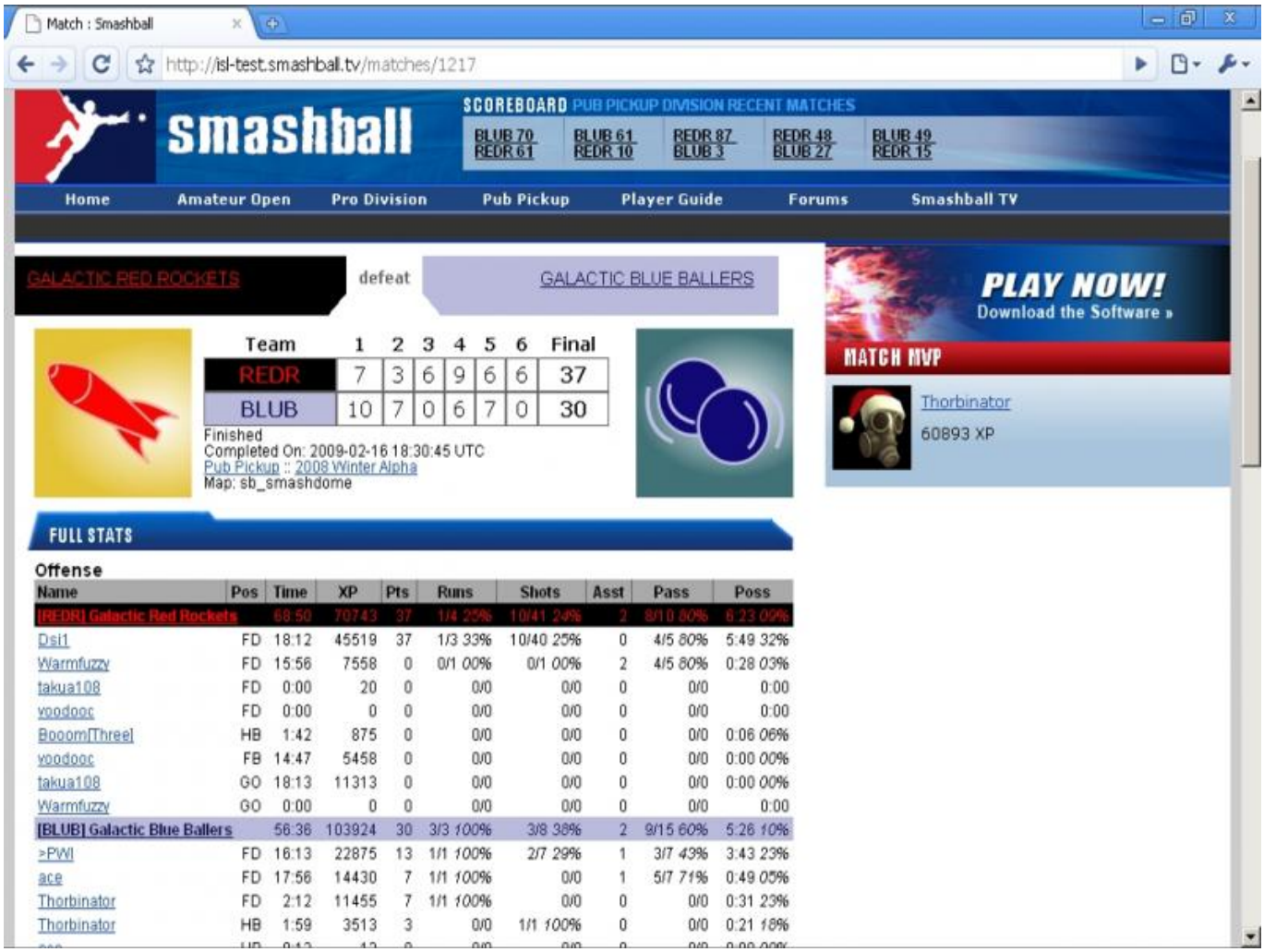
Spellweaver - Soldier Reverence Deck Download Mega



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About This Content

Old Ivian warriors still remember this glorious battle and tell its story to those eager to listen. In a harsh winter many years ago the orcish hordes of the West assaulted Great Oakendom and caught the wise elves unprepared. A brave Elvari queen went to seek help from the Alliance's closest neighbors. Many noble knights, soldiers and even common villagers answered her call. She led them in a thunderous counter-attack against the raging invaders. Men and Nature fought together this day to protect the forest, and they emerged victorious!

