
Red Orbs (300,000) Download] [Torrent]



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About This Content

Get 300,000 Red Orbs for purchasing items from Divinity Statues.

300,000 Red Orbs is enough to buy all of the Blue and Purple Orbs and still have more than 50,000 left over for other items.
(With the remaining 50,000 Red Orbs, you could still buy plenty of healing items, for example.)

Title: Red Orbs (300,000)
Genre: Action
Developer:
CAPCOM Co., Ltd.
Publisher:
CAPCOM Co., Ltd.
Franchise:
Devil May Cry
Release Date: 23 Jun, 2015

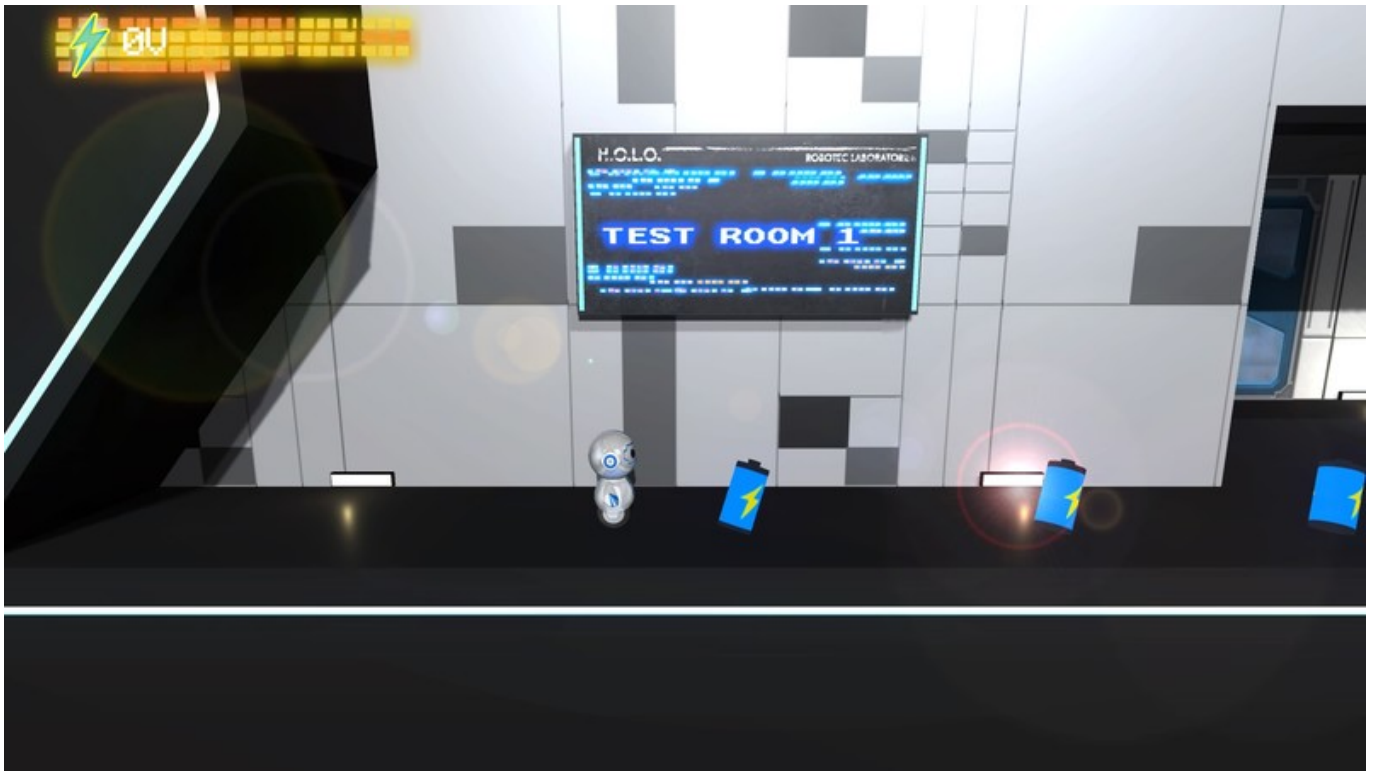
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Minimum:

OS: Windows 7, Windows 8.1

English,French,Italian,German,Japanese







This game is infuriating as well as being addictive. Infuriating in the fact that it is only luck to get past the levels due to having no knowledge of what colour or placement the AI is going to do next and since this is two thirds of the game; the odds are already against you. Addictive due to that one more try syndrome, just hoping you will do it. I got this for something like 90% off so I don't regret it but at full price; there are games which do this type of gameplay far better. Get it in a sale only.. I have never in my life wanted to make a prison as much as I have when I thought about buying this game six years ago. Now that I own it, I regret every cent I payed.. Oh, I remember this game. When Call of Duty was good.. Shattered Throne is a game with great core mechanics but sometimes questionable design choices. It's largely inspired by Advance Wars, and it does a good job of capturing a lot of the great fun in those games, but it's also quite ambitious and does a lot of new things to make it stand out.

