
Tales Of Maj'Eyal - Embers Of Rage Download For PS



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About This Content



One year has passed since the one the Orcs call the "Scourge from the West" came and single-handedly crushed the Orc Prides of Grushnak, Vor, Gorbat, and Rak'Shor. The Allied Kingdoms, now linked by farportal to their distant, long-lost Sunwall allies, have helped them conquer most of Var'Eyal. The few remnants of the ravaged Prides are caged... but one Pride remains. Kruk

Pride, isolated on an island, is the last orcish settlement that stands; they, too, face their impending doom. The Sunwall has blockaded the only exit point from the island, and now, the technologically advanced civilization of Steam Giants have come down from the mountains to take their homeland with machines and weaponry unlike anything else on Eyal. Kruk Pride has reverse-engineered their technology before; their only hope is to do it again and rise up against the Pride's foes.



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- Explore a whole new campaign from level 1 to 50, one year after the events of the original Tales of Maj'Eyal campaign. Liberate the Orcs (or die trying) by rising up against the Sunwall, the Steam Giants of Atmos, and other dangers that may lie in wait...
 - Play as one of three new races: the battle-hardened Orcs, the brutal Yetis, and the unstoppable Whitehooves. Discover their stories, their pains, their hopes... and their awesome racial powers!
 - Risk your life in over 20 unique zones! Explore the ruins of a lost city, lay siege to the Sunwall forces at the Gates of Morning, and raid the Steam Giants' mining quarry - each has its own unique foes and hazards, leading each to feel and play different from the others.
 - Play as one of the three new tinker classes: Gunslingers, Sawbutchers, and Psyshots! Crush and rend your foes with heavy metal, electrocute and immolate them with your gadgets, charge across the battlefield or nimbly strafe in style - each plays differently, and none provide any shortage of ways to slay your foes.
 - Master steam technology to build powerful tinkers to augment your equipment. Need to close in a bit quicker? Turn your boots into rocket boots! Having a hard time deciding whether to shoot someone or stab them? Build a Hand Cannon into your gloves, or deploy a Weapon Automaton to do the stabbing for you! If you have a problem, steamtech has a solution, usually involving explosions; with over 80 different powerful contraptions to craft, enjoy unparalleled versatility and trying something different with every playthrough.
 - Master the tactical uses of over 140 talents! Fire bouncing trick-shots and psychic-infused shots, use your steamsaws as shields or wheels, terrify your foes with long mechanical arms - there are no "boring" talents here, everything has its own special applications and properties!
 - Use advanced technology in the world of Eyal! Burrow through sand, plant bombs to destroy tunnels, and discover that you aren't alone in using it...
 - Infusions and runes are for puny humans; implant new medical injectors to pump an array of experimental chemicals into your body! Injectors can use any (infinitely reusable) salve in your inventory as long as they're off their cooldown, giving you versatility you've wished you could get with a couple of inscriptions.
 - Loot over 70 new and powerful artifacts. Pump lead into foes with big guns, quick guns, and explosive guns! Shred them with saws that maim, saws that thirst for blood, and saws that aren't really saws! Violate common sense by strapping a rocket to your back and calling it a jetpack!
 - Enjoy dying in horrible and exotic ways at the hands (or claws, jaws, guns...) of over 140 new creatures! Not mere piles of stats and chain-stuns, these foes will provide unique challenges - suffer the Sunwall's newest cosmic spells, the new breeds of ritches that infest and multiply, the Steam Giants' elaborate defense systems, and find new strategies to adapt to each!
 - Earn a trunkload of achievements! Have your accomplishments recognized for liberating the Orcish people, displaying exceptional mercy or cruelty, or showing your prowess with impressive feats! Give a boss a fate worse than death, show Sunwall forces how frustrating it is to fight a Radiant Horror as a paladin, come out on top against impossible odds, display a suicidal lack of situational awareness, and wear a badge of pride or shame for each!
 - Read roughly 27,000 words of new lore to immerse yourself in the world! Learn how things have changed since the Scourge's campaign, feel hatred and/or pity for your foes, uncover grand schemes and sinister plots, and notice the elaborate connections between Var'Eyal's numerous factions. Every zone has a story behind it, and every story ties into a bigger picture; enjoy a tale of horror and humor, of intrigue and glory, of despair and hope.
 - Earn the right to use the classic (and Ashes of Urh'Rok) classes in Embers of Rage, and the new tinker classes in Maj'Eyal! Play a Brawler in the East to fulfill your life-long dream of suplexing an entire nation of giants, or play a

Sawbutcher in Maj'Eyal to shred through Dreadfell in a whirlwind of sawblades and steam!

