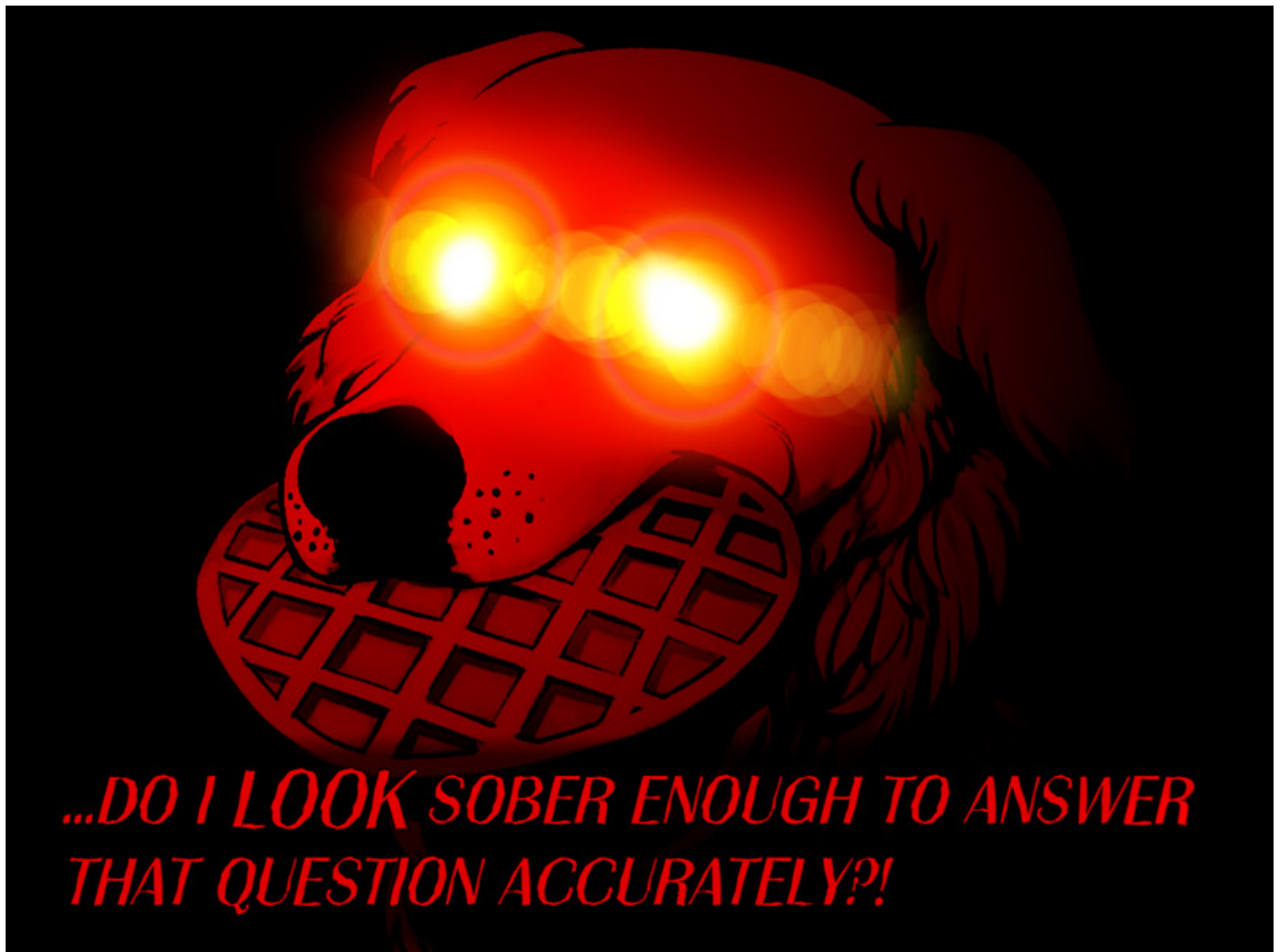

Shards Of Azuria Activation Code [Patch]



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About This Game

Shards of Azuria is an isometric, craft and build RPG. Create a character and a new world, then start your adventure by waking up in town. You are greeted by the locals of Azuria and begin to find your way around.

The inhabitants of Azuria will assist you on your journey, helping you obtain many Abilities or to satisfy your creative endeavour. Wander into the unknown, build a home and become strong enough to face the lurking evil.