One of the greatest things about this game is all the different units. First of all, there are three factions that you can play as and they all have their own units. The factions are well balanced, and it's a lot of fun to strategize around their different playstyles. Each of the individual units also has a lot of personality, because they all have unique skills that can give them the edge in certain situations.

The skill system is a great addition to the game, but one problem that can come up here is a lack of clarity. Almost all the skills in the game only take effect on either your phase or your enemy's phase, but there's no indication telling you this! It would be so easy to just put a little icon by all of the skills to signify when it's active, but for some reason it just doesn't tell you at all. There's a similar problem with effects like buffs and debuffs, where you're left wondering exactly how much an effect increased a stat or how long it's going to last or when the effect even takes place.

The campaign in this game is a good length, and it continues to provide new content throughout the whole thing, so I think it's pretty good overall. One ugly flaw to rear it's head here, though, is the difficulty modes. First of all, there are three difficulties: Normal, Hard, and Challenge. However to even play a map on Hard you first have to beat it on Normal, and in order to play a map on Challenge you first have to beat it on hard. I hate this sort of design because it completely ruins the point of having difficulty modes in the first place. This problem is exacerbated by the fact that Normal mode is ludicrously easy. Many of the maps provide you with so many resources that you can flat out skip the main mechanic of the map and go straight for a win. I would love to just play Hard to start with, since it's a lot more fun for me, but instead I have to play baby mode first. Ugh.

Challenge mode is even harder than Hard mode (often frustratingly so) and usually adds on an extra condition, like "you can't lose more than x units" or "your units take gradually more damage after x days". I think these extra conditions are really interesting, but I would love to experience them without having to play the same map three times.

As you may have guessed, I really dislike the difficulty modes in this game. Normal mode is balanced terribly, and the other two aren't a whole lot better. Instead of having a bunch of redundant and poorly balanced difficulties, I would have liked to see just one or two really well balanced ones.

Another big feature of this game is the map editor. Just like in Advance Wars you can make your own maps. The editor in this game is obviously very ambitious, since it allows you to set lots of different rules and conditions, and even lets you put in reinforcements like in Fire Emblem. However, there are also several problems with it. One simple one is that you can't drag your mouse to paint multiple tiles, so you'll have to click each and every individual tile if you want to make a big ocean area, for example. The max map size is also only 29x29, which would be too small to fit many of the basic maps of other similar games. Another problem is that you have to set all the win objectives yourself. In Advance Wars' map editor, if you put down an HQ it's automatically a win objective. But in this game even if there's an HQ on the map, you have to manually go into a little window and put in the objective, and on top of that you have to type in a description telling the player what the objective is for some reason. You have to do this for both armies. And even though it might seem obvious that defeating all enemy units would also count as a win, it isn't by default! Just like before, you have to manually add in the win objective AND description, for both armies. And you have to do this every single time you make a map. I think the map editor in this game totally misses what made map creation in Advance Wars so snappy and fun. It's obvious the developer focused on minute customization without giving a thought about the quality of life features that it more desperately needed.

So I've complained about quite a few things here, and rightfully so. Shattered Throne is far from a perfect game. It has this problem where it's just over-designed in a lot of areas. I think if the developer would have just cut back a little and focused more on quality rather than quantity, the game could have been better. But I only complain so much because it's a game worth

complaining about. This game has so many unique features like the factions and skills, and others I haven't had time to talk about like upgrading bases and the combo system. It's a game that doesn't shy away from it's roots, but at the same time it's willing to try lots of new things. No matter how many other similar games come out Shattered Throne will always have it's own place and it's own personality. If you're a fan of Advance Wars or Fire Emblem, or strategy games in general, you should pick this up. You'll get lots of great hours out of it.. Saw the developers website a while ago, so happy this is out.

Very very fun first-person puzzle game with unique twist of dual overlapping universes.

If you like Portal, and especially like Antichamber, then definitely buy this.

Not the longest game, but very challenging and fun, highly recommended. UPDATE 12/24/2017: Developers up and abandoned the game. This had ALOT of potential to it. Sad to see!!! And HIGHLY DISAPPOINTED!!!!

It still is a fun game, but it is DEAD. I think I am the only one around still playing it.

I would still recommend it, but ONLY while on a discount.

