
Adventure Portal Free Download [key Serial Number]



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About This Game

Welcome

Adventure Portal is a simple platform that allows players to connect and run their pen and paper role playing campaigns online!

It is currently constructed to support 5th edition play. This is a ongoing project that will see additions and improvements as support grows. I built this to be a simple and easy to use alternative to the more complicated and expensive options out there.

Adventure Portal features player and gm profiles that hold stats and campaign information, an encounter/world map where players and DMs can place custom tokens -- each with their own information sheets, sizes, names, images, and a sound and music board for storytelling enrichment.

Title: Adventure Portal
Genre: Adventure, Indie, RPG, Early Access
Developer:
Megaslow Studio
Publisher:
Megaslow Studio
Release Date: 31 Oct, 2018

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Minimum:

OS: Windows 7 SP1+, 8, 10

Processor: SSE2 instruction set support

Memory: 4 GB RAM

Graphics: DX10 graphics card @ 1390x800 resolution

DirectX: Version 10

Storage: 400 MB available space

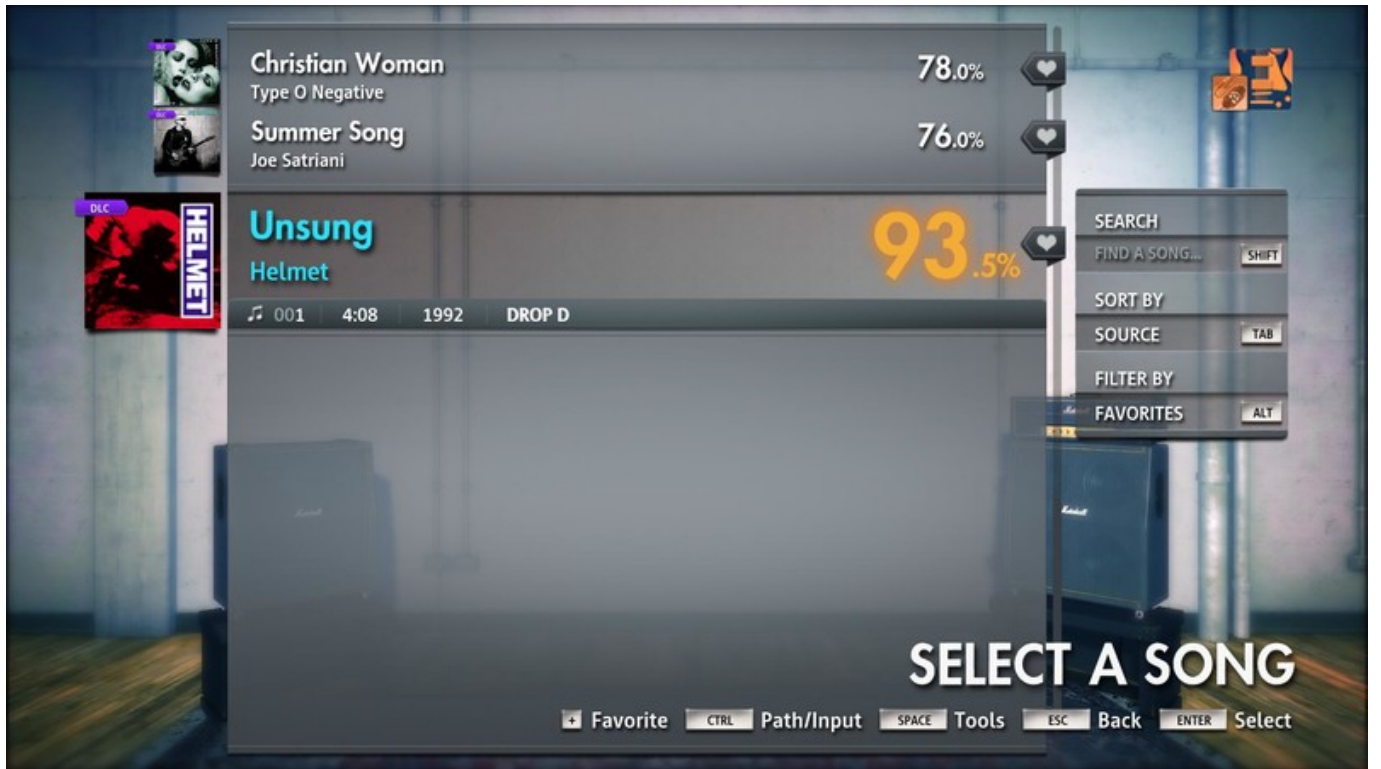
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Haven't played much of it, currently just past the beginning sequence. Just wondering what program you made this with, been wanting to try to make something for a while. I'll update the review when I get a bit farther, but so far I love the idea and the feel of it. :). Unbalanced gameplay, lame to nonexistent story, graphics nice and atmosperic but not very diverse. A disaster. Gestures used in magics interface often hangs for no reason, but only in some scenarios. Some are so uncalibrated that in first round without any move of the player a 3 star rating is already impossible.

The underlying story outcome is shared by at least 5 movies and 3 games that I know, so nothing new here.. >Fired up Pennisular Campaign

>Select Britain because I want to be Sean Bean's best friend

>No Sean Bean

>Tell Wellington to capture a town

>Wellington gets his head blown off by a cannon

>Dies

>Defense falls apart

>France captures the Pennisula

>France wins the Napoleonic Wars because the Pennisula isn't bleeding them anymore

>France invades UK

>UK owns the world, and France owns the UK, so now France owns the world

>World becomes French

10/10 would condemn the world to French tyranny again

. Not the best poker game on steam. The game turn over is slow. There is no banter, little to no tells either. The game stacks the odds against you too much as well.

Good intentions, lousy follow through.