Title: Tales of Maj'Eyal - Embers of Rage

Genre: Adventure, Indie, RPG

Developer:

Netcore Games

Publisher:

Netcore Games

Release Date: 23 Feb, 2016

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English

Soundtrack

01 - Banter
02 - Blood
03 - Broken
04 - Dusty
05 - Main Menu
06 - Night
07 - Panic

08 - Secrets
09 - Shadows
10 - Tears
11 - Tone
12 - Trip
13 - Tulip
14 - Uncertainty
15 - Ripley





tales of maj'eyal embers of rage. tales of maj'eyal embers of rage unlocks. tales of maj'eyal embers of rage zone order. tales of maj'eyal embers of rage final boss

WAIT I BOUGHT It and where do i get my redeem code to get the thing???? IDONT HAVE IT!. Few games have I deleted after so little playtime, but it was clear after 15 minutes and a handful of levels what this game had to offer: random attempts at jump scares and no horror whatsoever. There is no build up, no tension. You simply move quickly down a hallway to avoid the furry that is following you, but not too quickly to get jump "scared" by the furries that appear from the side hallways.. This is a nice little game about building villages.

This is not really my genre of games, and I got it as a present. Nevertheless I had much fun building my villages.

Ok, the story of the campaign is somewhat melodramatic and less text might have been sufficient, but apart from that this is a solid fun game.. Awesome Job Guys much enjoyed this, right up my ally nothing I like more then random murder and this game has all the goodies that you could hope for. Definatly worth picking up if you would like here is a link to a video more to come as well. Awooo :P <https://www.youtube.com/watch?v=Qs52vT2a10w>. Very cute!

+ lots of awesome food.

+ the true ending is just SO SWEET and fulfilling! <3 !!!! made my heart skip a beat

+ includes fun stuff like extras, authors notes, music, art gallery, etc.

+ artwork is pretty

+ lots of choices, some fun and silly, some serious and important to the ending.

+ music is aight

+ writing is pretty good for a silly anime themed vn. characterization seemed archetypical and simple at first, but the dialogue goes deeper later, and elaborated more on each character.

+ its SUUUUPER funny and unique! literally my jaw dropped and i actually laughed out loud at multiple point throughout the game. its hilarious.

- a bit gross sometimes. what i mean by that is crazy outfits and wierd suggestions sometimes. stil worth playing tho.. If you like breakout / arkanoid type games, you might give this a shot. I'm not dissappointed with my \$1 investment, but it's not worth much more.. Loved it. The gameplay was solid. Good puzzles and combat mechanics. Just the only downside was the last level. Some of the last level got too laggy from too many things happening but it is beatable. And all other levels are appropriately challenging.. Senko no Ronde 2 is an obscure port of a Japanese arcade game released in 2010. The title was later ported to the Xbox 360 and the prequel was released in America as WarTech: Senko no Ronde. Gameplay wise, this is a mix of both a bullet hell shmup (shoot 'em up) and a fighting game. Think of it as a mix between Psychic Force and Virtual On. If you're a fan of anime, mecha, the shmup genre and the fighting game genre, you'll enjoy this game.

The characters are fully voiced in Japanese and each have a backstory. Design-wise, they're not too original, but their personalities are made apparent during the game. Each mecha (known as "Rounders") come equipped with a main weapon, a subweapon, a special ability (depending on the partner/variation you select), shield/force field, several dash attacks and the ability to transform into a B.O.S.S.! The B.O.S.S. mode is pretty cool and sounds exactly as the mode implies. You basically turn into a giant mechanized version of your regular Rounder for a limited period of time to unleash a barrage of bullets on the enemy. This is a great tactic, especially during the endgame, since it is a somewhat of a last-ditch comeback mechanic.

I haven't tried online mode yet, but from what I hear, it's quite laggy and not optimized well at all. I hope the developers V G.Rev fixes this.

In summary, if you are a fan of Japanese arcade games, you'll probably like this title.