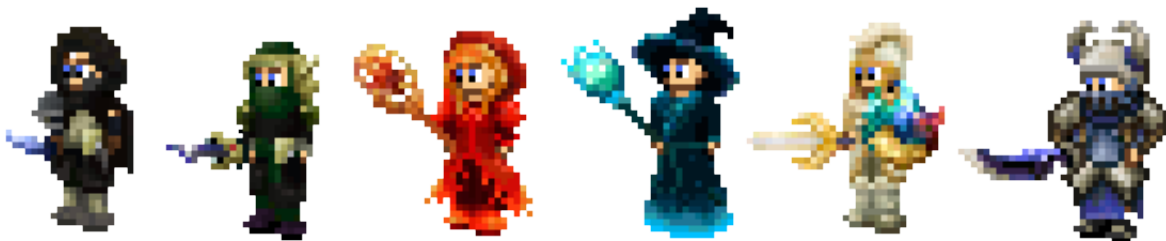
Gameplay Features

- Inventory System with over 150+ items
- Crafting System with over 90+ recipes
- Build a home by placing down blocks, furniture or other objects
- Add colour to your surroundings with the Paint Blaster
- Core RPG mechanics, level up, get stronger and obtain new equipment
- 15+ Abilities to obtain out of 3 different class types
- Dialogue / Quest system with 6 core NPCs and 20+ quests
- Day Cycle system
- Explore large generated Woodland, Cave and Dungeon areas
- Custom designed Town and Boss areas
- Fight a variety of creatures
- Vanquish a Final Boss



Loot, Craft & Get Stronger

Aquire items from fallen enemies or stumble across rare crystals. Use what you find to craft a variety of items, including weapons, armour, decoration or abilities. Pick and mix between what you equip or use from 3 different class types.



Abilities

Most Abilities are aquired through crafting with the support of the 3 class trainers that live in Azuria. The trainers will guide you the process of becoming adept with Mysticism, Cunning or Might. Choose to play with any of the 15+ Abilities of those types.



Create

Dig, destroy walls or build your own home. Shape the area to your desire. Then add colour into the mix with the Paint Blaster!

Future Plans

We feel that Shards of Azuria is a game with the option of extended content in most areas. It is very much a template to allow for further development and on going improvement. But the scope of further development will also depend on the overall reception and interest in the game. Below is a list of potential features that may be developed over time.

- Multiplayer
- More general content such as items, abilities, new areas, creatures, unique bosses...
- Improved ways to create and build

Title: Shards of Azuria
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
Blue Potion Games
Publisher:
Blue Potion Games
Release Date: 12 Oct, 2016

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English







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well ♥♥♥♥... it's been a while now and nobody still playing DONT BUY
ever see a list of 10 server all at 0 player well that's this game. THIS IS AN OPINION BASED FIRST IMPRESSION REVIEW, TAKE IT HOWEVER YOU WANT TO TAKE IT THIS IS MY EXPERIENCE OF THE GAME ABOUT 5 MISSIONS IN AND WON'T OBVIOUSLY APPLY TO EVERYONE BUT EVERYTHING I WRITE HERE IS SINCERE AND HONEST. THIS IS HERE FOR GAMERS THAT ARE SMART ENOUGH TO READ STEAM REVIEWS AND TAKE THEM INTO CONSIDERATION SO THEY KNOW WHAT IS WRONG WITH THE GAME, NOT WHAT IS RIGHT, LIKE MANY OTHERS REVIEWS HAVE CLEARLY POINTED OUT ALREADY THAT WOULD BE A WASTE OF TIME GOING INTO IT. I WOULDN'T GO TO ALL THIS EFFORT TO WRITE THIS IF I DIDN'T THINK IT WOULD HELP ANYBODY-

This is about as cute as RTS games get, the graphics style is original and happy, the characters are cheerful and the whole idea of it works rather well, making it quite a refreshing new RTS/god game to play I must admit. There is nothing groundbreaking here though sadly, it's mostly just manage a few resources and keep the chaos from getting out of control on a little plot of land you can build on mission after mission etc., but the game does a respectable job at being a little god game. It also surprisingly runs really well, even if you have a real old PC this game should run fine, most of the time I get over 100 frames and my computer is averagely powerful as of writing this review.

