

Azorian Kings Activation.rar



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About This Game

This is a smart, honest and deep hardcore game. A true intellectual challenge. I just got tired of cartoon casual card battlers, pay-to-win games, random focused game mechanics, timers, energy bars, speed-ups and other free-to-play crap. Together with my friend, various CG artists and game enthusiasts from all over the world we've made a game free of this annoying stuff. Play how you want and as much as you want.

It's original

Rips of MTG and Hearthstone made by studios with huge marketing budgets have filled the market. Piece of cake: popular franchise + successful mechanics + \$ = \$\$\$\$. We've made an original title. We realize that it's a huge risk. I'm sure the question: "Damn, what's just happened?" - will be a pretty popular thought. Skillful in another game? Forget your experience. It's not a rip. Mechanics are original but very logical. Don't hurry. Read, examine, experiment. Enjoy discovering the layers of the game. We have almost forgotten this feeling.

It's honest. No pay-to-win

There are no paid advantages in PvP. Don't wait for compromises or casual stuff. PvP is extremely intense. One mistake may cost you the victory. You can win or lose in a minute. Everything depends on your strategy. It's a true fight of intellects. After

the first 20 battles you will respect that guy on the top with 3000+ wins. I don't know how he's made it. Especially with the cards he had.

The AI is unique

There is a lot of PvE content in the game. Feeling so powerful after victory in Elven Fist mission? Try challenges, limited time events, side quests and daily quests. You always have a possibility to grow. The AI is brilliant. He does not know your cards, so no cheating. He used to be so good that we had to make him dumber because he ruined the server. Still don't wait for favors from him. He's not as creative as you but he knows how all the cards work. Wanna a core fight? Only 20% can finish the story.

It's finely balanced

No strongest race, strongest card or warlord. The balance is perfect. There are no imba decks. You can suddenly lose from a weak bot. Though I hate random there is a luck factor in the game. Why? Because it's a great balancing tool. It gives a chance to win like in real life. But fortune favors the prepared. Choose from the 300+ card pool, 18 warlords (with 3 skills each) and get ready for any surprise.

It's really variable

Race tactics are different. Warlords are different. Some of the cards are pretty complicated. Use them as a scalpel not as a hammer. Gonna play as an assassin? Don't pick up the dwarves, they are heavy, slow and prefer fortification. Your choice is the elves. Like meaty heavy rush? Don't pick up the undead. They are controllers, have powerful spells. But ghosts and skeletons do not have a lot of health and it's logical. Your choice is the orcs. Or mix them with other cards. A deadly stab in the opponent's back by an elven assassin is a good start for the orcish rush.

Now it's role playing through strategy. You are your army. To me, role playing is not about spreading experience points or choosing who to sleep with virtually. It is your own unique battle style. The game gives you enough content for that. You can play as a mage or a warrior, an assassin or a tank, a necromancer or a paladin and more.

To improve social interaction we're already working on a huge update with clans, a global map with POI and a non-linear campaign. We need your support, guys, to make the game live on Steam.

So what is Clash of Cards about? It's about how intelligence wins. How intelligence gives us a chance to win the hardest battles.

Who asked for a hardcore and honest old-school collectible card game?

Here it is.

