Conjuror's Eye Ativador Download [PC]

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About This Game

You play as a wizard who receives a package from an old friend and gets sucked into a constantly shrinking enchanted artifact. Inside, scattered magic puzzles must be solved before the room collapses. Using a newly learned scaling spell, you are able to shrink and expand objects at a distance. After managing to solve these puzzles, another artifact awaits, leading to a deeper dimension of itself, with more puzzles to solve. Will you survive?

Features

- Become trapped in a magical relic

- Learn a scaling spell to resize objects in the environment

- Solve various thought-provoking puzzles in VR

- Immerse yourself in a mystical and otherworldly atmosphere

- Race against time to escape collapsing rooms

Available for Arcades on SpringboardVR

Title: Conjuror's Eye
Genre: Casual, Indie
Developer:
Escality, LLC
Publisher:
Escality, LLC
Release Date: 14 Mar, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1, 8.1 or later, Windows 10

Processor: Intel i5-4590, AMD FX 8350 equivalent or better

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 970, AMD Radeon R9 290 equivalent or better

DirectX: Version 11

Storage: 610 MB available space

English

LAND: CRAVEN
LEVEL: MOUNTAIN PA55
NAME: AAAAAAAA
DAYS: 7

77   30

86   7   0   2   5   0

LEVEL
START

conjurors eye

First off, thanks to the developer for this great flashback!

The game also hit the side scroll shooter nail on the head, everything you expect to be there is in its place. In addition to that the game offers a rich upgrade system and progression campain. I would have paid much more then i actually did just for the attention to detail this game offer.

It's at least 25 years since i laughed my♥♥♥♥♥off when a box/enemy suddenly appeared right inside me. :). un joc tare. I enjoy most chillout and rhythm games, but this one was not fun to play.

I think it was the utter lack of feedback on the outcomes of any actions taken that really sealed my dislike of the game. I remember reading that the game was designed to be 'played however you want', but in practice, it's just like a blank piece of paper that your ink runs straight off.

Would not recommend.. Really like this game. Feels a little like playing an episode of Deep Space 9 in a way.

Took me a few play throughs to get the hang of it. Just expect to die until your 3rd or 4th playthrough unless you're smarter than me, which is hardly a high hurdle.. Steam needs a good 'anti-gravity racer' but this isn't it... This is a clunky/buggy Wipeout clone riddled with issues. The interface is unintuative and provides no information on how to change which vehicle you're going to pilot. The tutorial tells you what to do, but not how to do it... ie. buttons are not displayed on screen during the tutorial. Also the "Failed" pop up screen during the tutorial doesn't accept gamepad input. There is no victory ceremony after having won a cup. The voice acting is on par with House of the Dead as some of the worst I've ever heard. The empty multiplayer lobbies do not allow you to invite Steam friends to race, leaving you to race A.I. bots in multiplayer. Even with all of it's shortcomings if they had only included local splitscreen multiplayer I would have been happy, but they didn't. It's very hard to recommend this game to anyone despite it's lack of competition on PC platform.. Unexpectedly fun and challenging, yet bizarre. I liked it XD. Mindware has once again brought back to life yet another forgotten 1980's classic.

\u25cf First was "\u5730\u5e95\u6700\u5927\u306e\u4f5c\u6226" by Takaya Arita in 1980 which became COSMIC CAVERN 3671
\u25cf Next was "SPACE MOUSE" by Takanari Suzuki in 1981
\u25cf And now "MR. JONG" by Kiwako in 1983 has been turned into ACTION MAHJONG

The game is in early access, but there are still plenty of differences from its predecessor. The four demons from MR. JONG have been replaced by 3 Mahjong players and 1 demon. Also there's a local multi-player mode.

Hopefully SHARP MZ-80 and NEC PC styles will be added. Steam cards would be nice too.

Even though the game is mostly in Japanese, it's simple enough for anyone to understand. Knowledge of Japanese Mahjong is still a must though.. Don't bother buying this game because it is just awful. Graphics are from 90's at best and when you want out of the game it will say "I can't leave now" so you have to use taskmanager to quit. Message to developer is to start thinking about improving game some more before even publish it(at least for the next project).. The game is a mix of dungeon twister, heroquest and maybe spacehulk

I like it. It is mostly a puzzle game in story mode but the local MP is good with various combos available. E.g. one player as DM against the rest; 2p deathmatch with an AI DM

I recommend getting it during this summer sale. In a nutshell;

The best of the series by far!
Runs extremely well on my rig.

