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## About This Game

In this sequel to The Great Tournament, continue your quest to defend the kingdom of Magincia. Play as a Knight, Lord, or Prince in this medieval fantasy where every choice you make affects the story. Lead armies in battle against powerful foes or use diplomacy to resolve conflicts.

*The Great Tournament 2* is a 300,000 word interactive low fantasy novel by Philip Kempton, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

- Character generation and random events ensures no one game is the same.
- Play as a devoted knight, honorable lord, or ruthless tyrant.
- Multiple storylines with over a dozen different endings.
- Use diplomacy or war to resolve global conflicts.

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- Raise and train an army to defend the kingdom.
  - Conqueror territories and expand your kingdom.
  - Manage village and kingdom finances.
  - Fight waves of barbarian armies in Survival Mode.

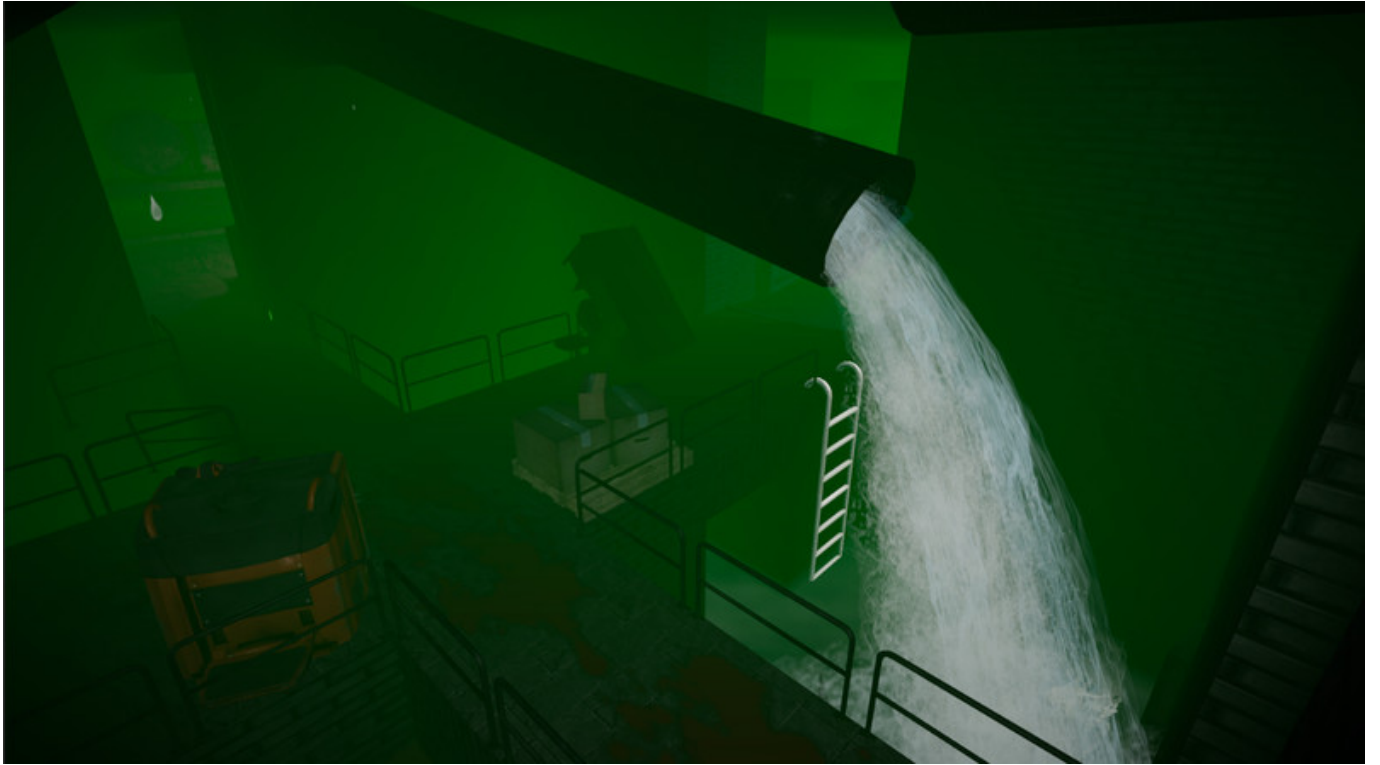
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Title: The Great Tournament 2  
Genre: Adventure, Indie, RPG  
Developer:  
Hosted Games  
Publisher:  
Hosted Games  
Release Date: 26 Feb, 2018

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English







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Fun game very interactive! I like that you have to wait overtime to keep playing. That makes it more fun to quit and come back to it.. This runs between 70-80 fps on a GTX 1080, the frame rate jumping around caused me some nausea. It's the first time a VR game has had this affect on me. Visuals are blurry at distance, so overall optimisation is an issue with this game as the graphics are not exactly cutting edge.

