upon the classics, but introduces new ideas for a fresh experience.

Made with its unique, fun gameplay 5d3b920ae0

Title: Shattered God - Quest for the Divine Relic
Genre: Action, Adventure, Indie, RPG
Developer:
Ithiro Sumi
Publisher:
Ithiro Sumi
Release Date: 26 Jun, 2017

English

shattered god - quest for the divine relic. shattered god - quest for the divine relic

I haven't played a lot of it but so far it is interesting I have played longer than stated by steam because I end up playing offline a lot. I seem to miss a lot of our hits but that could be because it takes getting used to the controls. Interesting concept as far as combat goes, I don't think I've played a game like it. I believe it will pick up speed with time, but I was a bit confused with the tutorial but I also am not the most attentive player. Check some gameplay for it and make your own decision. <https://www.youtube.com/watch?v=JRnLb3QI-yM>. <https://www.youtube.com/watch?v=vbcOTwpqAqI&feature=youtu.be> I can tell there is a lot of love poured into this game. I can see a bunch of fairly interesting ideas stitched together. I can also see a bunch of issues just in the first area. Tutorial is intrusive and not intuitive. Combat controls are strange, and poorly explained, especially the spell casting. Several CTD's on entering fighting space. Level design makes little sense. I felt like there are a bunch of paths placed there without thought as to why. I also don't understand why I can Zelda attack things but then have a final fantasy style combat section. Anyway, there might be something here if you are willing to overlook the many odd and buggy choices.. <https://www.youtube.com/watch?v=vbcOTwpqAqI&feature=youtu.be> I can tell there is a lot of love poured into this game. I can see a bunch of fairly interesting ideas stitched together. I can also see a bunch of issues just in the first area.

Tutorial is intrusive and not intuitive. Combat controls are strange, and poorly explained, especially the spell casting. Several CTD's on entering fighting space. Level design makes little sense. I felt like there are a bunch of paths placed there without thought as to why. I also don't understand why I can Zelda attack things but then have a final fantasy style combat section. Anyway, there might be something here if you are willing to overlook the many odd and buggy choices.. I haven't played a lot of it but so far it is interesting I have played longer than stated by steam because I end up playing offline a lot. I seem to miss a lot of our hits but that could be because it takes getting used to the controls. Interesting concept as far as combat goes, I don't think I've played a game like it. I believe it will pick up speed with time, but I was a bit confused with the tutorial but I also am not the most attentive player. Check some gameplay for it and make your own decision. <https://www.youtube.com/watch?v=JRnLb3QI-yM>

[Rocksmith 2014 Edition Remastered Bring Me the Horizon - Can You Feel My Heart portable edition](#)
[PAPERVILLE PANIC VR key](#)
[The Detective Chapters: Part One Ativador](#)
[Refight: Burning Engine - Black Bat portable edition](#)
[Soul Searching Ativador download](#)
[Cube Universe serial number](#)
[HITMAN : Blood Money Requiem Pack usb download](#)
[Zaccaria Pinball - Combat 2017 Table download for pc](#)
[Reality Raiders hack](#)
[ABRACA - Imagic Games](#)