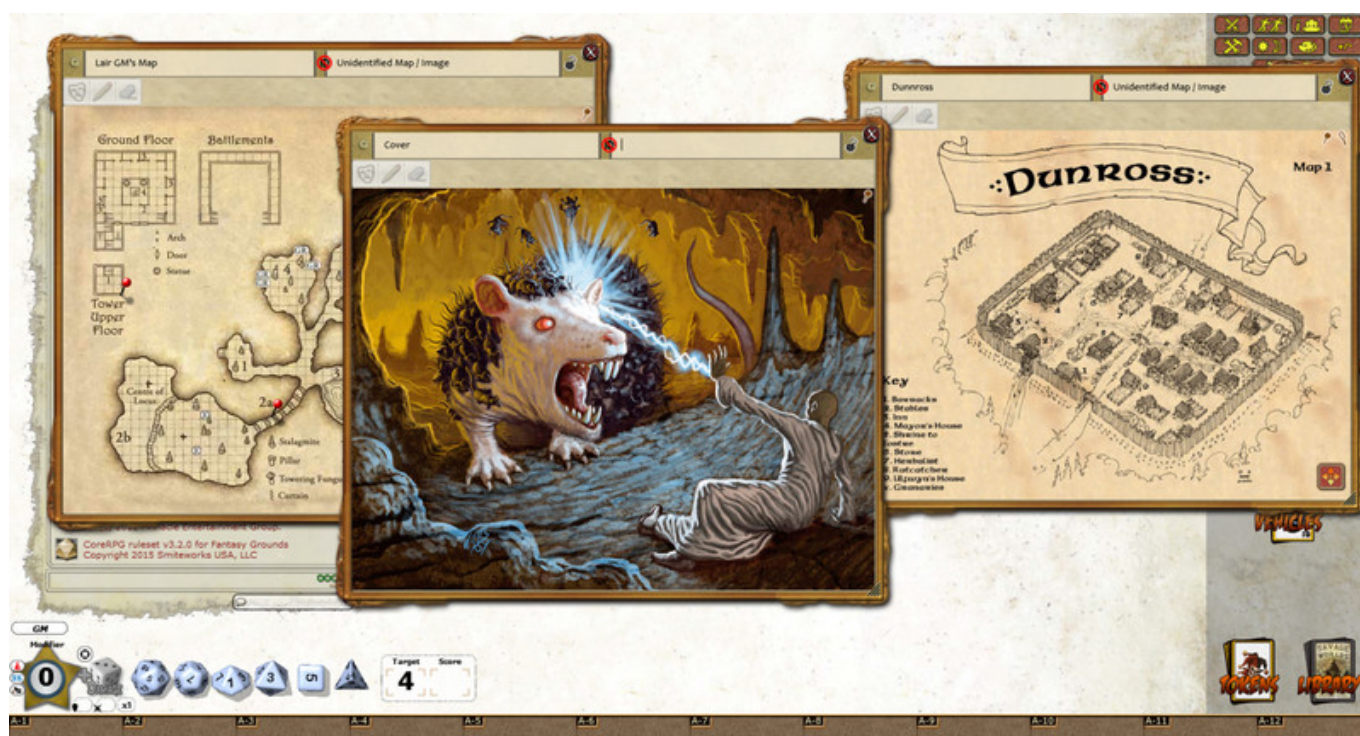


Rollers Of The Realm Ativador Download [hack]



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About This Game

Rollers of the Realm™ combines the frantic physics of classic arcade pinball with the character-driven adventure of fantasy role-playing games. Bounce, spin, and battle through scenes of an epic storyline with a band of medieval misfits tasked with reclaiming the world from dark and ancient magic. Winner of a "Best in Play" Award at GDC Play 2014, IndieCade finalist in 2013.

