
The Twelve Trials Download Cracked Pc



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About This Game

Face off against some of the greatest heroes of your age when you are called by the gods to participate in their twelve trials. Coming from humble origins, and hailing from a tiny farming village, you will have to prove yourself worthy of godhood.

The Twelve Trials is a 160,000 word interactive fantasy novel by Douglas DiCicco, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

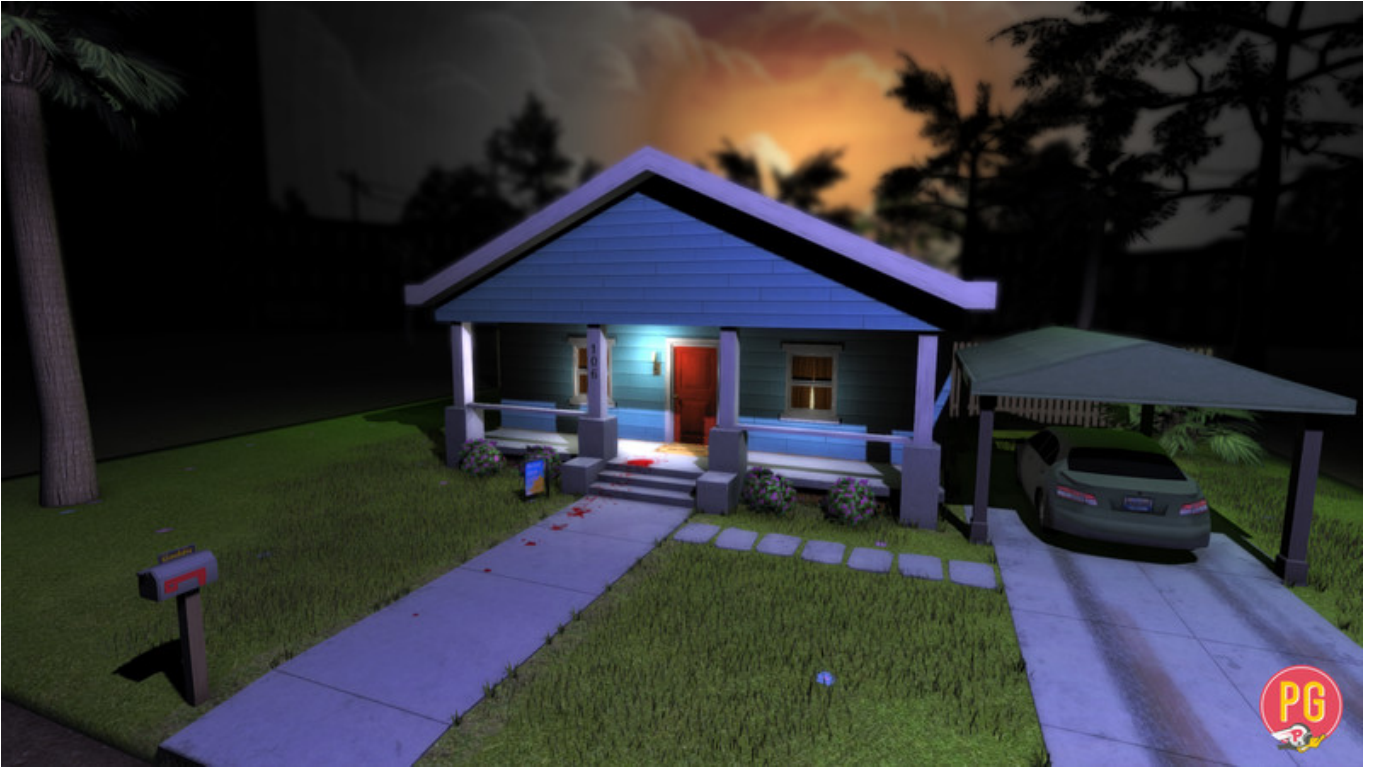
- Play as male, female, or non-binary.
- Defeat dragons and other monsters through brawn or wit.
- Romance a giant, a queen, a muse, and many others.
- Lead a revolution in an oppressed island.
- Find hope for starving villagers in a remote colony.