Skip it and go buy one of the poker nights at the inventory games instead.. its pretty ok, wouldnt recomend though. It has some challenging aspects to it but everytime you die you have the option of reviving with little cost, this makes defeating bosses insanley easy and the overall game is every forgiving. its challenges are rather teedus and most of them you can just skip right through. There is an impressive amount of levels, though you do not have to play through all of them. but with that all said it really does have its charms. its cute, light and some what fun but it plays a bit slow and is filled with teedus tasks.. By god I could have never guessed that this game would have brought me so much joy. Jesus christ this game is unbelievably fun! Like at first it just seems like a typical twin stick shooter but this you're dropped into this hetic battleground with a goddamn sword and enemies all over and it's just complete chaos mixed with a hyped soundtrack all wrapped up in a bag of cocaine filled adrenaline. Like this game is just super hyped and when you play the "tutorial" and hear the introductory speech you're like "UBERRRRMOOSSSHHHH!!!"

10/10 would recommend!. A worthy inheritor of the title once held by Asteroid: best Shoot 'em up on the market.

Pew Pew and protect the mothership.

Pilot Salute.. GAME:

TAP "X" REPEATEDLY IN 4... 3.... 2..... 1.....

SONG:

short instrumental

SONG & ME:

TOGETHER WE CAN SHOW THE WORLD WHAT WE CAN DO!

YOU ARE NEXT TO ME, AND I'M NEXT TO YOU!

PUSH ME THROUGH, UNTIL THE BATTLE'S WON!

NO ONE'S GONNA GIVE A THING TO US,

INTO EACH OTHER WE PUT OUR TRUST!

STANDING UNITED, AFTER THE FIGHT!

FRIEND:

The F*** have you been smoking today?!?

-TRUE STORY. Fun homunculi-making simulator. Morbid premise and the storyline is interesting. Can get repetitive near the end.

Lots of cute daughters to create (and destroy).

Story takes a good spin near the end.

I would like to say that I've played a lot of this game (and will continue to play more) because it's fun. I bought it because I thought it looked like it would be fun. And it was, but only for the first hour or two. After that, it gets very repetitive and drags on if you want to complete the game.

There are some games I take a long time on because I'm not very good at video games, but I Am Overburdened is not one of them. I've taken a long time on this because I want to complete the game, but it seems like it's working against me a majority of the time.

The chests with loot in them are very helpful sometimes, but other times they give you nothing, give you things you already have, or give you things that are more burdensome to you than helpful. Oh yeah, and if you don't like what you've picked up from a chest? You can't drop it.

Sometimes, the generated dungeon is impossible to survive. There will be too many monsters between you and the exit, or between you and any loot or health potions that will help you survive through the first monster on the next level.

On occasion you'll have more than half of your health left and you'll be oneshotted by a monster or simply by drinking a grey potion that's decided to kill you. That's fair sometimes, but it's constantly happening to me.

I'd like to give this game a good review, but I really don't think I can. It's got a good premise, but it gets boring and frustrating the longer you play.. Okay, I just started this, but it's pretty close to perfect, especially considering that I got it for 99c.

Big thumbs up.. I enjoyed this one quite a bit. Many if not most games I've played that try to mix tower defense with a controllable character fall flat because the balance doesn't work. In this one, though, you can't only focus on one aspect. If you just level up your weapons a ton, you'll run up against cooldowns and ammo restrictions and never be able to gun down all the enemies yourself. If you only build towers and try to take a smoke break during the level, you'll be overrun during waves that have skill-dependent enemies.

The inclusion of enemies with a weak point that the player can aim for, but the towers won't, is an inspired choice. It forces you to build and act in concert with your defenses. Tough enemies can be slowed down, things that are only vulnerable in a single spot can be sniped, and swarms can be intelligently targeted with AOE attacks. The sole drawback is that you can only hold 3 guns, and the sniper rifle and cold gun seem, to me, indispensable.

The other complaint I can make is that the 3-D nature of the game isn't fully supported/exploited. So, unlike most TD games, a tower can't just shoot anything in its 'range'. It has to have line-of-sight (in most cases). This is good, as it forces you to think about where to put your blocks, which ones to make shot-transparent, and what obstacles in the level will affect your fields of fire. It's bad, though, because the game will show you a circle on the overhead view that denotes the tower's max range, but nothing else. If you want to learn what it can actually see, the only solutions are to put your character's perspective as close as you can to the tower's (usually impossible, since you can't stand inside it, and the towers are mostly a lot taller than your PC) or observe what it shoots at during the levels (which requires you to look carefully at the overview while the action's going on, and *not* participate in the defense). A feature that gave you the POV of the tower would make this *so* much easier.

Of note, this recommendation includes the free add-ons unlocking new towers and weapons, as well as the paid-for DLC granting new maps. This adds much-needed variety, and I would probably be less enthusiastic if I'd played it at release.. The artwork is gorgeous, and the concept intriguing, but the ham-fisted mechanics and poorly designed levels just make this game unbearably frustrating. With a few rounds of polish, this would make a great game.. I'm not sure how qualified I am to rate this game as I only have it from a bundle and played it because I want to play every game in my library. However for me this was boring, I try to play 10 minutes of every game I try and I could only made it to 8. If you want to do crazy stuff for a little bit with a semi, play this game and do crazy stuff with a semi. If you want to drive along a predetermined route in a semi with no reward whatsoever for doing so in a plain setting that isn't the best quality, play this game. If you want to have fun driving a semi and feel like there's point to doing it, like getting new trucks or making money you can spend to get a better truck or having cool places to go or cool things to deliver or even just getting to choose the colors of your semi, don't play this game. I'd also not suggest paying \$10 to do the things I said you can get from this game if you do want those things.

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