
The Sorceress Torrent Full



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About This Game

In a fairy-tale kingdom evil forces are attacking citizens. The monsters appear suddenly and nobody knows from where they are and who leads them. The best knights of the kingdom fell in this war. Castles are destroyed, and people survive as they can. The hope of a successful outcome has been lost, but one girl suddenly appears and she is able to change the course of events.

Different quests.

Different skills.

Various types of monsters with extraordinary spells.

Different levels and bosses.

Stores of various things.

Beautiful music and 3D graphics.

Advanced minimap.

Complex system damage.

A large number of special effects.

Big amount of scrolls, potions, armor and weapons.

Title: The Sorceress
Genre: Action, Adventure, Indie, RPG
Developer:
Karabas_Studio
Publisher:
Karabas_Studio
Release Date: 1 Feb, 2017

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Minimum:

OS: WindowsXP

Processor: Intel Pentium 533Mhz

Memory: 4 GB RAM

Graphics: GeForce 8800GT

DirectX: Version 5.2

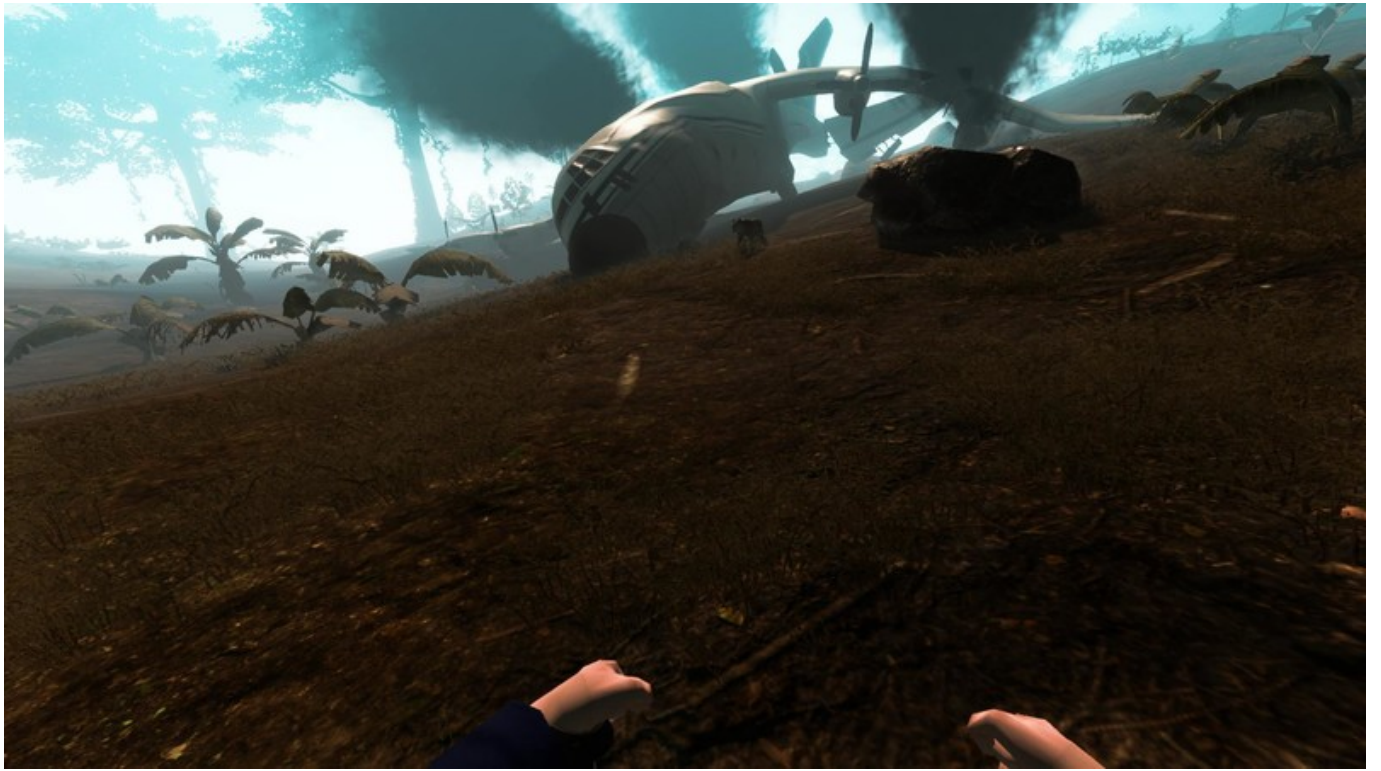
Storage: 2 GB available space

Sound Card: integrated sound card

Additional Notes: Wine / CrossOver compatible on Mac OS X or Linux with appropriate OpenGL driver

English







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Was a bit sceptic to give this game a try based on its graphics, but boy what a fun small little adventure! I ended up finishing the main story in one sitting of about 1.5 hours. Cute mechanics, neat little puzzles, lots of secrets and a simple story that ties it together.. This game has no players.Its cheaply made.It wont get updated.It is probably made by one person and I appreciate the effort.Do NOT buy unless you want steam trade cards.. Awesome game. Never heard of it until now, very addicting. Bought it knowing multiplayer will be out soon. At first, I thought just another risk game, move your numbers around the map but it's so much more. Knowing you have 2 nukes at your disposal when things get bleak is comforting. I hope they keep adding to the game.. Beat my chest like funny monkey doe.. boring. less of a puzzle and more of hey lets make you backtrack a bunch because thats fun right?. While TSS is not quite my favorite DROD game or a good entry point into the series, it is no doubt the best one as a pure puzzler and by all rights one of the biggest and best pure puzzle games ever made as well as a fantastic culmination to the series.