Content

One preconstructed deck - Soldier Reverence (1 hero + 60 cards)

Gameplan

Assault your enemies with tough and versatile soldiers with this deck. Manipulate combat with clever tricks and spells. If your

opponent is still standing, overwhelm him with an endless army using your hero skill.

List of Cards

Hero

- Ne'eva the Revered

Creatures

- 4 x Steel Host Spearman
- 4 x Dwarf Spellbreaker
- 4 x Sunblessed Priest
- 4 x Cavalry Field Captain
- 4 x Elite Vanguard
- 4 x Master Tactician
- 4 x Ancient Treant

Spells

- 2 x Touch of Light
- 2 x Pacify
- 3 x Guards! Guards!
- 2 x Ray of Righteousness
- 4 x Landslide

Shrines

- 4 x Soldiers' Memorial
- 7 x Order Shrine
- 9 x Nature Shrine

Title: Spellweaver - Soldier Reverence Deck
Genre: Free to Play, Indie, Massively Multiplayer, Strategy
Developer:
Dream Reactor
Publisher:
Dream Reactor
Release Date: 13 May, 2016

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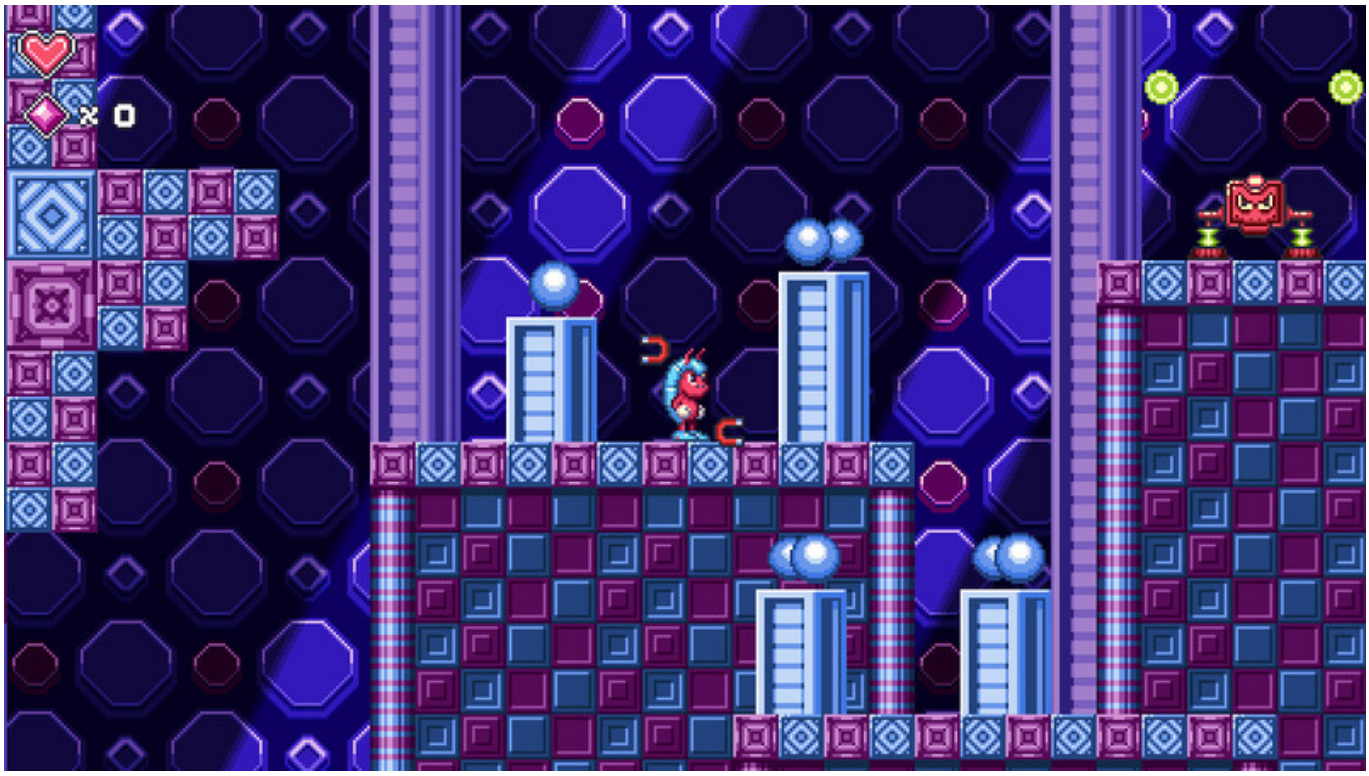
Minimum:

OS: Windows XP or later

Memory: 1 GB RAM

Graphics: Any 256MB DirectX 9.0c compatible video card

English,French,German,Czech,Dutch,Polish,Russian,Simplified Chinese



Játszani
Lotion de bronzage
STEVE

THE GOOD: Can breed and sell animals, nice amount to manage, reasonably free construction/placement.
THE BAD: Park space is an issue, performance is unacceptable for the age of the game, park visitors have unreasonable requests for what is at your disposal, some more depth and management would have been nice, UI is terrible but you do get used to it.

It's... Ok. But not brilliant. It's definitely showing its age. If I could give this a 'Neutral' I would but there's nothing that draws me back to this game.. This game is perfection. Period.. Meh. It's extremely okay. I was hoping for something more in the vein of a DR2C. I've played for about an hour, and WS doesn't have any of its predecessor's sense of humor. I feel like the combat system needs a major overhaul. It's just a lot of running in a circle trying not to get tagged by bats, miners (?) or cat gremlins (???) or whatever. It already feels very grindy.. \u2764 Audience \u2764
\u2611 Beginner
\u2611 Casual Gamer
\u2610 Normal Gamer
\u2610 Expert

\u263c Graphics \u263c
\u2610 Bad
\u2610 Alright
\u2611 Good
\u2610 Beautiful
\u2610 Fantastic

\u266c Music \u266c
\u2610 Bad
\u2610 Alright
\u2611 Good
\u2610 Beautiful
\u2610 Fantastic

\u2620 Difficulty \u2620
\u2611 Easy
\u2611 Average
\u2610 Easy to learn \/ Hard to master
\u2610 Hard
\u2610 Unfair

\u00a7 Bugs \u00a7
\u2610 Bugs destroy the game
\u2610 Lots of bugs
\u2610 Few Bugs
\u2610 You can use them for speedrun
\u2611 Nothing encountered

\u262f Story \u262f
\u2611 There is none
\u2610 Bad
\u2610 Alright
\u2610 Good
\u2610 Fantastic

\u2694 Gameplay \u2694
\u2610 Frustrating
\u2610 Sleepy

\u2610 Boring
\u2611 Fun
\u2610 Challenging

\u06de Game time \/ Length \u06de
\u2611 Really short (0 - 3 hours)
\u2610 Short (4 - 8 hours)
\u2610 Few hours (10 - 20 hours) [if you focus on the main story]
\u2610 Long (40-60 hours) [if you complete everything]
\u2610 Very Long (61-100 hours)
\u2610 Extremely Long (101+ hours)

$ Price \/ Quality $
\u2611 Full price
\u2611 Wait for Sale
\u2610 Don't buy
\u2610 Refund it if you can. A kinetic visual novel, curiously referred to by its developer as a "game". As a strong and frequent advocate of walking simulators and such, even I'd opine that a product in which you click through a linear story and never once make anything resembling a choice is not really a "game".