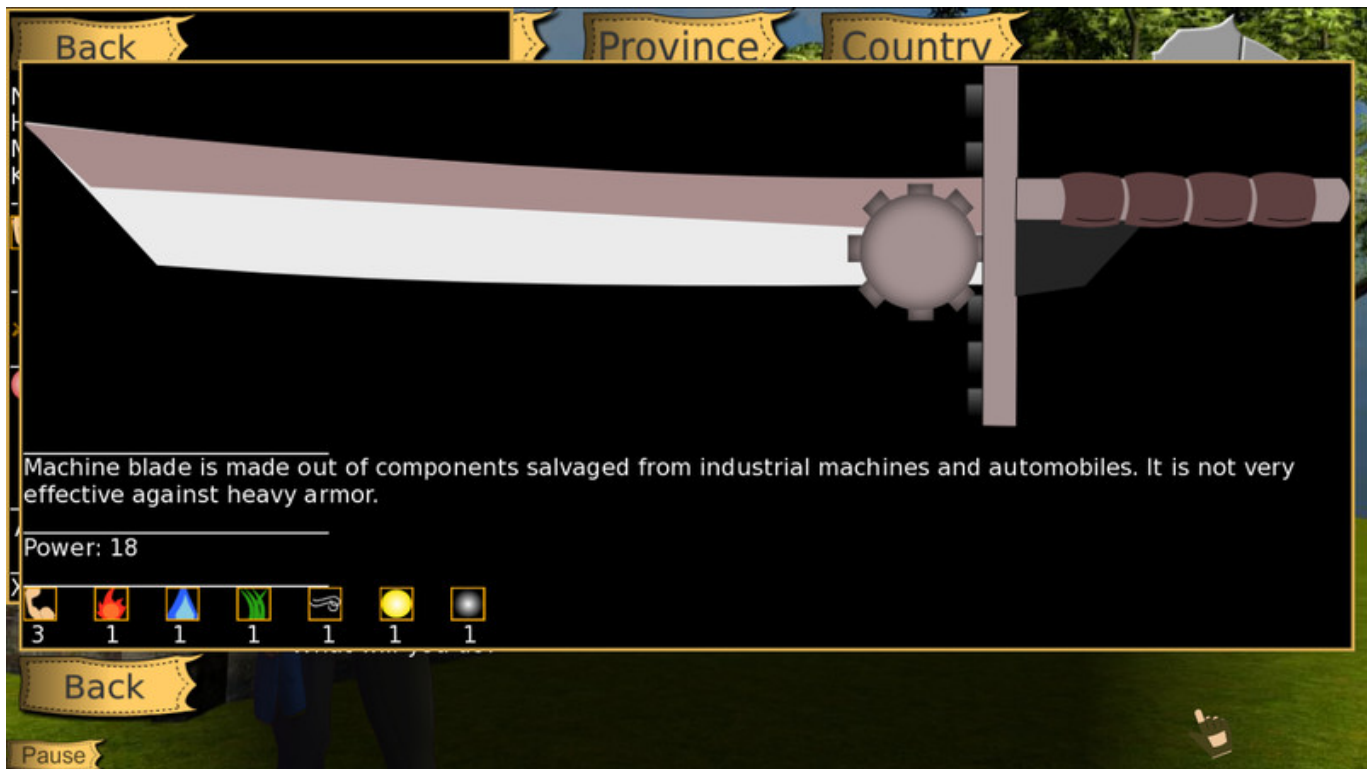
Complete the Twelve Trials, and Become A God!

Title: The Twelve Trials
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 27 Sep, 2018

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English







Pros

--it's fun if you like this sort of puzzle game

Cons

--annoying, repetitive music

--controls aren't the best

--not a ton of levels. There are some really good parts to the three stories in Entre-Deux: Cursed but they only show themselves a little bit. They feel a bit rushed in many parts which is sad because they seem to have a great deal of lore to them. That is almost part of the issue. Much of the lore is not explained or not explained very much. Terms, places, religions, there is a whole world going on in these stories but I haven't the faintest idea what this world is most of the time. The soundtrack is good, a bit repetitive but good none the less. The Entre-Deux story was by far the best of the bunch. Dark Fairies and Cursed Queen was also decent. Witch and Seimoya was easily the weakest. It lacked any real choices to make to affect the story. All 3 suffered from a turn based combat part in which you have no control over which moves are used which makes the entire battle random and out of your hands. This should have been scrapped or the player should be given more choice in the combat like a real turn based strategy game. It was infuriating to have to redo one battle three times due to no fault of my own.