As stated above, developers left it so do not expect any updates from them.

After 120 hours playing this game (2nd most in my library, behind FSX) I thought I would write a follow up review.

The developers hqave did an awesome job on the game. They fixed a lot of the bugs. There is still a lot of potential in the game. The last update was at the end of August. It is now almost the middle of November. Hoping they add more soptions to the game. That is the part that it lacks, the variety of options to do in the game. Also there is almost a 2 minute wait time to start a race, wish they would knock that down to like 30 seconds. There are a few things in the game that say "coming soon" so hopefully the developers are working on things :)

My overall opinion as of 120 hours later. If you like racing and a semi-manageristic game, you will like this. Like I said, there is not many options to choose from in the game to do. So don't give high hopes. I WOULD recommend the game. I have invested 120 hours into it. So you know I like it :) And going to spend many more hours in game. I look forward to the developers adding things in the future. They do listen to the fans, which is something you don't get from developers much these days. So that is an added bonus!

I would recommed the game. Especially if it goes on sale!

I been playing it for a bit now and I can definitely see alot of potential. I was hesitant on spending \$20 for the game, but decided to buy it to give it a spin. As you know right now it is still in the developing stages and is being updated often. Which is a good thing. It is pretty nice to be the pit crew chief and tell the driver what to do. You have various views. My favorite view is inside the car. There is a lot more players now, so theres more competition.

Theres a few things I wish they would add in the future:

Single player mode

More laps, so you have more than 1 pit stop

Overall, they have been working on the bugs and glitches and been doing a great job at it. And I plan on playing this for a very long time.. It's not really much of a game. It ends pretty abrupy about a minute in. I was sick of it after 3 endings..

\u2665\u2665\u2665\u2665\u2665 game!

Includes FLAC and WAV ?! Hell yes.

The tags need the Artist name, though; who made this fun music?. TO DEVS,

WHAT WERE YOU THINKING!!!!!!!!!!!!!!!!!!!!

TO BUYERS,

DONT YOU DARE BUY THIS 'GAME'!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! I am changing this now because it popped up. it downloaded but i had to redownload it.. This was not the kind of game I was expecting. It's very much focused on your "family" of assassins and your connections to them. You're trying to solve a mystery, but you're forced to go on these assignments that have nothing to do with what's going on.

Pros:

- Story was long enough.
- Opportunities to increase your stats, more often than similar games.
- There was one interesting fight, but I don't want to give spoilers. You can choose to romance this person as well, which I thought was pretty cool and went well with my character.
- The reason 'why' part of the mystery was a twist I wasn't expecting. But the 'how' I saw coming a mile away.

Neutral:

- Tries really hard to give you romance options.
- What you did will give you the ending of the story, don't have the option to choose.
- Ending will take into account reputation, fame, money, character fates.
- Secrets and hidden achievements.

Cons:

- The writing is pretty bad, I found alot of it silly and ridiculous.
- A lot of the time the game ignores your abilities and decisions. A scene just plays out with you dropping bodies like you're a super assassin. You always accomplish your mission.
- Spend alot of time hanging out with your assassin friends and describing the beauty around you, rather than focusing on how you're going to complete your mission.
- Way too many characters, very one dimensional archetypes, didn't care about most of them, they're boring. You meet a bunch of characters then next chapter a new bunch of characters are introduced. How many assassins are there?!?
- Didn't like the references to previous missions you haven't gone on. Makes you feel like you're missing a part of the story.
- Disappointing final boss fight.

Final Verdict:

Game tried really hard to make you a team player who cares about their "family". You may find the story more engaging if you play your character this way, and not a lone wolf like I did. If you like the story there's certainly good replay options. But for me it just wasn't worth the time or money, this is one of the weaker CYOA games.. Awesome game, super fun to play with a friend (Though the single player is perfectly fine, you're missing out if you don't play coop!) Lots of visual polish, and everything you do has oomph. The controls take some getting used to, though that's mostly because coordinating with player 2 is necessary to get anywhere. They really get a lot of mileage out of the dual control mechanic, as it includes everything from movement, to minigames, and even dialogue choices! Have I mentioned this game is hilarious? Definitely recommended.. Awesome game!!!. A casual upgrade-until-you-win game where you start as the landlord (literally the devil) of four apartments, get tenants (monsters) to earn money, spend the money on furnishings to satisfy tenants (and unlock stronger tenant-types), and get tenants who are around to fend off invaders (human heroes). No real plot or story, only a few recurring enemies.