Everytime I start up the game my computer lags. Its normal play, lag, normal play, lag, every few seconds. One second I'm at the starting point, two seconds later the Animatronic has killed me in single and multiplayer. How can I fix this?. Very informative article inside. This is an example of how to behave as a developer of F2P games.. The general summary of the plot (spoiler free) is that you are a relative of a famous artist (your uncle) and when you get to this remote island there are 3 students there who are girls your age. Your uncle tells you to whip these girls into shape and have them finish their assignment (paint a particular picture). As time goes on you learn how to motivate each of them along with some character development. You have 3 weeks to do this in game time and that is relevant because much of the content in the novel is repeated as a routine which takes away from it because of its short length.

Game lasted me about 2 hours and I used the patched adult version just to get all the content out of it. There were very few choices and the game pace felt very fast. It wasn't bad per say it was just so short and much of the story ended up repeating its self day in and day out. Definitely buy on sale IMO. There are no "Routes" either the only choice that really felt like it a big impact was the final choice of the girl you stayed with. There are some choices but they are far and few between and its difficult to tell if they really have any impact on the ending (but i doubt it).

There were some quirky character elements and some character development but the repetition kind of killed it as your relationship with the characters just kind of stagnates quickly.

6/10. Not terrible but below the average bar of a VN for 10\$.

If this goes on sale then i'd recommend it as long as your cool with a very short story with few choices. Please note I don't care about the nudity and eroge so much its just a nice bonus but didn't make the novel any worse or better to me personally but if the option is free and avaiable i'll take it.. just 80 mb and very fun to play with friends or against bots. More weapon spawns. If I could only play one game for the rest of my life, I'm pretty sure it'd be Lumines. I'm very glad that that means I won't have to cling onto a PSP or a Vita in the apocalypse.

I poured hundreds of hours into Lumines and Lumines II when they first came out. They were pretty much my childhood. Being able to play this game on a PC in 4K is sublime. Having a version that is easily accessible that I can recommend, or even gift, to friends is something I never thought would happen.