I7 6 Gen
GTX 1070 8GB
16 GB Ram

256 GB SSD - c drive
2 TB external SSD - data
2 TB HDD - data

7.5/10 - The only thing that holds back this game and most others of the same type are the bike physics. Not quite realistic yet. But still a very enjoyable game.

nice little arkanoid clone with a theme

+ decent gameplay
+ cute graphics
+ fitting sound effects
+ multiple paths
+ create your own levels

- bad dialog fillers. Pro's:

+ much improved graphics over the previous games
+ rider movement looks much more realistic
+ difficulty sliders are a welcome addition
+ doing a full Rookies Cup season in Career mode feels more realistic
+ bike development in rider career being back is a huge plus point for me as it was sorely missed in 2016/2017 games
+ wet weather is much more realistic
+ wider selection of helmets/gloves/boots than last years game

Con's

- still limited customisation for your rider number/nickname
- removal of classic bikes (hopefully these return in DLC form?)
- removal of managerial career (this was by biggest negative tbh)

Overall Rating = 7/10 (graphically it's a big step forward on last years game and career mode is also improved, can't speak for online as I don't really play it, hopefully some of the removed content like classic bikes/riders can be re-added in DLC but losing one of last years best features in Managerial mode is a bit of a let down, though some aspects of the improved rider career make up for this a bit). Very similar to the Android game Monument Valley. Relaxing, fun, and a great value.. So far I'm having fun. Cool music, too, which adds to the gritty atmosphere.

But as already mentioned, the framerate could do with optimization, having a high end gaming rig here the game's 40-60 fps (locked at 60) could be better, tho it's playable.
Loading times are pretty much 30 seconds for a save.
And the game really needs configurable keys and and the same mouse sensitivity for normal look AND ironsights, plus hold key for ironsights instead of clicking once. That would considerably increase the flow, imho.
I look forward to future updates.. This is a great shmup with some rather unique mechanics. Needing to watch both your own health bar and that of the mothership, which takes damage from any enemies which you fail to kill before they leave the screen, forces players to take on an offensive playstyle. Every stage also has a time limit of three minutes, and you'll need to make use of the boost ability to finish before the timer reaches zero. Boosting comes with its own risks and rewards as using it constantly can lead to the screen flooding with groups of enemies, which can potentially lead to you or the mothership taking a lot of damage, but which can also be a great way to increase your score.

The weapons you can choose between, a sword and a gun, also have wildly different playstyles with the gun being a traditional weapon for the genre while the sword requires more finesse to use at close range with strong single slashes for tough enemies and a weaker whirling attack for clearing smaller enemy swarms. There are also significant changes between the difficulty settings, including not only the number of bullets in enemy attacks, but also which enemies you fight and in which quantities as well as the placement (or lack thereof) of various environmental obstacles.

If you're a fan of the shmup genre and want something a bit different from usual, you should definitely check out cloudphobia..
Actually not a bad game has bird's eye or 3d camera (chase cam) view.
Build tracks & add to voting system to go in track of the day events.
Graphics arent the best but its still fun and very active. \u20ac PRICE \/ QUALITY

\u2610"IT'S A TRAP!"(Admiral Ackbar)
\u2611 "That'll do, pig. That'll do."(James Cromwell)

☐ "SHUT UP AND TAKE MY MONEY!"(Philip J. Fry)

PC REQUIREMENTS

☑Minimum
☐Medium
☐High
☐ Extreme

GRAPHICS

☐Cheap
☑Acceptable
☐Masterpiece

GAME TIME (hours)

☐ 0>2
☐ 2>5
☑ 5>15
☐ 15>30
☐ 30>50
☐ 50>75
☐ 75>100
☐ 100>?

STORY

☐ None
☐Bad
☑Good
☐Amazing

DIFFICULTY

☑Simple
☐Easy to learn, hard to master
☐Hard
☐Blackhole (FiolaSoft Studio)
☐Impossible

BUGS

☐Game itself is one big BUG
☐Bugs destroying the game
☐Bugs
☐Few little bugs
☑Perfect. This game might be new and all but there is way too many bugs for released.(No stamina, frozen characters, getting stuck in the blocking animation and getting stuck in walls). Seriois lag, AI stupid. Poor netcode, small playerbase, unfair combat due to leveling system giving you stronger moves and stronger weapons.

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