Let's hope G.Rev releases more Steam titles like this one, in the near future!

. I have always loved platformers that look amazing, and Boss Baddie's title Lunnye Devitsy definetly makes that list. Now if you're looking for a story that tells you every single piece of the puzzle, you're not going to find that in this title, but you will have to go looking for them. See, one day, a little Moon Maiden, our heroine of the story, falls off the moon! On a normal day this would seem like a serious misfortune, but our little friend never fears, because throughout the bizarre world below there just so happens to be several helpful ways of getting back home. With helping a geologist find his moon marbles, a scientist to build

a rocket and blastoff, a relay station to get its message out, discovering that gravity has some very "loopy" consequences, finding a springboard with some astonishing power, or having the postman make a very long-distance delivery, getting home has never been such an adventure! Even more so, because once you've made it home all those ways, you'll discover a magma monster has lost all his pocket change and once you've collected it for him, he'll give you quite a lift.

Lunnye Devitsy puts wonder, entertainment, and, of course, that good old feeling of accomplishing something so much bigger than you in the genre of platformers. There's mystery, a few scares, and a good bunch of cursing involved for everyone. It's the journey home that makes Lunnye Devitsy such a fantastic title to add to your Steam Library. Run, Jump, Double Jump, and Dive into this platformer for an excellent adventure with outstanding music and sound effects. It's a great excuse to spend some time with a little friend from the stars and send her on her way back home.. cats, trains and puzzles. what's not to like? :D this game has pretty much everything i could ever ask for!

take assassins creed 1 and remove the assassins then spill coffee on the plot and use it to wipe your butt also cut down the budget on animation and voice acting by 98%

also the screenshots used on the store page must have been played with in Photoshop the game looks awful i am using absolute max settings and the game looks like something that would have released in 2001

it might seem harsh, but this is the truth, this game is absolutely worthless. i don't have a clue what the hell the developers were thinking when they released this?!. The game has a lot of flaws. The only thing you do in the game is walking in a huge forest trying to find 7 notes. Almost the whole map looks the same, only in a few areas there are some same looking houses, a lake in the middle but besides from that only trees, nothing interesting. (Graphics are also bad.) After about 20 minutes I noticed that there is a monster in the map which can kill you. After my about 1.4h of playtime I can say: the monster will rarely find you but if it does it will kill you, there is no way of escaping, because it runs faster than you. But that's not really a problem because you can quick save. So that's no challenge at all, but it is one to find all notes, which is, like I said, the only objective in the game. What was pretty odd is that you can actually better see if you DON'T use your flashlight. You can see further without. Sure you then see mostly contours in the world, but that's no problem, cause there are (almost) only trees and more importantly, if you have your flashlight off, then you can see the notes from almost miles away cause they kinda glow in the dark. Another problem connecting the flashlight, is when you switch it off you can't see anything for a few seconds. I don't know if this is a bug or if this should simulate the fact that your eyes have to adapt to the darkness again. Anyway, it sucked.

I was also stuck a few times in the few houses, so the flaws are accumulating.

Still I have to say that the game was scary a few times due to the musics and sound effects although there wasn't anything happening.. gameplay video 1: <https://youtu.be/VkGa9Os0Pp0>

gameplay video 2: <https://youtu.be/VDc9MMPgQuV0>

[Raw Footage is another "go out into the woods and do a random objective. oh and there's INSERT RANDOM EVIL FORCE HERE" style game. In this game you go into the woods to find five dead campers and capture footage of the thing that killed them. It's like a mix of Slender: The Eight Pages and Fatal Frames, but throw in some Wick or Devil in the Pines for good measure.](#)

[On top of falling prey to some stereotypical tropes to this survival investigative horror game like garbage flashlight mechanics and lack of a compass. Raw Footage does have some issues with the monster. In a later gameplay it was able to hit me maybe ten feet away, not to mention you cannot hide from it. It WILL find you, attack you, then leap straight up into the sky and disappear \[just wait for the second episode I post, as I have the footage to prove this madness\]. Admittedly, it just get one good jump scare out of me, so it's stealthiness when venturing around the woods is pretty well coded.](#)