Sadly... that's about all I praise the game for right now, I ended up getting it because so many people praised it so highly in their reviews and I've always wanted to play another god game but I'm really not seeing why, and being disappointed only a few hours into the game is never a good thing. I don't know what I was expecting from this game but whatever it is it doesn't deliver it. Never just go off good reviews people, learn from others mistakes like mine, read the bad reviews then the good ones, they at least brace you for the bad things you may expect in the game before they rudely surprise you. =/

Anyway, this game just doesn't feel right to me, surely this can't be late beta it really doesn't feel finished or polished much, I mean yea it's better put together than most early access games and there -is- a game here but... not much of a fun one. The main problem I find is I get bored a lot in this game... that shouldn't be a thing in a game really should it? Thank god they put in a button to double speed and another to triple speed or I can imagine this game really not gaining much of a gamer's limited attention span for long these days. That should solve the problem right? but then again you can't really do that every mission anyway because when sheet hits the fan the chaos goes down so quick you end up failing the mission... somehow, happened to me on the third mission, yea, I felt really stupid, so if you plan on getting this game I hope you have a lot of patience, and time.
=P

This brings me onto the game's difficulty, there is no game difficulty setting... that's already a problem, because this game is actually really frustratingly stubborn and long winded for being such a cute little game, well it is for me anyway, every time you want something done the game throws a pile of stuff at you to slow it right down almost to a halt. You'll be plopped on a tiny floating island and be like oh yea this will be easy enough and end up spending an hour finishing the mission somehow. That wouldn't be a problem if there was any kind of auto save or a save button put in! Yes you can't save, that's not good at all is it? There are lots of things here the developers need to re-evaluate to make it less annoying to play and you only have to play the game to experience what I mean, I can't even explain it, it's just a bit of everything mashed together to make ugh. Like the wind turbines being so expensive and making so little energy you have to build three or more just to get a good flow coming in, then your guys needing energy to sleep in their expensive house which you can't get because they are too tired now to bring you in a decent income to make more turbines and it takes an hour before you even get that crap together to actually do the objectives... you see where I'm going with this? You hit brick walls non-stop for no apparent reason and you're not sure whether to blame yourself for being a derp or if it's the game not telling you what you need to know enough and just being mean. This game is just brutal for new players starting out full stop! so if you're not a fan of that... yea stay away for now until the devs be fairer with this game, at least give us more starting gems or other ways to earn the blue gems, cmon! Multiple times I was happily building away then I ran out of gems and I didn't have the buildings to earn more and I was just like, *sigh* why is that even a thing? And had to restart, again, yea that might just be me being forgetful but it's such an easy thing for a new player to frick up on they really need to fix it else it's just a make yourself an idiot simulator for only 20 dollars!

I'm probably going to have to force myself to finish this one and that should be saying enough. This game just isn't addictive or desirable, it's already starting to feel repetitive after the fourth mission and what does that mean? Not enough content and not

enough to do. I mean you have powers you can help out with, but they recharge slowly and really don't do alot in the long run, you don't really feel like much of a powerful god when it takes four bomb strikes to kill a caterpillar... these seem easy enough to fix so I really hope the devs get on it or this game is never going to feel satisfying to play. =(

In conclusion I would really suggest waiting this game out for as long as you can make yourself if your excited about it, hopefully it gets lots of updates because it seems to need them, especially content, there's like... 10 buildings, 20 god powers, (half you don't get until the end of the game of course) 5 animals and 10 plants you can make roughly, and all the floating islands are almost the same, that's not much diversity is it? I was hoping for more but there isn't more here sadly, oh well, not much I can do about but hope this sparks another dev to make an interesting god game because come on... ever since Black and White 2 we have been deprived of a good god game for years, I would hoping this would break that but maybe not.

This game is still in beta tho so this review may change, if the game changes enough ill just delete this review and re write it! If anyone sees a big change in this game let me know and ill play it again to see, but for now... this game is really time consuming and boring, I can't recommend it much at all, sorry god game lovers out there. =(

Oh yea and ill give it a 5/10 right now, just to conclude this opinion review nicely.. Day 1 impressions.

Good: This game has a fantastic art style and it reminds me of the older Tactical RPGs like Shining Force. I also dig the Faction variety. Even though there isn't as many factions as Brigandine the strategies of the in-game factions feel much more varied. The pirates are numerous and aggressive while the Aliens are tanky and have "Poison" damage. The animations are dope and I enjoy the Trial & Error gameplay.

