Shattered God - Quest For The Divine Relic Portable Edition



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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 as the main focus, it'll surely impress, challenge and surprise you with its many interesting mechanics, features and content.

- Unique battle system that's challenging, fun, and player-skill based. Do you want to kill the final boss with a level 1 character? You can!
- New Chat and NPC system that'll have you piecing together the lore and backstory of the world with what you get out of the people you meet. If they know about it, and feel like telling you, of course.
- Your choices truly affect the story, determining not only what ending you get, but also how the adventure itself plays out, with exclusive party members, bosses, challenges, etc.
- Over 40 enemies, including 15+ bosses, to battle! No enemy feels the same, as they all have their own attacks, spells, abilities, special attributes and even AI. Not even the recolors fight the same!
- 60 different Spells and over 45 special Artifacts to collect! Spells and Weapons are all equally powerful, and there's no weakness system, so use what you like best and is better suited for the situation.

- More than 10 dungeons, some being completely optional.
- 4 party members, each with their own abilities, spells, weapons and dialogue. Some of them can even leave you based on what you do throughout your adventure.
- 3 different endings with variations based on what you did and who's with you when the journey's over.
- New Game Plus, with increased difficulty, that keeps everything you obtained from your previous adventure, letting you choose a different story path to take and granting access to new areas.

We're a very small team of passionate creators, and we hope you enjoy our dream project. Thanks a lot!

TRADING CARDS ARE READY FOR WHEN STEAM ALLOWS THEM!

Title: Shattered God - Quest for the Divine Relic

Genre: Action, Adventure, Indie, RPG

Developer: Ithiro Sumi Publisher: Ithiro Sumi

Release Date: 26 Jun, 2017

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English







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I never actually played this as a kid - a friend of mine gifted it to me after he saw me playing Cosmo's Cosmic Adventure, which was a childhood favourite. If you like the old Apogee and 3D Realms games, you'll love this!. This is a very short but awesome game for only \$3.00. The space requirements for the game are a little bit higher than what you need. I was able to play this in a 3.6m x 3.2m play space. I did see the chaperone quite a bit but it was well worth it. The game is only about 10 minutes long but had different rooms the second time I played it.. For the pennies this game costed me, I had a few laughs and some fun for a day or two until it got repetitive.. Great game, very enjoyable and only gets better the more you play. The chaotic nature of the game keeps most player levels relatively evenly matched in online play and keeps it fun. I have had issues with it crashing on my Mac sometimes, but hopefully the stability is improved with a future update!. In general it is good however my issue with the game is:

- * Not enough indications to what items should be used for specific areas.
- * Too much backtracking that I think you need a guide to finish the game I used one to finish it -.

But all in good work has been done on this game.

. Fun leisure game are better if it have Chinese. So so, some good elements, but the boss that wipes out your towers with no possible defense is one of the most irritating mechanics I've seen in any tower defense game. I see the developers have replied this "adds strategic options", which doesn't even make sense. It's just a bad mechanic and should be removed. Sort of ruins the game. There's a reason no other TD game has this feature.

Witha few little tweaks like that would be a good little game. Had the odd crash but thats not the end of the world.

So, this is a game about a guy in a large building after hours when weird stuff happens. There's a ghost girl and a gruesome but copyright-avoiding animatronic murderbear in the game that is most definitely not, precisely, Freddy Fazzbear, Unlike a similar game series, Case Animatronics is built on the Unreal Engine and looks quite nice. You wander around solving the growing mystery and finding pieces of the puzzle as to why you are frequently subjected to jump scares and being killed by murderbear animatronics. It was sufficiently good at all this that my son was riveted the whole time we played (he, like so many kids, is riveted by the whole Five Nights at Freddys phenomenon), and I was about out of my seat with every horrifying and oddly unexpected jump scare. Not sure I even want to try playing it again (it's too good at the jump scares!) but deinitely an A game for the jump scare fun. Worth getting it on sale.. I paid \$1.75 on sale and it still felt like a poor value. It is just ridiculously short.

It takes me longer than your average person to finish a game. The main campaign for me was 10-12 hrs. whereas most people will do it in 8. I finished this in about 2 hours. Most people will probably finish this in 1.5 hr.

You are going along and then unceremoniously the credits start rolling. No epic boss battle, no big cut-scene, just \u201cthat's all folks.\u201d

There is the introduction of a new weapon. A magnet gun that rips metal off of structures and hurls it at your enemies. It is good fun but is only present for about 1\/4th of the DLC.

If you find yourself having just finished the campaign and this happens to be on sale at a deep discount it is a maybe. Otherwise you will find as much or more enjoyment re-playing the core game campaign on a harder level with all your unlocked upgrades from your first play through.. It was so fun playing Strange Telephone. After following the game for about 1 year, I was extremely happy with the result.

Interesting puzzles and worlds. Very fun and imaginative. Hope to see more great games from the developer.

Please check it out, you won't be disappointed~. The art here is of high quality, though gameplay wise the game's disappointingly casual and shallow. We just play with trajectory visualised on screen and throw to hit more baddies with less balls, using rebounds and scenery. Good for mobile only.

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After not playing this game for a while I seen they had many updates for it. Tried it out and had a small problem with the inventory so I posted in the forums and the devs got back right away and told me how to fix. Love the game and seem to have great devs.. I seen this game 2 years ago on youtube and buy it like 1month ago and my opinion is good I love this game keep up I hope emily want's to play 3 will be in 2018:). I GOT THIS KEY FOR REVIEWING PURPOSE

i am a beginner in the reviewing things so please support me if you saw anything wrong My Review:

Survivors is a god-like sim game that i liked

Pros:

- 1. Active Devs the devs of this game are really active adding cards and fixing the bugs
- 2. Good background music PS. i don't have really good taste at music ^^
- 3. Good concept of a game i really liked it and i played 1.4 hrs and i liked it, Once you learn it you will love it you will get into it and build and get army

Cons:

- 1. The annoying movement, The people in this game are moving randomly
- 2. The building part is annoying because of the movement, So, when i decide the please of the building i have to wait for the people to reach the place by random movement so they aren't going directly to build it
- 3. The sea background isn't good because i feel like it is a GIF file, Because it moves and repeat the same movie over and over Something i really didn't like:

The tutorial is something i didn't like because i hate wasting my time in reading i wish if you the devs make an interactive tutorial like other game so i can learn and play in the same time, so, this game isn't for the people who don't like reading Final rating: 6/10 good game but needs more working. Been playing the alpha, it was a lot more buggier. Been playing the EA version for 10 minutes, the game is now more playable than it was. I can already feel it being better than the PGM 1. Good job to the developers and good luck further!

//EDIT: Developers have abandoned the project, due to the financial difficulties that company has faced. Too bad.. I feel scammed as well as all of the players who bought the original game. Shame on Millenway.. Fun little survival game, with a good amount of potential. The developers are pretty good at fixing bugs when reported and come out with a new patch every month or so.. My favorite bike in the game, almost as fast as the 450's and its lighter like a 250. Good for scrubs and whips. I love it for the tighter supercross tracks. only downside is the rider hands arent on the handlebars but if you ride in third person you would never know and if you ride in first person its easy to forget about it.

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