I've already bought the game twice, once on Switch and once here, and I'll buy it on PS4 too if it means Lumines II Remastered comes closer to being a reality. It'll probably be harder due to all the licensed songs, but Lumines Remastered being as good as it is shows that anything is possible.. ragdoll physics are cool but way to over used and old. **Current status:** Complete 100%
Current grade: 9/10

I was pleasantly surprised by this game, having cleared all the endings. I won't lie, it made me emotional, but it didn't hit me as much as The House in Fata Morgana did, although they both share this sense of unusual, twisted, dark and wonderful visual novels.

Characters in this one are amazing, I loved a lot of them, they are well done, but I believe Chester wins the prize for the best protagonist. Except for that one guy - no one talks about that guy.

Anyway beautiful music, wonderful graphics, stunning cg gallery (although i got all endings and it looks like 8 cg are missing from the gallery on the first page (or there weren't any in the first place?), but overall, it's worth it.

Almost 95% of the game is explained, I was only bothered by the fact that there was no explanation for the bride deal and the purpose of it (or i somehow missed that part, but... unlikely?), but considering everything else, i'll leave it up to my imagination... That was the only thing I was bothered with, but the pros outnumber the cons so I will look it through my fingers.

Not to mention the fact that this game has three routes, and two of them are with guys, while the last one is with a doll of the forest, Some could consider these relationships romantic or platonic, it just depends on your point of view and I loved it.

Honestly, I adored it. This game is just beautiful and solid 10-15 hours worth of gameplay (depending on your reading speed).

PROS:

- ◆ solid 10-15 hours of content
- ◆ solid characterisation, especially the main character
- ◆ interesting story and multiply endings that all form together one whole. Recommendation: play the endings in order of the routes to get the full story chronologically.
- ◆ beautiful music and background atmosphere
- ◆ horror and comedy elements

CONS:

- ◆ unexplained plot point that can be looked through fingers, as it is not the actual point of the storyline
- ◆ 800x600 resolution that can be fixed with the mod by fflader1. UPDATE: They fifth and final park, The Day of the Dead park, has the most charm and the best music. The coaster is another that is different and I won't spoil the surprise for you, but it and many of the other treats in this park are something special. If anything hurt the park I think it's two things. One, everyone and their mother wants to be the first YTer to run a game into the ground, so everything is covered in pre-alphas then abandoned, and two, the ad mixes real park footage with footage of the virtual park. Obviously they are easy to tell apart from the shots, but I think it implies the park is hyper realistic, when it is definitely more charmingly cartoonish.

UPDATE: There are now four parks to choose from! The Western park has great music, a unique coaster that keeps going and the rides seem to move at a different pace. The graphics seemed a tiny bit simpler compared to the other three parks, but there are dancing couples on the tumble bug ride and some great sunsets. If you can accept the goofy charm of the graphics the rides themselves in all four parks are pretty fun.

This game has quirky charm and a whole lot of love. The Christmas park went all out with inflatables, deer, reindeer and foxes. Also, Santa himself is at a lot of the rides. There was a ton of detail like little cottages, gingerbread, and the rides were festive for Christmas.

The classic park is pure 1950s meets 1980s, and it's obvious a ton of love went into this game. I liked the bright colors in the park and the rock soundtrack was a plus. The haunted house is actually spot on for the time period, trust the old lady. The haunted house was always the worst part of any park so far as effort went after the park shelled out for bargain basement animatronics. Though scarier artwork might help?

The African Safari has tons of animals, even in the haunted house. The coaster was pretty good, and overall, although I wasn't blown away, I was laughing and enjoying myself as I rode rides in the snow. TIP: Turn down your system volume and follow the on screen directions to get the most out of all three parks.

What could be better? Sound effects to make the rides feel more on point. Half the fun of tame rides is that they still groan and creak like they might collapse at any second. Also, some of the other rides you see look mighty tempting, and free roam of the park?

If you want hyper realism you are sort of missing the point of this charmingly quirky game. Pretty good deal, even at full price, just needs a little more love. And yes, buy it now!!!! Trust me, it grows on you and gets addictive.. Shaved one you've shaved them all, its rather had to progress through the game as every minute or so it take money away from you "rent" and it goes up everytime.

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