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About This Game

The King has been kidnapped, and the land of Reynard is under siege! Gather a party, and travel your way to different lands on a quest to re-seal an ancient evil. **MazeQuest** is a throwback to the 16 bit RPG era, with colorful 2d graphics and top-down turn based combat. The game is designed to be simple for casual players, but with rich storylines, and strategy to satisfy the most diehard RPG buffs!

Some features include:

- Over **40 unique character classes**, some will join and some will fight you.
 - A hex based combat positioning system.
- A novel and finely tuned skill system with **over 40 skills**, each can be leveled up
 - Over 20 spells** with their own unique particle effect animations.
- Over **10 different weapon types**, each with different advantages / drawbacks.
- Choose your starting character from 4 unique classes and build them in any way you want.
- Explore, loot and fight your way through **5 different lands**, each with unique enemies and bosses.
- A well balanced financial system. You must buy equipment, potions and skill books, but you will only have so much money. Spending your money wisely is key to success!
- No Advertisements, Pop-ups, or In-App purchases**. You get the full game.

Title: MazeQuest 2
Genre: RPG, Strategy
Developer:
Will Orr, Chris Orr
Publisher:
OMB Media
Release Date: 26 Dec, 2018

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English







maze quest 2. maize quest 2018

Great tool. Tremendous documentation and tutorials. Every question I've ever had about some facet of scripting is easy to answer by reading the complete wiki pages. The tools themselves are amazingly simple to use and setup, and the only time they have ever crashed is because I was an idiot. While dated, these tools still perform fantastically. I frequently model my infantry in Object Builder (O2) instead of blender! The UV mapping tool is just crazy good. Holy \u2665\u2665\u2665\u2665, the map builder is amazing too! It's crazy that they give this fantastic suite of tools out for free. If I were them, I would charge at least 150\$ monthly.

.. Not actually naked.

R.I.P. LGBT Community.. Time for me to kill some time and learn :)

PEACE \W. I was playing A Plague Tale and thinking about games that really affected my emotions in a meaningful way. And Firewatch immediately came to mind. I played this game 2 years ago and I'm still thinking about it. At its conclusion, I felt completely shook emotionally and it's hard to put into words why (without spoiling things). Part of why I think this game is so divisive is because it allows you a lot of freedom in how you approach your relationship to the characters. People simply are going to have very different experiences depending on some key choices. Given that caveat, if you like narrative driven games, Firewatch achieves something gaming as a medium struggles with; real investment in its characters. I didn't even realize how much until its conclusion.

At any rate, I thought I'd leave a quick recommendation for anyone who's never played it and doesn't mind walking sim type gameplay. If like me, you think it's refreshing when a game feels more like an immersive branching novel than a skill based game, it's a must play. It does some really interesting things that rely on your agency to make it all meaningful, but for that reason will offer differing experiences. I'll never forget the one I had with it. I play a ton of games, and 2 years later it still stands out.. Finished it with all achievements, very fun game! The TNT Level was quite long, but the rest was good!. Games dead and devs have ripped us off and done a runner, Do Not Buy This Game.

Its Devs like this that give Early Access a bad name.. If you want a harder fortrix, thats the way you could go

This game is way less fanservicey than the other ones audiovise
Its also casual and fun once you are totaly bored and have nothing to do

7 carddrops - since they are anime around 13-17ct each.. thats most of the buyprice on the current sale
Couldnt rly complain about that

Pro:

- Easy achievements
- Being able to lower difficulty to a babymode every small child could beat (kappa)
- Simply casual game
- steep difficulty
- "fanservice" for those that rly wanna have this its a plus
- cheap
- Many carddrops and no cheap ones either
- Music is quite okay

Con:

- 1,5-2hrs playtime if you rush
- No real replayability (mahjong\poker at least had)
- The backgrounds often make barely any sense.. walking arround in a bikini at a tanabata event... rly?

