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## The War God : The Artifact Trainer Download



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### About This Game

The war god : The artifact is the first chapter of the VR series based on an ancient war hero called LanLingWang. This game is set in ancient China around 560 AD . It is said that a powerful artifact is buried in the tomb of the Emperor. The Turkic want this artifact. Player plays as a skilled shaman who is tasked with this mission. The tomb buries the great Emperor Gao Yang. Many tricks and traps were set in the tomb to protect it. The rumor that Gao Yang summoning dead soldier makes the journey even more dangerous. Can you fulfil the mission?

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Features:

- ☑ Art of Ancient Chinese
- ☑ Puzzle solving
- ☑ Intense shooting
- ☑ Infinite mode

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Title: The war god : The artifact  
Genre: Action, Adventure  
Developer:  
Zhejiang TQHY Technology  
Publisher:  
Zhejiang TQHY Technology  
Release Date: 19 Jun, 2017

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**Minimum:**

**OS:** Windows 7

**Memory:** 4 GB RAM

**Graphics:** GTX970

**DirectX:** Version 9.0

**Network:** Broadband Internet connection

**Storage:** 2 GB available space

English,Simplified Chinese







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(\u0361\u00b0 \u035c\u0296 \u0361\u00b0). Masterpiece 10/10

Game of the Year 2017

Meatboy without meat. I finished the game in about 6 Hrs while being lazy. Only truly stuck on lvl 14 for second which made me think outside the box. With all that said, the game is smooth and polished... I died many times, seemed like the only way to progress at times. The game has various glitches that leave XYZ area boxes still visible from the mouse left over.

The game relates to Qbeh-1, Stephens Sausage roll, and Portal mixed as one game less than 20 levels.

Price Point: at \$13, it's okay, in all honesty I think \$6 is what it's worth for time vs puzzles. \$1 per physical hour.

Either way, the game was an enjoyable twist on first person puzzles.. I was all about playing all the Sherlock Holmes games, but this one is seriously taxing my patience. I actually saw the logic of the puzzles, even the safe combination one everyone seems to hate. I like that it's actually investigative, with testimony a major component of the overall puzzles. I was enjoying all of it... until the stealth/timed stuff started. I was frustrated as hell with the first one, to the point of using a video walkthrough, which I usually avoid like the plague. I got past that, and there was a second one. I got through that.

Then the forest. Where there are a dozen touchy, camera-angle-changing screen changes, a short, hard timer, and places where Sherlock WILL. NOT. F-ING. MOVE.

Despite liking the story, despite liking the puzzles, I may not pick this game up again, and I really can't recommend it to adventure gamers of any but the most stubborn, old-school stripe. When a point-and-click adventure game has timed movement puzzles that combine Nintendo Hard game mechanics with control schemes that would be embarrassing in a free Flash game... if you're into seeing all the Sherlock Holmes games, just play this one until you get to the stupid timed BS, then watch Let's Plays on YouTube instead of subjecting yourself to the bad choices of the developers.. You can throw a bowling ball and hit the pins. Basically that is it, no entertainment value at all. I would like to see a good bowling game, but this looks really beta or even alpha at best. I guess this could have some potential to become something more and I dont want to be the bad guy giving thumbs down, so keep on developing. By the way, it is not a 250 GB storage requirement as the specs says, but merely 25 MB.... A very nice looking route. Some of the timetables are pretty much impossible, but that's not uncommon for DTG scenarios. But overall this is a great add-on. Detailed landscape, detailed trains. The little red train in this route (DB EMU 426) isn't ever going to be my favourite train, but it's very nice to drive, with simple and accurate controls. I usually prefer a bit more complicated locomotives and lots of traffic and signals around me, but this train and this route are great when you want to relax a bit more while playing Train Simulator and drive in an extremely detailed and pretty environment. So yeah, I recommend this one. This route is maybe kind of like the German Isle of Wight in a weird way, but much more modern than that one.. This game should be renamed "Star Junkies". For one there's no trading done in this game, at least no by the players. Second the only way to keep the population of your colonnies happy is to give them a steady supply of a drug called Spice... Dune much?

But that's not really what makes this game worthy of a thumb down: It's because the game is either incomplet or horribly balance. Which is sad because it has potential.

For example in the tech tree, which is actually one of the cool thing about the game. You literally have to research space port level 4 before you gain access to the tech to get space port level 2, which is the next tech. There's no valid reason to downgrade your space port by the way.

