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## About This Content

Get an **EPIC** boost to your power with a full set of rare items and an exclusive Golden Epic for Jim the Lumberjack. We'll also throw in five Jeweled Chests to further increase your power!

This pack includes:

- The Super Scary Bear Hat of Roaring (Golden Epic)
- Two other Rare items for Jim the Lumberjack
- Five Jeweled Chests

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Title: Crusaders of the Lost Idols - Epic Starter Pack  
Genre: Casual, Free to Play, Indie  
Developer:  
Codename Entertainment Inc.  
Release Date: 4 Jul, 2016

a09c17d780

English



HP



LEVEL 1

1

SCORE

000000

TIME :

58





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Definitely worth it if you like Dark Souls; its not too complex but has a ton of atmosphere and looks beautiful as well. And ofc lots of thing copied form the souls series, including the imput lag haha.. It's not a bad game, but there are many gameplay mistakes that ruin the efforts.

Despite having many choices, their purpose fail as a game mechanic since you have no idea what choice will give what result. If you wish to arrest a particular individual, you have to look at a walkthrough for the "correct" choice order. That doesn't work like it should.

You think you're in control when suddenly the game decides that you arrest somebody, just because you talked to A instead of B at some point. No.

Technical issues too:

No way to change display resolution without going back to the main menu.

Doing so destroys your progress because... you can't save anytime! Darn check points... There are only Autosaves on 1 slot.

Automatic text advance during the cutscenes should be banished as well, especially since there is no pause nor backlog and if you didn't have the time to read\were distracted, tough luck.

You have to click to advance, keyboard doesn't work.

The writing is not bad, but there are a few things that irritated me:

Having no period at the end of the sentences makes the text look like it's not finished. It's basic grammar, and yet...

A few typos and spelling errors here and there, especially in chapter 3.

And a consistant misspelling of "opioid" that lost an "i" every time it's written.

But the most annoying thing is the quick time choices where you have 1 second to choose between 3 choices. After 1 second, game over. No, no, dev. Even Telltale games allow more time and it still sucks.. Since I posted my last review, the character creator has been updated to include the ability to arm charcters with other weapons so I am switching my review to postitive as per my previous statments but it is a very timid recomendation.

With regards to neutral NPCs, there is really no point in making them since Game Guru has no dialogue system and this pack doesn't add one. In general, fantasy games need to have some sort of dialogue and quest system but this engine is only for shooters so no dice. Oh wait Ziggurat doesn't have dialogue... True but Ziggurat has good game play. This game does not. The pre-made fantasy character assets have AI so terrible that they can't even be trusted to walk across a room without getting stuck much less defend themselves. If you play a game using these stock characters, you won't feel like a warrior so much a murderer killing people who are deaf, dumb, blind, and stupid.

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If you use a custom AI script (not one found in Game Guru or its official expansions) you might be able to make a semi-competent enemy who will only sometimes get stuck but these custom scripts won't work with the stock characters found in the fantasy pack. I tried and I got a Ninja who seemed really cool until I realized that although she could do a lot of things, she was incapable of attacking.

I spent hundreds of hours modding Morrowind and while I didn't expect Game Guru to be nearly as good as the Morrowind construction set (which was released 15 years ago) I did at least think I would have basic options like the ability to create characters who could communicate with the player or walk on a flat surface.

The really annoying thing is that it is possible to create a much better game if you can write your own AI scripts or spend enough time finding and learning how to use those created by other players... but these scripts won't work properly with the default fantasy characters (I ended up with a stealth assassin ninja who seemed really cool until I realized that she could do everything EXCEPT actually attack) so even if you can write your own scripts or find good ones online, you can't actually use those for fantasy characters (unless a man in jeans wearing a cowboy hat is your idea of a fantasy character.)

If the game had more assets for making fantasy characters, it would be better. If it had a functional dialogue and questing system (I have seen user mods for things like "kill enemy open door" but that isn't much of a story) then it might be good with the potential to be great.