75V100 pretty solid overall

Price is okay for what you can get. Got it for 30.09 pence and its worth it all!! great puzzle game!! U must buy it!! NOW!. While overall the skin is nice, the eyes are not flat as suggested by the only available screenshot on this store page, but actually stick out by a lot, which kind of ruins the head design for me when viewed from the side. Disappointing not to be able to see this 'officially' before purchasing.

It should also be noted that capes clip through this costume tremendously and it looks very jarring (reason why I subconsciously switched to first person for everything) in comparison to the standard character models. It'd be nice if there was a fix provided for this, or to better display the cohesiveness of the costumes, to make the display of capes toggleable like the helmets.

crazy♥♥♥♥♥♥♥♥story and awesome this is the greatest story of them i everseen. Just played the first 20 levels so far and the graphics are amazing... especially the bloom is one of my favorite visual effects and in this game the parcouer and graphics are just the best combination i've ever seen.. If you are looking for a HOG masterpiece then you shouldn't get this one... This is an OK Hidden object game...

What's wrong:

- OK story
- Stupid comics (Could be better)
- Random positioned hidden objects to search for, cut from some existing graphics
- Lacking of good taste. I finished one level and couldn't think of a compelling reason to keep going. It's not a bad game, it's just entirely uninteresting.. This is a functional tower defense game.

Good features:

- Mazing. It allows for free placement of towers, rather than be limited to a few fixed locations.
- Uber Towers Limited. It has a couple of uber towers, but balances them out by throttling their ammunition replenishment so that their ubers effects are not continuous.
- Nice Graphics.
- Upgrades. The layered choices in tower upgrades gives the feeling of more strategic choices, instead of the common approach in other TD games where you have a simple upgrade path and you always upgrade towers to the max.

Caveat: I only played the single player game.

Cons:

- A couple of the towers I never found a use for. I don't know whether they are glitched, or I simply missed the point of where they would be useful.
- You must (of course) always have a valid path. However, sometimes with a complicated maze, the game won't allow you to place a wall or tower in a valid location, because the changed path is too complicated. The solution is to restart the level and change the order of placing towers so that you don't try to force a change from one complicated path to a completely different complicated path.

Eyeballing Required. I may have missed these features, but at least as far as I know there are no options to pre-show the path the mobs will follow or to show a grid for tower placement. This can result in misjudging the space so that you can't place a tower where you intended, or misjudging whether or not the mobs can pass thru a given narrow space. A partial solution is that you can plan out your placement by placing walls, which are cheap and also function as the foundations for towers.. I was very unimpressed by the weapons in this game. The devs reuse assets from real guns in Sniper Elite 4 but the stats are now completely wrong. The Mannichler Carcano for instance, is obviously a bolt action rifle but the one in this pack is a semi-auto. I can't understand why they put so little effort into the weapons but still made them wrong.

Also, selling the game in pieces is some BS. "DLC" like this which is obviously just some weapons that were hacked out of the game before launch is disgusting.. I had this on tablet for years and grew extremely annoyed with the controls despite really liking the game. It is very addictive. Now that I have the PC version, I can enjoy it so much more.. played the hell out of this game on the ps1 as a child, found out that the oddworld series was on steam, I snatched it up as quick as I could and played about 1 hour of the first game on steam.. An okay game.

The game is actually fun on easy. However (and this is a BIG however) On hard (as there are only two difficulty levels) The game become pretty much unplayable. The games so-called realistic car physics make the game unplayable. Steering is lousy and unresponsive at the best of times and this becomes more of a problem given that your vehicle gets hung up on every sudden change in the course. If you get turned around (and you will be a lot) You'll most likely of lost whatever lead you had by the time you start to face the right direction.

I actually had to drive backwards for 3/4 of a lap just to come in 3rd. If you get knocked off the track (durring a pile up on a corner most of the time) you wont be able to get back on it. and killing yourself with your own mines won't help either. you can drive until you fall off the map entirly (which wont kill you by the way) the only way to get back to the game is to quit. There is no retry on hard so you'll automatically get 4th for that race. If you are looking for a casual racing game I'm sure you can find a better game elsewhere. or at least one that dosen't feel like a like self abuse.

But like I said before. On Easy. The game is sorta fun.

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