[Did I enjoy my time with Raw Footage? Surprisingly, yes. It was a relatively good experience with plenty of nice visuals, mostly the distant lighting you can't get reach and in no way permeates the many dark spots of the first of three maps \(the other two are locked and I'm not sure if they become accessible when the prior map is finished or will be added later in patches or dlc\). Is it worth \\$10 \[US currency\]? Honestly, I'm not certain. This is definitely better designed than most of the recent horror style indie games on here, but there's plenty of others better than this a little cheaper.](#)

[If you enjoy any of th games you mentioned in this review, or the footage provided above looks like something up your alley, then paying full price will be justifiable. I'm not even a big fan of these style of survival horror games and I feel compelled to keep playing and like I'll get my money's worth. Otherwise maybe wait until it goes on sale once more, or at least under they polish it up a bit more to make it not as rough around the edges as it currently is.. I really hate to be a Negative Nancy on this. The idea behind it is fine, but the sad reality is that after a \(short\) while, the game becomes boring as hell. Yes, there are unlockable characters, but honestly I was not able to figure out how to unlock them. I was 1 out of 5 on my way to the second character but I have no idea what that 1 item was to get me there. And the map is the same thing over and over and over and over again.](#)

[It's definitely bright and colorful and the difficulty level does ramp up quite well; but with the same level repeated ad nauseum, the fun was soaked out of it. I respect the opinion of those who enjoyed it. Maybe it takes a certain attitude towards these games to enjoy them. If that's the case, I'm clearly not in the target audience for the game as of the time that I write this.](#)

[Maybe future changes and updates will cause me to take a second look; but as it stands right now, this game is fun for a very short amount of time and then becomes stale and boring very quickly.. Early access in May on PC:](#)

[I love it. It's beautiful. my halfbad computer can take it. I love the plot so far. I love building and discovering and collecting. The fauna and creatures are well detailed and very interactive\(watch out for the cute sea monkeys\).](#)

[I've never played this sort of game before. so it was hard for an hour or so but now it's just fun. I imagine for experienced gamers it will be easier to get a grip of it. but still love the challenge.. better than witcher and elder scrolls combined. International Cricket Captian has always been a franchise that people quick to criticise for not adding in new features in their new editions. This game has numerous improvements and new features to keep cricket lovers pleased for hours on end. If you have ever thought about getting it but put off by people saying it's not good enough. I tell you that if you truly want to manage a cricket team. this is the right game for you.. i dont like because i think there should be a sandbox mode . I bought this Game during the Summer Sale as I had been waiting for Ages for this and the other Dark Parables to go on Sale and I must say I dont regret it.](#)

[First of all If you havent played any Dark Parables Games I recommend you to go back and play the first one as those games are meant to be played in Order.](#)

[Dark Parables: Jack and the Sky Kingdom Collector's Edition comes with the Main Story. a Bonus Story and some other Bonus Content such as a little Artbook. Bonus Puzzle Levels. the Soundtrack & Wallpapers.](#)

[The Voice Acting was once again very nicely made and the Art Style was absolutely beautiful! Just like the 5th game in the series you can also hear change the games resolution to widescreen or Classic. I personally chose classic as widescreen simply made it all stretched and horrible to look at.](#)

[Sadly the Steam Overlay is once again in my opinion unusable as on the bottom right corner the Steam Notifications where just completely bugged and ghosted. Also once you enter the Steam Overlay via Shift & Tab you will be left with a horrible gray filter ingame. which is only reversable via restarting.](#)

[Once again you were able to collect different pieces throughout the Game which will. once everything is collected. unlock a Background Story that will be read to you or if you prefer to read it yourself you will be able to turn the Sound off and do as you please.](#)

[The Hidden Object Scenes were rather well hidden and the Puzzles were challenging. I personally did like them alot and was surprised how well you can hide something in this game.](#)

[The Story was absolutely lovely and reminded me a little bit on my Childhood just in a more Grimm way.](#)

[Personally I prefer the Voice acting in this game over other HO V Point & Click games as to me it seemed so far the best.](#)

[All in all this Game is fantastic. however due to the fact that is rather short I do recommend getting it on Sale rather then for its base price of 13\u20ac.](#)

[Here are my other Reviews for the Dark Parables Series:](#)

[Dark Parables: Curse of Briar Rose \(Number 1\)](#)

[Dark Parables: The Exiled Prince \(Number 2\)](#)

[Dark Parables: Rise of the Snow Queen Collector's Edition \(Number 3\)](#)

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