Key Features

- **A new spin on pinball:** includes physics-based puzzles and combat with unique nudge and flipper mechanics.
- **10 hot-swappable player characters** (represented by balls), each with a unique size, weight, and stats.
- **Unleash devastating special abilities:** flaming swords, animal companions, hailstorms, bombs!
- **Upgrade** stats and special abilities as your party levels up.
- **30+** Campaign levels to discover and replay. Fully-voiced storyline.
- **Combat focused:** battle grunts, elites, bosses... and more.
- **Loot drops:** gold, score and mana multipliers, power-ups, and treasure.
- **Arena Mode:** 5 challenging boards with Steam Leaderboard support.

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- **Two difficulty modes:** change the difficulty to Challenging or Casual on the fly!

Title: Rollers of the Realm
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
Phantom Compass
Publisher:
SEGA
Release Date: 18 Nov, 2014

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Minimum:

OS: Windows Vista

Processor: Intel Core 2 Duo @ 1.8GHz (or equivalent)

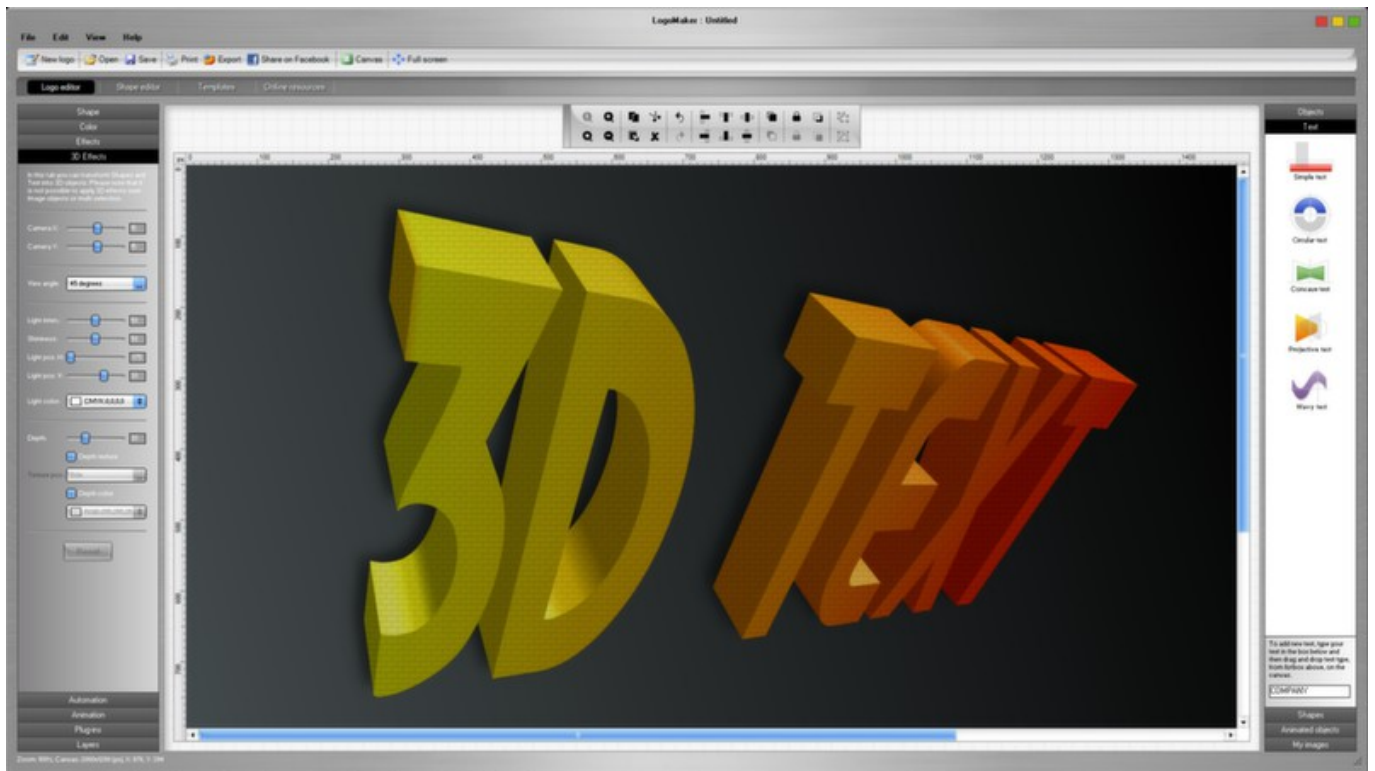
Memory: 2 GB RAM

Graphics: NVIDIA GeForce 7600 GT (or equivalent)