There are four 'phases' of the game, starting with one floor (of four apartments) and expanding until you end up with four floors. There's a marked increase in difficulty (enemy power) each time you expand and build another floor. There are only a certain amount of missions that you can do in each phase so you'll almost always end up grinding for gold on the single repeatable generic mission they give right before an expansion (unless you did enough grinding before for stronger tenants).

The more you spend on room furnishings, the more rent you can charge. However, it feels like most will eventually go into debt if you push it anywhere close to 50%. 'This room rocks' just has to do with their satisfaction gain/loss from furnishings and doesn't mean they can actually pay that amount regularly. The thing about debt is that they get depressed and it feels like the debt can easily snowball or lead to them running away. I couldn't be bothered with micromanaging/optimizing the rent so I kept rent pretty low (enough so I rarely had to bother with debt) and had to gain money through mission grinding and tenants that were better off.

You want your tenants to be strong enough to fight off invaders but it has a messed up (morally) stat upgrade system. Children (once grown up) have better stats than their parents. But the problem is that only 3 characters can stay in a room. There are two main approaches if you want stronger tenants (that are also achievements if you only do one approach). The first way is to keep evicting the parents so that the younger generation can raise their own children (and repeat for many generations). The second is to force the parents to lose battles and perish to open up the space.

It's hard to find an alternative while keeping the game simple. Maybe they could have had it cycle through the family and the parents retire to someplace safer and leave the apartment when the children grow up. Children grow up pretty quickly so I could see the parents age just as quickly. Of course, you do play as the devil, so...

Alternatively, you could skip all that (keeping tenants for a long time very rarely lets them see a job promotion for a little higher pay) and try to get by with unlocking stronger tenants. However, I don't think their base stats are great enough that you can completely ignore the other methods. You'd probably be giving up quality for quantity and be forced to sacrifice several tenants per strong enemy anyway (and be forced a little into the second method).

The general way to play is to get tenants, do missions (invite enemy heroes to fight) for gold, spend gold on furnishings to make tenants happy/indirectly stronger, repeat. If missions are too hard, grind/wait for gold and either wait for your reputation to go up to unlock stronger tenants or wait for tenants to fall in love, have children and do the generational stat-boost.

Worth a look if you like upgrade-until-you-win, grinding games with simple mechanics.

Other thoughts:

- I would've liked a 5x+ speed option. I spent a lot of time at 3x speed, doing something else while I waited for gold to accumulate (not unlike a clicker). Unfortunately, there's no option to keep it running in the background (it would be nice to just switch back when the music changes for an event, possibly with auto-pause).
- Because the trade-in value of furnishings is always half of what you pay, it feels better to skip tiers of upgrades when possible. However, that means idling for daily rent and the repeatable mission grind. For example, the Tier 4 (of 6) bed is 800g but that's a few days of gold. Of course, there are some types of furniture with Tiers that are obviously tailored to specific creature types but I don't think things like beds are one of them. You could buy incrementally what the residents ask for but it feels so much more efficient to just save up and buy big. And you need days to pass by anyway in order to gain reputation (to unlock new types).
- It would be nice if they better explained the mechanics of furniture of the game. It mixes in actual information with fluff in the item descriptions. I believe better beds restore more HP when sleeping, better kitchen things restore more HP when eating, certain ones mention training stats, hobby items make them stay home to defend the complex more often, and other things raise resident satisfaction and creature type attraction.
- It seems from the description text that exercise equipment boost either attack or defense, depending on the item. Does that mean you should buy both the Tier 4 for offense and Tier 6 for defense?
- Does buying unnecessary things add useless actions to the seemingly random pool of actions a tenant can do? For example, a bookshelf (increasing magic power) for a physical damage type seems useless on its own. But would it also waste time using it (so that it's better off not buying it at all)?
- Sometimes certain furniture are required for jobs (according to the 'gimme' text) so you should check once in a while.

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- It feels like if there are too many battles (you do too many missions or get unlucky with a random encounter), residents who want to go to work keep getting forced back into their rooms because of the fight. I assume that means they don't earn gold that day and might go into debt from rent.
 - The best abyssal creature has an additional requirement that the others don't. Like the other types, they'll only show up if their type-respect/love is high enough but abyssals require altars to raise respect/love. This means you need about 6 rooms of the worst abyssal with altars if you want the best one to be in the tenant applicant pool (and for existing ones to find a partner).
 - 3g/day is too much for some apparently. Is savings not a thing or is the pay from their jobs that bad/inconsistent (or did I rush through too many missions and they were the only apartment to get unlucky)?

. Be warned, this game has absolutely nothing to do with AutoRegressive Moving Average models.. Holy hell. This game is awful. The controls are clunky, and the entire thing feels like it was thrown together in a rush.

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