Sincerely,

Daizor

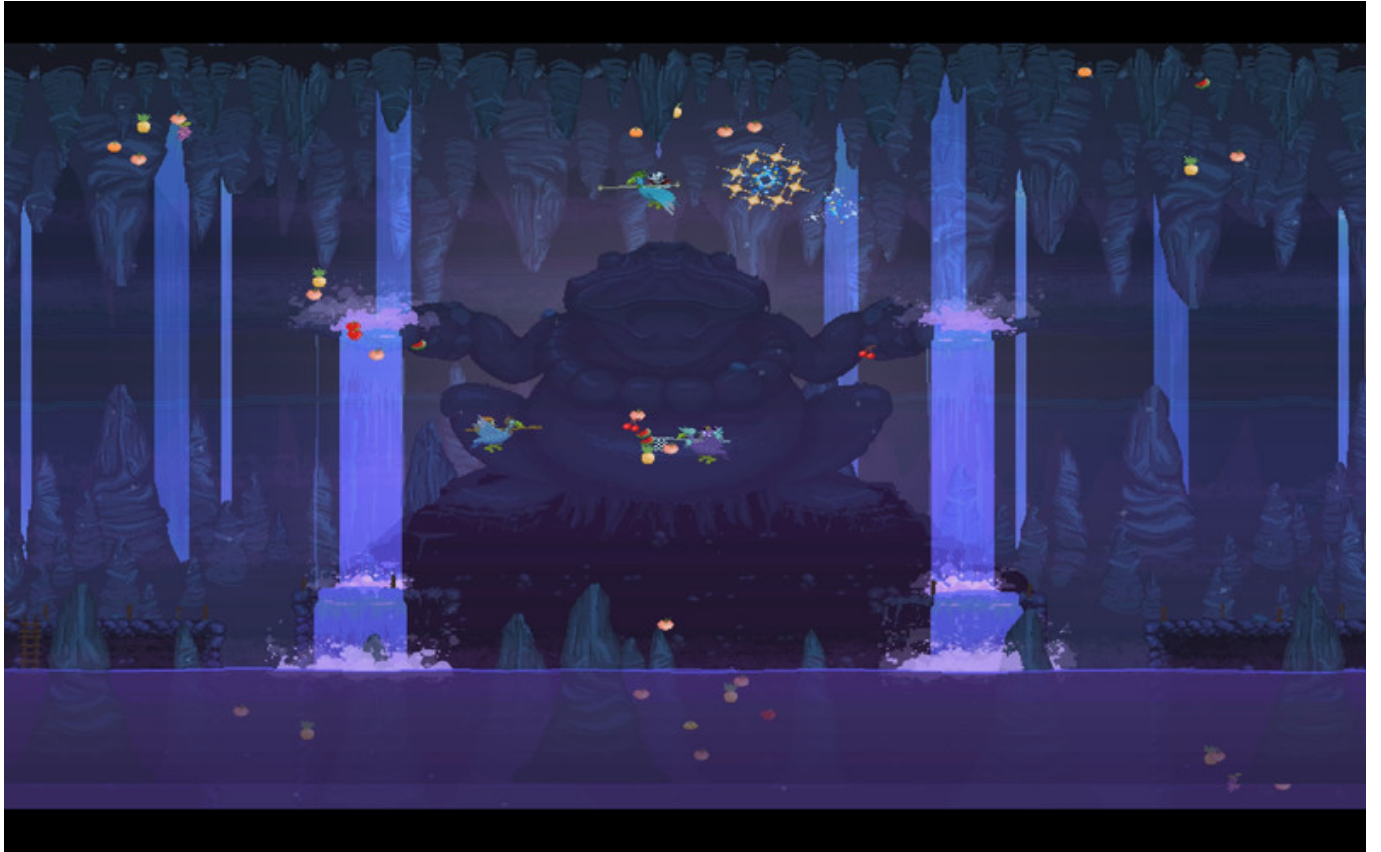
Title: Azorian Kings
Genre: Indie, Strategy
Developer:
Azorian, kron0s_alexey, Pavel_Balakin
Publisher:
Elina Faritovna Balakina
Release Date: 21 Jun, 2018

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English







It looked so promising in the pictures then it's all down hill from then .it got to be a 1 for effort out of 10 .at one point the floor texture just went to black n white even into the mountains .one ride as it went around the floor texture comes into the cab . If the person or company just had taken more time it could had been great.ps the only ride that does look good the tcup, worst ride is Iver bumper cars you can't control or the house of horror that is not even a 1/2 out of ten .it's not worth spending your money on until it had a lot of work done. Best Skateboarding game to exist in the last 10 years.. Excellent game. The developer has been very quick to respond and to fix issues. Thanks!. I like this game. It added Christmas atmospheric. . I have been waiting for this game for a while now, but I was quite dissapointed to find that this game is almost impossible to play and simply function properly without a controller.. [Editing after build 0.1.1.7]

Yoga in VR?