There's some effort in the content, the horse riding in VR is neat. And there's a story and voice acted characters. But overall it's quite an amateurish prodction all around. I do still feel travel sickness queasy writing this review 5 minutes after quitting the game.. Difficulty curve starts off too high, not enough reward to justify the risk, and bad AI management make this too stressful to be really worth it. Where do i even begin to elaborate?

-Right away, you'll notice on the first level, the "dad" comes in several times from the same spot and spots open up way too frequently. There is no difficulty settings or ramp up, the only changes are a few new spots for the "dad" to come in through with the frequency staying the same. You'll spend more time stressing over false positives than actually progressing. And lets mention how the first level bricks take 3 hits to break. Go ahead, take a look at the screen shot and count the number of bricks covering the picture, i'll wait. And it only gets worse from there!

-The basic frame of the game is you try to break blocks and expose pictures of PG13-at-worst anime girls and if you get caught you lose EVERYTHING. If you quit after a day you save the pictures you've unlocked up to that point and have to start all over, but witht he aformentioned difficulty being so high, you'll likely never get past the 3rd level before the paranoia causes you to lose focus. If there were some way to get value out of the pictures you have to pass again and again to reach new ground, it would be worth it. but as it stands, the risk isnt worth the reward.

-Absolutely nothing is explained in enough detail with this game's mechanics outside of "break blocks, dont get caught." It's enever explained what the clock timer is for, what the stars mean, or if there are bad things to do that would increase the difficulty. all of that is guess work and what you have to go to the discussion forums for. Unacceptable!

-To expand on a few earlier pointsm it takes a long time to break all of the blocks on even the first screen, so you'll have to invest in an auto-clicker program to avoid breaking your mouse. And the details of the game are incredibly deceptive, nearing false advertising boundries. nothing in this game is "censored", none of the pictures have anything exposed and there isnt even an external patch to expose more.

-Speaking of developers, it seems like the dev of this particular "game" has just dumped this off and left. there is no support on the discussion boards from the devs or any sort of interaction.

In closing, This sad excuse of a rip-off of Gamer form Wario Ware is nothing special. Don't let the "overall positive" reviews confuse you, there are a lot of thirsty 13 year olds who will give good reviews on the promise of anime porn. It's not even close to semi-roguelike and being "frantic" is not a good thing.. Very well done.High resolution and excellent background music.. Who ever is in charge of DLC distribution sucks. Yellow Turban is history everyone knows BUT NO let's release it as Day 1 DLC. I see huge potential. Don't waste it!. Over The Void is a pretty game with nice music, however I feel it falls a bit short in some critical game categories. You're basically navigating a 3D envrionment from a first person perspective with little concept of your own bounding box, although that's rarely an issue. The platform spawning mechanic really doesn't seem to offer anything engaging in terms of gameplay; it seems to only exist to provide some kind of challenge to the audience to meet the minimal definition of a game. If it was replaced with 3D navigation flying controls, there'd be little left to the game (fly to each button, then fly to exit) which seems to highlight the fact the bulk of the experience here is really just looking around and listening. That'd be acceptable, but even the pretty graphics are limited to strict untextured polygon and partical effects. The detail, where it exists, is on a geometric level. Perhaps this is more engaging with a VR headset or while on mind-altering drugs, but it failed to capture and hold my interest. I'd be reluctant to recommend this game to anyone in its current state. 5V10.

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Someone on here was saying that this isn't a roomscale shooter or whatever. it's basically the next step after the lab's xortex. you absolutely can walk in and out of the "stream of combat" and when I thought I was slick and decided i would stand beside and blow everything up as it went by having only to dodge a few projectiles...nope before I knew it I was back right in the middle of it. I honestly can't even tell you if I just walked back in because I was having too much fun. You don't have to watch for thing coming from behind you (so you don't get wrapped up in your cord spinning circles constantly looking for stuff) and it's more like flying through space then blasting stuff in an arena. honestly in my opinion the two biggest flaws of xortex. Can't recommend enough. if you liked xortex. this is actually better enough to be worth the 15 bucks. I'm probably buying my friend a copy for his vive, that will be a first for a non multiplayer game. it's that good.. The idea of making a bundle of graphics for amateur game developers is all right, but the pricing is way to high. a fair price for this bundle would be 20-30 euros in my opinion.. It's an interesting take on the raising monsters\RPG kind of format. There's good replayability, and a good amount of choices you can switch around on different playthroughs. Being able to change how the different monsters turn out based on how you train them is neat, even if they don't always end up with the results you were going for.. dont buy if you dont like games. I will forever love this game!

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