It is, however, a fairly interesting and by-and-largely well-written short story (though the end was a tad abrupt for my liking). So is the unorthodox audio-visual presentation of a visual novel justified? I would say so, yes. It arguably makes for a more immersive experience, though some literary purists would no doubt argue that the text should be doing that job for itself. Each to their own I'd say, and I certainly can't fault someone for trying something new in this artistically-saturated day and age.

This said, the otherwise excellent choice of music does go a little askew in the story's final act. There are also some...odd visual choices which I'll leave you to discover and ponder upon for yourself. They certainly increase the sense of enigma already inherent in the narrative. Whether I would have opted for these choices myself is another matter entirely.

I can certainly recommend this to anyone who enjoys a dark, slightly surrealistic story. Is it worth three dollars? Hmmm...I guess the question is whether or not you're the kind of person who would pay that much money to read a 5000 word short story written by an author you're unfamiliar with. I generally wouldn't, so I'd probably say wait for a sale.

Verdict: 6\/10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:
http:\/\/store.steampowered.com\/curator\/9284586-ReviewsJustfortheHELLofit\/
http:\/\/store.steampowered.com\/curator\/10868048-Truly-Horrible-Horror-Games\/?appid=398210
Cheers!). My very first RTS-Game... Bought it in a weak moment of nostalgia. It aged much better than expected. Extreme bugs. Unfortunately, no matter how much i love this game i have to say i do not recommend it to anyone that is looking to start a new mmorpg.
It is F2P, but heavily P2W, you need at least 40-50$ per month to compete
Endless grinding with horrible exp rates. Imagine you have to kill 3000-5000 the same mob to gain 1 level

Publisher so far is ignoring all suggestions from players in the forums, following the same strategy as previous publishers. Which is to milk as much money as they can, and fast enough before closing down servers.

Many players spent huge money multiple times.. having their hard work thrown in the bin, as servers sooner or later are closing down. Mission accomplished for publishers though...

I don't remember, that I played this game.

EDIT: I still don't remember.... Off to a great start! Has a PUBG \/ CSGO hybrid type of feel to it. Runs surprisingly smooth for having such large & detailed environments (on a 4GB Nvidia card). Still has some noticeable gameplay bugs, but the devs have given a heads up about that.
. Just plain abandonware, it's been dead for 2 years already, and the developer has moved on to other products. Don't buy any of this Developer's stuff.. Seem like a solid simple game so far. Fun combat, good story. Enjoy!. Standard fantasy stuff, but it gets the job done, despite the lack of variety and quantity. I got it for free by owning it before the soundtrack was released, so I can't complain too much about it.. Starscape is a curious fusion of an arcade and a turn-based strategy game. The arcade component is in total domination, but as long as it is not backed by strategic advancements, it tends to become overwhelmingly hard.

The main feature of the game is addictive gameplay. Despite the simple idea ("collect resources to become stronger, but watch your back and take offensive actions to collect intelligence") the gameplay is extremely immersive. The whole stroy takes ~12 hours (or less on low difficulty levels) to complete. The storyline is not bad, but not too bristling with events.

From purely technical point of view, the game mechanics is trivial: the more resources you collect, the more powerful you get; and few things can prevent you from collecting resources. Whenever you save a game, it is always easy to load and avoid any serious danger you get into. It is possible to think of circumstances resulting in 100% death, but I have never encountered such a coincidence in practice. The only thing the enemies can do is substantially delay your advance.

SUMMARY: plot is simple, but intriguing, graphics is nice, strategy is straightforward. But there is something in this game that makes it addictive and immersive. An insight into this game is highly recommended. Slightly overpriced (for a reason).

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