The foremost issue worth addressing is whether yoga itself is a good fit for VR. Standing poses could be tracked with controllers, but that wouldn't work so well for poses like downward-dog. VR provides immersion and escapism, which sounds wonderful, but the obvious tradeoff is a cumbersome headset (especially with current wired ones). You can't see yourself or hand and foot placement: this can be problematic for some poses.

Namaste Virtual Yoga Retreat in Summary

While still in early development, it shows some promise but, so far, it's a prototype. The challenges introduced by VR need to be overcome by the depth of immersion and/or interaction and this application doesn't quite live up to that (yet?). The Dev has, so far, been very responsive to criticism. At it's current price-point (\$6.99) I can recommend it with the caveat that while it's doing what it needs to, it's still up in the air whether yoga seems a good fit for VR and you should know what you're getting into with any early access software. If you're new to yoga, you're probably better off with a live class or videos. If you're experienced, you'll find the navigation and lack of variety frustrating but my hope is that they'll follow through and continue building up the app.

The Basics

The basic elements are in place. Pick an environment and you're greeted with fairly standard mellow music and generally soothing environments. From there, you can load up videos (short, medium, long) in a fixed-position video player. The instructor is good and video straightforward.

Environments

The environments are well-chosen, though of middling quality and not much variety. Yoga on the beach is great but what about in a forest or on the roof of a skyscraper? Those, especially the latter, might not be your ideals, but VR is all about creating unique experiences - not necessarily duplicating existing ones. The sets are mostly low-poly and the textures could use some detail - those nearest you, in particular, since you'll be staring at the ground a lot. The lack of detail removes some of the organic feel you'd want from these environments.

Only one environment had a yoga mat and its detail is also lacking. After using my Rift's reset view function repeatedly, I was able to roughly line up the mat with a physical one, which helped with immersion and also to establish boundaries.

The environments are also fairly static. The water has waves and the clouds slowly move across the sky but everything else feels lifeless. There's vegetation but no breeze blowing its branches.

Audio

The music's a passable new-agey backdrop but there's no variety. From the initial release, they've adjusted the video volume so it's much easier to hear but I'd still recommend keeping the music level at the lowest setting.

Instructor Video

The instructor obviously knows what she's doing. There are times, though, when poses are done well before instructions are given, causing one to fall out of sync with the class, especially when you're not looking at the video (which will, likely, be 3/4 of the class). Instructor variety would be nice since everyone brings their own style but I'd rather have this one good instructor than a half-dozen unskilled ones. The video (as of recent updates) is moveable, though, and they've added a small video window to your headset view so you can always follow along (though it's pretty tiny).

The video itself could also be more dynamic, with varying angles or close ups for pose tips. I can see the justification for a fixed camera (apart from the ease of recording) since it's easier to track visually but with grainy video at a distance it can be hard to see with current VR resolution.

Interaction

Motion-tracked controllers are nearly useless. The menu interaction is frustratingly unintuitive. Even though I've navigated a couple dozen other VR experiences, I was initially unable to figure out how to change your position (i.e. teleport) and using the menus requires an odd combination. It's as though the developer hadn't tried many VR experiences to see how others are doing it. The sliders are either unlabeled or their labels are unintuitive - what does this one do and which way's louder? They've added the ability to move the main video window but it took me a couple of minutes to figure out how. There is a user guide in the install directory but it'd be nice to have it displayed or linked in the application itself.

A standard controller or keyboard would be easier to navigate the functions with. Since the touch controllers serve no purpose during class, I placed them at the corners of my play space as visual indicators of my boundaries.