Bad: Not a fan of the mouse controls. Scrolling through the large maps for a "low unit count" game is kind of a pain. Also wish there was an option to increase unit's movement speed animations to make it a bit faster. These are all just nitpicks though.. Highly recommended for anyone with a Vive or Oculus Rift. It doesn't do any roomscale stuff so no motion controllers, but probably the best cockpit experience out so far.

It's a very challenging coop game with roguelike elements, one campaign can last hours but can be saved and continued later, great when playing with friends, but you might want to be clear your schedule if you're playing with randos and want to finish a campaign.

I'm not particularly prone to Motion Sickness and had no problem with this game, however it can be jarring when someone rams your tank and rotates you, so I imagine that can be a problem for some people, be aware.

Overall though it's a really fun game, encourages a lot of communication and teamwork, provides a challenge and looks pretty damn good too. Can't recommend it enough. Non-Euclidean eurojank mazes from the makers of Il-2 Sturmovik

Gameplay}---

☒Try not to get addicted

☐Very good

☐Good

☐Nothing special

☐Ehh

☐Bad

☐Just dont

---{ Graphics}---

☐Masterpiece

☒Beautiful

☐Good

☐Decent

☐Will do

☐Bad

☐Awful

☐Paint.exe

---{ Audio}---

☐Eargasm

☒Very good

☐Good

☐Decent

☐Not too bad

☐Bad

☐Earrape

---{ Audience}---

☐Kids

☐Teens

☐Adults

☒Everyone

---{ PC Requirements}---

☐Check if you can run paint

☐Potato

☒Decent

☐Fast

☐Rich boi

☐Ask NASA if they have a spare computer

---{ Story}---

☐Doesnt have (Not counting historical stuff)

☐Something isnt nothing I guess

☐Not greatly told

☐Average

☒Good

☐Lovely

☐Will make you cry or smile alot

---{ Difficulty}---

☐Just press a bunch of buttons

☐Easy

☐Significant brain usage

☒ Easy to learn / Hard to master

☐ Not so easy

☐ Difficult

☐ Dark Souls

---{Grind}---

☐ Nothing

☐ Only if you care about leaderboards/ranks

☐ Isn't necessary to progress

☐ A bit grindy sometimes

☒ Average grind level

☐ A bit grindy

☐ Insanity

---{Game Time}---

☐ Long enough for a cup of tea

☐ Short

☐ Average

☐ Long

☐ Depends on you

☒ Endless

---{Price}---

☐ Just buy it

☒ Worth the price

☐ Wait for sale

☐ Maybe if you have some spare money left

☐ Not recommended

☐ Don't throw money into a rubbish bin

---{Bugs}---

☒ Never had any

☐ Minor bugs

☐ Few bugs

☐ Can get annoying

☐ Ruining the game

☐ The game itself is a big terrarium for bugs

Settings:

- Max Settings

- Difficulty

- Race length: Realistic

- Weekend type: The real thing

- Realistic physics

- Hard AI

- Joint break off

- Flow help off

Review checklist by Birb. Most important thing to know about this game is that it is NOT PUZZLE Quest. If you come into this game expecting something like Puzzle Quest, you will be disappointed. Puzzle Quest is an rpg with a puzzle game as the core of its combat system. Gryomancer is a puzzle game with a fantasy theme and a few very light rpg items tacked on.

You have skills, but they all work automatically. Make a match (using Bejeweled Twist instead of Bejeweled) and both your skill gage and the enemy's fills up. Match your current monster's color to fill a lot fast, match the enemy's to stop it from filling at all. Full gages turn jems into jems that do things when involved in matches if it's your, or timed jewels that go off if you don't get

rid of them if they are the enemies.

That's mostly it. There are also maps to explore and experience levels which change the rate of skill filling and different monsters you can add to your party. The focus is more on the puzzle side with the other stuff flavoring it.

Is is good? Yes, I think it is very good.. Great Game! Good Graphics! Fun Game play! R8 8/8 M8!
Perfect Balance of Strategy and Survival!. i own this game on 2 account's and play it on MP Lan.
close air support leavel 2 :D this is how it ment to be played. great little game

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