
Slave's Sword Directx 9 Download



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About This Game



Disgraced by the actions of her own country, the aristocratic knight, Luna, abandoned her status, rank, and family fortune to

seek a humble life in the Free City.

Luna lived peacefully as a mercenary; however, she becomes embroiled into a situation that results in her enslavement. Can Luna seize her freedom and smash the ambitions of the great evil around her?

Find out in this Prison Escape RPG by Kagura Games and Circle Poison brought to you in native English!

Features

- Explore a Fantasy World
- Side Quests
- Upgradeable Equipment
- Day and Night System
- Stealth System
- Voiced Main Character

Title: Slave's Sword
Genre: Adventure, Indie, RPG
Developer:
Circle Poison
Publisher:
Kagura Games
Release Date: 13 Dec, 2018

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Minimum:

OS: Windows® 7/8/8.1/10

Processor: Intel Core2 Duo or better

Memory: 4 GB RAM

Graphics: DirectX 9/OpenGL 4.1 capable GPU

DirectX: Version 9.0

Additional Notes: 1280x768 or better Display. Lag may occur from loading menus or maps. Turn off other programs before running the game.

English,Japanese,Simplified Chinese







slave's sword [REDACTED] walkthrough #6

This is the only DLC for Hero Siege that comes with two new player classes, though one of them is locked until you defeat the DLC's boss, which I have not yet done. I have used the Demon Slayer though, and he's a lot of fun, what with his life\mana steal ability. As always, the new relics are a welcome addition.. This game is so much fun! Love the free flight around space, finding stuff and making stuff from what you find. Be really cool to be able to make some thrusters for your pod, or make your own ship, or a teleportation device or capability.

Thanks for working so hard on this game, I've played it lots and my mum has played it for hours and hours (she loves space stuff and thinks this game is amazing!!). This is a simplistic interactive novel that would probably be more at home on tablet rather than PC. The story is set in a post apocalyptic frozen wasteland where you play a sorry kind of Oregon Trail interspersed with averagely written dialogue.

You get a series of skills to allocate as you build your character for the story, but the choices don't matter much because the game randomly throws encounters at you, which somewhat defeats the purpose of a build strategy.

I've seen far worse visual novels, but \$13 is too high, and really, this is more of a tablet/mobile game than anything.. Boring & headache inducing pain mobile game ported to steam. Glad I only got it for 10 cents, but it still wasn't worth buying.... Having mixed feelings about this one...

I grabed it on sale, for 5 bucks or so, and it was definately worth that money... but still... i was kind of disappointed at the end...

if you are looking for a cheap horror game with nice graphics and a well designed environment... you're good to go but everything else about this game is nothing but mediocre. You end up walking around doing nothing but searching for keys, backtracking a lot, and trying to escape monsters that randomly spawn. I'm not going to talk about the story, as always, cause you should experience yourself... but don't get your hopes up, it's nothing but pages that tell you something about it and for me personaly the story was pretty bad.

But other than that, for horror fans definately recomended, there is much worse out there, and you should also keep in mind that the credits is exactly one page, half of the people being responsible for the translation... so after seeing that and looking at this game again it's actually pretty good.

My time in game isn't to be compared, you can easily finish it in two hours.

The Good:

- Leveldesign
- Graphics (especially in the beginning, made sick screenshots)

Neutral:

- Story (others might be interested, didn't hook me up though)
- Gameplay (it's a walking sim horror game... so there's not much to do...)
- Length (for others too short, for me the perfekt time to finish a story based walking simulator)

The Bad:

- Enemies (their design is a mess...)
- minor bugs (nothing gamebreaking though)

Résumé:

For die-hard-horror junkies that have run out of material absolutely recommended. If you expect a long game with an amazing story to uncover and really spooky jumpscars... you might skip this one.

Regarding the good level design though, I am looking forward to the developer's future projects!. i love music this game visualize my music simple as that ;)

This game is interesting - Like any Gibbing type of game, in its current state it WILL lose its fun value. Things need to be added in order to keep it fun - Such as Sharing and Creation type of aspect to the game - As soon as you unlock everything and Play around for a bit, Then its just the same thing over and over.

However i will say that for the \$5CDN that this costs, You will definatly get your moneys worth, Its fun while it lasts, and you will definatly get a few hours of play time out of it. I Recommend this game, but i hope that they add a bunch of things in the future to keep it interesting,

If you are still unsure and would like to see what the game is like - <https://youtu.be/vl8T29k4CQQ> Here is a Video, I recommend you watch a video, doesn't have to be mine, but Even if you go to youtube and look for one. Do That before you buy.. Personally, I like games like Dark Souls.

But, I have fun playing this game. Fun, branching quest, and most importantly this game have HEART.It brighten this back cold heart of mine.

9/10. It's just not worth your money, not even close.. Intricate, challenging, funny, and just overall a great example of how NOT to build a spaceship. Walk out of the scanner room after having just reprogrammed the probe to stop rebelling, replaced a motherboard on the main scanner, and gave the main battery a good smack with a wrench to keep it working, only to hear a siren now going off down below. The reactor just blew a coolant leak...

7V5 Would fly through space in a rustbucket again!. When i bought this game. It was fun in the start. But when i tried to play it after when i was done with the game. It didn't work anymore, Don't recommend buying it.. Neat little old-school platformer but the maps are a bit confusing and the motivation to loot lessens.. When I first saw the gameplay video for Worms Crazy Golf I became somewhat excited. Now, I know absolutely nothing about golf, and I'm sure I never will, but it looked fun. And it certainly is. It has the turn based gameplay of previous Worms games. Of course, there are no weapons, but there are ways to kill stuff. There's a lot of replay value and there's more than enough challenge. After the first 'world' it can get pretty difficult even. Still, it never frustrates and rounds only last a couple of minutes. In short; highly recommended !

[Rating: 78/100]. Reminded me a lot of the game hook, it wasn't very long and the puzzles really didn't have me thinking hard but in general it was fine (the background on it wasn't my favorite but thats just a personal peeve of mine). Can't start when I successfully launch the game.

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