Final Thoughts

I sincerely hope to see this application develop. The features the developers are considering sound great and they've already made several improvements addressing some of my concerns. Currently, if you want a VR yoga experience, this is your best all-in-one option. Alternatively, you could load up your favorite home/environmental app and listen to an audio class but that juggling that sounds tedious. I look forward to doing more classes in Namaste after it's come a little further.

A bit about me and my setup: I'd consider myself intermediate in yoga, having done somewhere around 100 classes with various instructors and a few video and audio classes. I use an Oculus Rift CV1 in a moderate play space (roughly a 4'x5' area). Running a GTX 1080 on an i7 6850 w/ 16G DDR4, though feel this app would run quite well at much lower specs.. I'm glad games like this exist, they let us know that the refund system still works as intended.. nice game very in depth of the career mode. They split the DLC into 2 so you also can feel like being robbed and looted by Mongol Hordes.. bizzarly addictive, if only i could change what the robot voice says when you lose would be hilarious, also a way to change controls and maybe power ups and a level editor.

If you think life is very hard, remember that boobs are very soft ;). The support of the gamepad is buggy on linux. It starts well but after one ride and the first return to the menu, it's like the gamepad is going completely insanely crazy. It's a USB xbox 360 gamepad that always works. And it works without a problem on shank and shank 2 using steam for linux. So I'm sure it does not come from my system or the steam client.

This game has no interest at all played with the keyboard.
If the devs fix that I would totally change my review for a positive one.

The game is actually fun and performs well on linux. The gamepad bug is killing it.
(I tried using both xpad and xboxdrv)

For windows users, no problem at all the gamepad works flawlessly.

Besides it's a quite funny game trying to get that japanese crazyness from arcade games. And they succeeded at it pretty well in my opinion.

The graphics are nice and colourful. I am actually sad of that situation.. Not too bad.

Nothing extraordinaire, but it's good to have added content for such great game.. This game is hilarious.. It is OK- just feels bland.. Like Fortrix, Fortrix 2, and the granddaddy of all line-drawing arcade games, Qix, Pretty Girls Panic! has you drawing lines to capture space on the play field (in this case, fairly typical drawings of bikini-clad anime girls). Along the way, various sea creatures will do their best to try and stop you; if they touch your line as you're drawing it, you'll lose a life. It's pretty standard stuff, but the controls are smooth and responsive and, as you can continue from where you left off should you lose all your lives, the challenge is fairly minimal. It also seems to be quick; at only 30 minutes in, I've already cleared half the boards. That's not to say PGP! isn't fun; it is...just don't go looking for it to reinvent the wheel. For a casual pickup game to play when you just want to chill for a little while, it's worth getting, especially as it's less than the cost of a large coffee. Recommended.

EDIT: A quick note about replayability: The game does award "Perfect" scores if you complete a board without losing a life. Those boards will have a gold star on them in the compulsory Gallery, so if achieving 100% is your thing, you'll find a greater replayability here than the casual player will.

(Edited to fix a typo - "Pretty Grills Panic" - which, obviously, would have been a much different game.). Ill start with that I love this game; I loved it when it was first released and I still do. But as others have said it has not aged well, though it's hard to compare since there are no modern tank Sims. Many of the missions are broken due to poor level design (which I don't remember being a problem in AF2). Also using the info available at the time (Seemingly excluding gulf war and desert storm seemingly??) the realism is light. You may be riding in the one of the most advance tanks in modern warfare, though most of the time it feels like you're in a M4 Sherman and the T-55s and South African Oilfants are tiger tanks because, T-55s, Oilfants and T-72's regularly wipe out hole M1A2 platoons under your command (Blowing the turret off like a T-34 at Kursk against a \u2018\u2019). Which if you base this off the real world combat... Saddam should have kicked the U.S. out of Kuwait and Iraq. On the same note Air Support is just about useless as once again one of the most advanced helicopters the AH64 Apache and most durable plane in the world the A-10 Warthog, gets shot down regularly without getting off a shot because the un-stabilized T-55 gunner shoots it down from across the map. The auto aiming which can be turned on and off, regularly loses sight of target while moving making moving and shooting a chore even though shooting on the move is the basis for modern tank combat, though this is mainly because of the maps being very hilly and mountains.