DirectX: Version 9.0c

Storage: 2 GB available space

English,French,Italian,German







<https://youtu.be/31g0YE61PLO>

. Beat the game in two hours, two long tedious micro managed hours. The UI is not at all well done. Needs Patching or a tutorial to the mechanics of the game. Difficulty ramping is broken, where day one is fine, then all the sudden everything is broken. May request a refund.. No matter how well you do at the beginning of a race, the competition will catch up and make it frustrating. Deus ex Machina to the max - don't bother.. A Great Soundtrack! Listen to it over and over for hours.. Simple, but seems to be a bit under-utilised. If this were implemented more into the game, I think this would have been fantastic. However, the DLC was a dollar, so no complaints here.. This game follows the story of Juju and Peyo who witness Juju's father engaged in some kind of occult ritual. When his father is distracted curiosity gets the better of the children and they interfere with the ritual unwittingly opening up portals between worlds; unleashing hoards of demonic creatures amongst them and allowing Juju's father is captured by one of these eldritch horrors. Juju and Peyo have to battle through the different worlds to retrieve parts of the talisman to rescue Juju's father whilst he is subjected to unthinkable torment\u2026 in a family friendly way.

This is a charming, colourful, casual platformer which is obviously aimed at children but still very enjoyable for adults. It looks good and the music is fun. The controls and enemies are quick to get the grips with and new concepts are introduced gradually. It is best enjoyed with a partner but the second player can drop in and out at any time. There are bonus levels hidden throughout which are a bit repetitive but completing them all unlocks some extra levels which are more challenging.

All in all this is excellent, I wish there were more local co-op games of this quality available.. Holy sh** where to start with this pile of garbage. Luckily I picked this up for 1 dollar during the summer sale so I feel that I got my money's worth, but damn.....The characters are terribly voice acted and by terribly I mean TERRIBLY. The "Spanish" ally's accent wavers and disappears, all the characters speak in a dead tone deaf droll, lines, no matter how clich\u00e9, are spoken with borderline no emotion so something that would make me chuckle and roll my eyes turns into something cringe worthy. The "puzzles" if you can call them that are either looking around the drab environment (albeit some areas if you look around are at least interesting to look at....not fun to be in though) for a random ledge to either grab on to or jump off of, the one of only maybe 2 actual puzzles in the game are made unnecessarily annoying by the speed at which you can perform them, making pushing these statues go at like 2 feet per second FOR NO REASON no time limit, no enemies just poor game design. The combat? Ugh don't get me started, it feels like it was trying to be GOW with plat forming but it just fails horribly, 90% of the weapons have the accuracy of blind firing with a sniper rifle (well at least in most games, this game it's in the dead center of the cross hair), so shooting with a shotgun that isn't 3.5 feet or less away from an enemy won't kill them, in fact you'll find that most of the time you'll be pumping 2-4 shots into them from about 6-7 feet. the assault rifle although less painful when you miss a shot just vomits ammo with horrid accuracy that requires anywhere from 1/4-5/4ths of a clip with barely any reason behind why. The hits are barely noticeable when you land making it easy to waste ammo. assault rifle is useless at mid range which is where it should be good. on "normal" (hardcore in game, the only other is casual mode aka easy mode) you will get your a** kicked multiple times without any way to avoid or dodge enemies, and unlike most games that turn red or have a health bar or something this game decides to BLUR YOUR SCREEN, that right when you get shot a little bit it makes everything impossible to navigate to get to cover, or to kill that one last enemy that is hitting you from 4 feet away. Respawning isn't terrible, some checkpoints are not well placed but for the most part dying is going to be a 20 sec-2 min slap on the wrist, for some reason (but thank god) dying via falling causes an instant respawn with no penalty (I guess they know their plat forming wasn't the best) which is amazing as there are multiple times when you will just fall off for stupid reasons and die, this guy will die from about a 10 foot height so I give them credit for implementing that respawn. The level design is boring and drab for 3/4ths of the game, only getting remotely interesting during the last 1/4th during an interesting Spanish city and EEEEEVVIIIIILLL lair (seriously it's so evil looking it's a joke). And just when you think it couldn't suck enough THERES MORE! boring wayyyyyyy too long bike sections break up the crappy combat, with LAUGHABLE physics that let you drive on any wall, letting you glitch the game at times, drive on the ceiling at like 4 miles per hour, and crap like that, but this overstays its welcome by about 30 min, there are ramps and jumps a plenty here but since the bike controls like Sh** and the fact that even one slight bomb (which the ramps are usually full of them) you will find yourself rocketed off into space, where you will die....and restart at a checkpoint 2 min back, where you will probably fall off again, and do it again.....and again. But to top off this train wreck of a game (horrid voice acting, bad combat and weapons, terrible scenery, plat forming that will only keep you interested for maybe 30 min, horrid bike sequences) the final boss is a disgusting joke, I won't spoil it but if you happen to have 2 weapons (ONE OF WHICH IS DROPPED BY 2 ENEMIES LIKE 1 ROOM BEFORE HIM) it will make him a joke (an annoying joke but a joke). well that enough about that, should u buy this? for a dollar or 2? maybe....maybe, although I wrote an essay knocking this game, for 1-2 bucks its entertaining to watch this train wreck, for 5 or more? HELL NO this is garbage at its finest, unplayable? no. but god awful all the way through.. A decent short burst mobile port, entertaining but not for a long playthrough, good toilet game.