5V10

OK as an asset pack with the limitations noted.. So Guard of Wonderland

I never thought about myself as a fan of such kind of games, but I love Alice too much to miss any game about this character. All in all I wasn't disappointed and actually I was even surprised. We've got many cool stuff in here: stylish characters - check, wonderful story - check, nice art - check, great music - check, good writing - check. At the very beginning the combat system seemed a little bit weird, but later I understood that it's supposed to be like this - we are in Wonderland eventually! And everything in here obey strange logic that is hard to explain but actually easy to understand.

Verdict:

It's a good adventure for Alice fans, everything is done with a big respect and love to the world created by Lewis Carroll.. Cool collection of SOR style games, controls are responsive and smooth all games run perfectly well and there is a save and load option, what's not to like (:

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I played this game on my laptop while I was in Australia on holiday. It provided brief reprieve before I was required to go outside again to fend off Australia's lethal approximation of "nature".. An enjoyable experience, maybe an 8/10. The voice acting was good, and there was a bit of a story. But actually, I really appreciated the stripped-down nature of this game. It's only a series of laser-and-mirror puzzles. Almost all of the levels are challenging, and some are very difficult. I'd say each level stands alone, unlike in many games with environmental puzzles, where you learn a trick at one point and reuse it later.

The controls are slightly imprecise, perhaps because this is a mobile port. It's easy to accidentally bump one of the mirror-type things out of alignment and have to redo parts of the puzzle as a result. I would have also liked to be able to zoom out just a little bit further. But overall, this is a good, solid puzzler.. Best game ever. After nearly five full playthroughs and a few hours spent looking for secrets, I feel that I probably owe Macguffin a review.

Macguffin is a short walking simulator. You've probably seen other reviews comparing it to Portal or The Stanley Parable, but don't go in expecting anything like either. It's nothing like Portal or The Stanley Parable. If anything, it's a lot more similar to Jazzpunk, just watered down a bunch. That doesn't mean it's just a rip-off or cash grab trying to sell it off as something that pretends to be like a much better game, though. Macguffin on its own is a really entertaining and unique experience. The jokes aren't anything that made me laugh out loud, but that wasn't a big problem for me. The game is super weird, which is something I can never have enough on. There's a lot of secrets for you to discover, granted most of them being very minor things. If you try hard enough, you can break the game in some entertaining ways. For example, I managed to get outside by pushing some chairs against the wall and getting them to fling me up in the air. Just be careful not to fall off.

Now, why have people been giving it negative reviews? Well, I'll tell you that it's 99% because of the game's length. Macguffin is very short. You can beat it in around 30 minutes on average, way less if you're a quick player and don't look around much. I managed to speedrun the thing in like under 10 minutes. That being said, I would honestly argue that every second is completely worth it. I enjoyed the game so much, everything from the absurdism to the vaporwave setting and silly voice acting and sound effects, but I would be lying if I said it didn't leave me wanting for more. If Macguffin ever got a future sequel or remake, I would totally throw my money at it instantly.

But yeah, all in all, I love Macguffin. If the length is a problem for you, or surreal dumb little walking simulators aren't your thing, I'd advise you stay away. Otherwise, totally give this one a go. It's a hell of a good time, and I'll probably be find myself replaying it again soon enough.

(Speaking of which, I hadn't realized until today that the developers also made The Master. Now that I know, I'm actually not that surprised. If you enjoyed this game, you might like that one too. It's a lot more simple, shorter and plain than this game, but it's a good way to spend 10 minutes.). Love this game; Too bad the mission are very short, but still i recommed it. I had thorough fun with this. I must admit I was quite new to dating sims and graphic novel games with romance and all that, but I liked this one. I felt very entertained, I liked the different characters and plots.

A mild critique: it could have had more facial expressions and different character scenes, maybe also some background characters visible. But, I got it for five Euro, and I got more than enough out of it. I am really glad to see that we get more gay themes games now, and I hope the company continues to make more games like this. :). Pretty good game. Graphics are not as good as some of the HOG games but I have experienced no bugs and translates well to modern PC's and widescreen monitors. Good game to waste time with for the price.. Pretty fun game, shame tough that there's no real fighters and boxing promotions and wish that there would be a mod community like it's for World of mixed martial arts that includes real world fighters and promotions.. As someone that doesn't really like indie games or Geometry Wars I couldn't believe how much Iv'e enjoyed this game. This game is seriously kickass, IMPORTANT: you can turn off the glitch and shake effects in options!!



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