So
Pros-It's a Simulator which is extremely rare breed of game especially today.
Con-Not very realistic even at the time of release, and auto is just as much a chore as manually aiming, which means its WWII tank warfare were you have to stop shoot and scoot (But your most likely dead at this point).

NEW card - Steel Lord:



STEEL LORD

♥ 8 ⚔ 30 🛡 10 ⬠ 3

GHOST. ANNIHILATES AN ARMORED FOE

This legendary demon card is extremely useful against high armored targets.
He **annihilates a foe with armor** from one hit!

He is a "ghost" so has immunity to melee and ranged damage.
His **weakness is low HPs** so don't play him in the attack phase. An opponent will have a possibility to slay him with a magical attack.

Steel Lord can be upgraded from Stell Spawn. You have a chance to get him as a reward for **Wednesday Challenge** and as a reward for **daily fight rank.. UPCOMING - Forest Hermit:**



FOREST HERMIT

♥ 30 ✋ 5 🛡️ 0 ⬠ 4

CAVALRY. HEALS ALL THE ALLIED DWARVES

This rare dwarf is an **effective healer**. He has a lot of HPs and he **heals himself too!**
Moreover, he deals **additional damage to all dark races**: the orcs, demons, and undead.

Also, abilities of some other dwarves will be changed to tune up the balance.. **NEW card - Draugur**:



I have always thought that **zombies** were too weak in the game. Their legendary card is just slow giant without skills.

The new card - Draugur is made to strengthen the zombies. He **boosts their HPs** greatly (by 50 points).

Moreover, he is pretty good controller because he **decreases the damage** of the foe across by 30 points! I have added several Draugurs in "Dawn of the Dead" level, you can check him in the battle ;)

I plan to add several new zombies in future. If you have any ideas about the new mechanics of characters feel free to write :).

Introducing the Clans: Free Men of Tortuga:

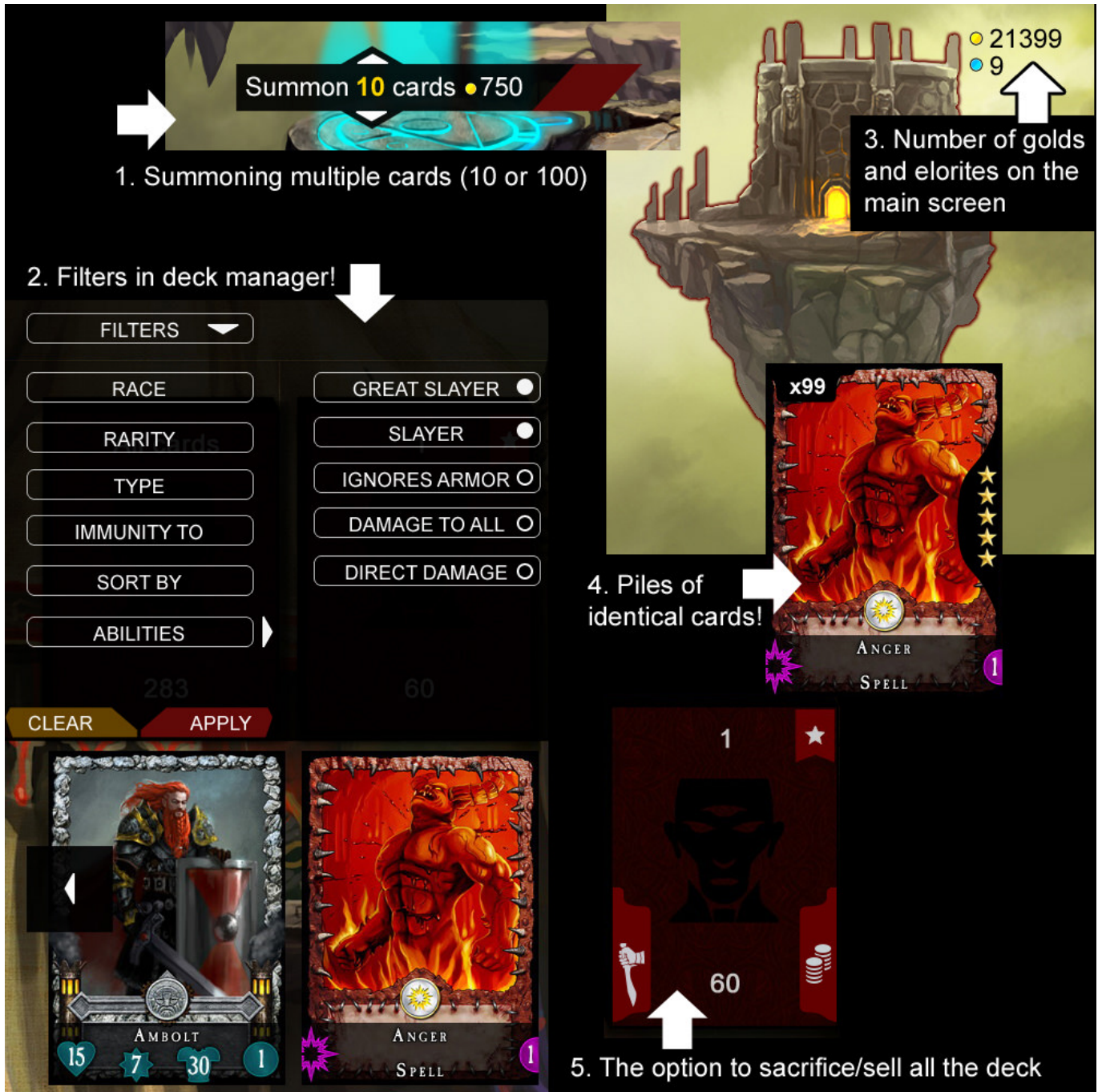


Captain Grace O'Walley - a warlord of **Tortuga**.

The main bonus is a possibility to **rob** the other players. They are fast, they are aggressive and have **no rules** in the Clan. Don't wait for support - every man for himself.

Mercenaries' League - is an evil clan. But the main character point for them - "**Chaotic**". The third one is - "Warrior".

. **UI improvements:**



Here are the **UI improvements** I am **working on** now:

- Summoning of **multiple** cards. 1,10 or even 100 :)
- **Filters** in the deck manager. You'll be able to find and operates cards faster
- Number of golds/elorites on the **main screen**. No need to go to treasure to check it
- **Piles** of identical cards
- The option to sacrifice or sell **all the deck** to save your time :)

Most of them based directly on your feedback guys. Thank you for your reports and ideas!

. Level 20 is cleared!:


<https://www.youtube.com/watch?v=qjscWNO6oFI>


Despite an issue with visual effects VcTT (<http://steamcommunity.com/profiles/76561197967860356>) killed the boss! Here is the video :)

He played the demon deck.

. Zoultash UPDATED: Woodcarver combo:

WOODCARVER BUILD



+  UNLOCK ZOUL'THUSH
SECOND SKILL WOOD CARVER

AND GET HUGE BONUS FOR
YOUR TOTEM POLES:



+100 

+20 

HEALS THE ORCS SLOWS THE FOES

 NOTE: ZOUL'THUSH HEALS THE ELVES TOO,
HE ALLOWS THEM TO BE IN THE ACTIVE DECK.

 THE THIRD ZOUL'THUSH SKILL INCREASES HIS
DAMAGE AND MAKES HIM DAMAGES ALL THE FOES!

I have tuned the second Zoultash skill to make him more playable. Now the Woodcarver build works perfectly :)

I am working on **two** additional **totem poles**, so, when they come in the game Woodcarver combo will be very dangerous for an unprepared opponent.

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