<https://www.youtube.com/watch?v=5ylULgQ8GPE>

I luv waching piccers and this game was just like living in the van.. got this game for a buck 70 lol and love it , great time killer. Wow! So fun!

This is the kind of game that I can't fully explain why it's fun. It just is. If you like flight simulator games, you probably know what I mean, and this is a perfectly good one. It's in the perfect sweet spot of not too realistic but nothing feels weird or especially gamey about it either. It's also possible to mod in your favorite fighters and there's already a big list of aeros you can download, hopefully more in the future.

My one complaint is that the perma-death feature is annoying in this kind of game. You can build up a lot of progress and then get nailed by something you can't even see. You'll be playing the same early stages over and over again, especially as you get the hang of it, although there are permanent unlockable weapons that make it easier eventually. The targeting system is also less than perfect, but I can forgive that in an indie game.. This is a neat game, a hidden gem... Very enjoyable. The game is fairly simple, but I find the art style charming and the gameplay relaxing. The videos on the store page provide a very accurate explanation of what the gameplay is like. I would say it has a learning curve of about 5-10 minutes. The developer is actively involved on the forums, which is nice to see. I would love to see more additions to the game in the future, like more options for house and park tiles as well as more game modes with specific goals. My only complaint is the music - I disabled it after a couple minutes but it is so repetitive that it is currently burned into my brain.. This game's developers seem to be partly... "humorous" people. Why this game sucks in few sentences:

- You have 3 options listed on Steam when you press play (Play Game, Launch or Launch) **which all do the same**
- **You may choose only widescreen resolutions and game adds black bars on any resolution, which bugs out in-game overlay notifications and FPS counter**
- **Game doesn't have any tutorial nor explanation what those tens of icons in "main menu\level selection window" really mean**
- **Graphics are bad and look like they're just left unfinished and so on. You get the idea I guess.**

But then to the biggest joke, game's occupying size on HDD - the game itself takes about ~806MB, but is it really so fun to add over 1GB worth of redistributables for user to download for practically nothing?

I truly wonder that will I really need

- 3 different versions of PhysX

- 3 different versions of XNA Framework

- 5 different versions of .NET Framework

- 10 different versions of Visual C++ Redists

and multiple other redistributable packages to run this already horrible game?

I can believe sincerely that YFYX GAMES's answer would be "Obviously don't, but hey - it's not off from our data cap(s)!"

No wonder that this developer has only single game on Steam.

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