But the worst for me was the population management, you have none. Population growth you see is random in this game. You can colonise a world and have its population doubled the next turn, which is a roughly less then a week. Cool you might think, more people can only be a good thing. Think again, while this is one of the 4x game with the least population management I've seen in my life it is also the one with the most unforgiving consequences for overpopulation. Once a colony is overpopulated it start losing moral, when it's low enough it start sinking money like there's no tomorrow. It kind of calm down end game, but it drains a lot of the potential fun out of the game for a long while.

\*Edit\* Add random game crashes mid-game. :(

Besides that:

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- The combat system was ok
  - The ship design mechanic simple while still interesting.
  - The UI is simplistic, but not inherently bad.

So in short there's way better 4X space game out there, way way better.. Wow! What a surprise, this game is just Awesome. This is 10x better than Space pirate training. I am really enjoying it, Lot of Levels, Lots of Guns, Cool how you can upgrade guns and armor. Great job Devs! I would had easily paid \$20-\$25 bucks for this game. Highly recommended my VR fellas, get it, Super Fun wave shooter! 10 out 10 for me.. short as what I paid for this game  
poor in story

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After reading the reviews i was unsure about getting it but summer sale came and i got the special bundle and have booted the game up to find that it runs amazingly i am running 1080 60fps no problem my imac is a 2011 modle with 4gb ram also game running through a external harddrive. however servers are empty but i love playing solo they did a great job with his game and is a must have!!!. I'm recommending "Mystika 3 : Awakening of the Dragons." It's a decent little casual Match 3 game (with just a few HOGs, too) with acceptable voice acting. It took me 22 hours to finish the 200 levels with 100% Achievements. That's about 6-1/2 minutes per level. But, that's including the time needed to replay a subset of the levels to complete them in the time required for three stars. Most of the levels can be done in about two or three minutes. So, as a set of casual puzzles, it works fine. My only significant complaint about the game is that when a "Match 4" or "Match 5" happens as a result of a cascade, you don't get any bonus items (you get those only if you make the matches manually). The rest of my issues are pretty minor:

- The story is silly.
- "Grapes" is misspelled as "graps" in one of the HOGs.
- Whether the timer is on or off makes no difference for the number of stars you get in a level (essentially, playing in "Relax" [sic] mode just removes the timer from the screen). The stars are still wholly time based.
- There's no difficulty progression through the levels. With some minor variations here and there, they're mostly very easy.
- As a result of the lack of difficulty progression, the ending is not very satisfying. You basically do the same thing you've done through the game and get a pat on the back.
- There really should be an Achievement for placing the final egg (i.e., finishing the game).
- After about the 3/4 point, you run out of things to spend your money on. I finished the game with around 16,000 excess and useless coins.

Still, for what it is, the game is good. And, a \$5 list price for 22 hours of gameplay is a good dollar/hour ratio. Recommended.. I wanted to like this game, but unfortunaly I couldn't get into it and here's why.

1. The voice acting in this game killed it for me; especially since there is no idication on the store page about voice acting in this game to begin with. It completely killed the mood that the game wanted you to feel and ended up being more laughable than anything.

--Not so much a complaint, but a warning. The voice acting is also not in English in case that's a deal breaker for you. This is not a deal breaker for me as I have played several games where the spoken dialogue is in other languages. Again, there is no indication at all that there's spoken dialogue in this game.

2. Quite honestly the biggest deal breaker for me; everything kills you. Look, I get it, it's an RPG Maker horror game, it's commonplace to be killed by a lot of things, but this game takes it way too far by killing you in ways that don't even make sense. For example, a seemingly random corpse on the ground in thevillage, among many other corpses on the ground (which don't kill you by the way) for some reason kills you with zero indication as to why. It constantly feels like you have to save, lest you lose your progress for some asinine reason. And every time you die, you get to hear reason 1.

3. The story is mediocre at best, but the pacing is atrocious. The game throws you right into the "horror" with absolutely no buildup whatsoever, thus losing an abundance of atmosphere. Admittedly, I did not play the game through to its entirety, so I can't say for certain if the story improves. What I do know is that you start in a jail where everyone is dead and there is random messages written in blood everywhere and the game does not tell you why you are there in the first place.

But now time for some positives, can't leave a bad review without saying some of the redeeming qualities now can I?

1. The game looks good. Apart from the random messages written in blood, the game is aesthetically pleasing. The maps are detailed and well built and the spritework is pretty good.

2. Plays like a typical RPG Maker horror game. No funky control schemes or gimmicks, just plain old RPG Maker horror gameplay.. I like the game so much I have it on two platforms.. Dismissed this when it first came out as a cheap 'VR cash-in', but I'm glad I revisted it. One of the best Vive games at the moment, easily recommended.

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