I played Entre-Deux: Cursed on Linux on version 2.0 of the game. It never crashed on me once. I didn't encounter any typos or spelling errors. It supported manual saves and plenty of slots for them. I finished all three stories in a total of 32 minutes. I am not against short games if it provides a good experience but the developer should have taken a bit more time to flesh out the stories more given all of the background details and so they didn't feel so rushed. I paid \$2.29 CAD for it and while that isn't much money it still feels a bit light for content. There are a lot of visual novels out there which offer a better story, more choices and similar cost. I think the developer shows potential with this and hopefully their other games hit the mark better.

My Score: 5.5/10

My System:

AMD Ryzen 5 2600X | 16GB DDR4-3000 CL15 | MSI RX 580 8GB Gaming X | Mesa 18.3.3 | Manjaro Mate | Kernel 4.20.11-1-MANJARO. Typical "pixel art" platformer you should avoid - the only gimmick here is that it's based on some obscure movie. Artwork, music nor gameplay are noteworthy here, only redeeming quality is that it's not too long so your suffering will be minimized. Enough competition to choose from, genre is oversaturated.. It kept me entertained for about 20 minutes, and then I realized I had done everything the game has to offer.. Well... We have 2 energy systems, a timer based mission system that encourages you to buy the premium in game currency. BTW there's a game currency and a premium currency. Basically all the standard stuff to pester you to make "in game purchases." Sadly, the combat is boring, the dress up part is somewhat limited and you aren't allowed to go on a "shoot" until level 10. Which, I admit, I do not have the patience for.

Short version: *Yawn*

Sorry guys. I would really like to see more adult oriented games out there. And this one is, at least, not another QIX ripoff. But... it's boring. If you want to bore me into micro-transactions, you have to get me hooked into the game first.. I love this game so much and I'm so gay.

The main character Suoh is honestly so relatably gay too it's amazing.

And then there's her senpai Yuzuriha who makes me want to call her onee-san like wtf??

10/10 yuri experience. A boring, bland, empty game. Don't bother; there are about a million other platformers/metroidvanias that are better than this.. This game does have its faults and is quite repetitive, but I enjoyed it probably because I've played other games such as this. Eventually you get used to clicking repeat all the time and the system itself wasn't thought out very well, (seeing as how that pencil stick scroll ball needs to be pulled with the cursor) you will love this game 100% [DO NOT] Buy! :D. Bought the game for the aesthetics and positive reviews on Steam on the Winter Sale 2018 for less than 50 cents and I am still disappointed that I did so and almost immediately refunded it. This game just does not work properly. It keeps having problems with the mouse. Looking around is jittery and even with 5000 DPI selected on the mouse itself you can barely make a

quarter turn.

I know there are fixes suggested on the forum, but seriously why should I pay someone to fix their game for them?

Very nice short game. I really think the levels, which easy at their core, still proved a challenge.

Merry Christmas to the dev :). **PROS:**

+ adds a bit to the Two Worlds II story

CONS:

- terrible graphics
- poor sound
- imbalanced levels
- gets boring\tedious fast

Comment:

I got this game as part of the Epic Edition. Now it is part of the Two Worlds 2 Complete bundle (also sold separately too, of course). I like tower defense games, played my share of them on Steam and in free flash games. Because of this I can say that this tower defense is truly terrible. Why? Well, it looks terrible, sounds are bad and the level design is poor. The only nice thing about it is that it sort of shows a short prequel story to the Two Worlds II game. It consists of 5 levels and an arena. Here is what it is about -1st lvl: defend the castle from orcs, 2nd lvl: defeat orcs in their camp, 3rd lvl: fight desert guardians, 4th lvl: fight more desert guardians and find first throne, 5th lvl: fight undead and find the second throne ... the two thrones are used for the energy transfer and this is where Two Worlds II starts. Gameplay is standard but there are difficulty spikes, for example when you you destroy EVERYTHING with fire mages and then in the last wave the boss comes in and wrecks you. If you got it already then try it, if you want to, but there is no real reason to buy this in the bundle or separately. There are better (FREE!) flash tower defense games out there...

If you liked this review you can find more on the [Curator page or in my Review Corner.. Better than CSGO, totally worth it.](#)

[10/10. A short, cute little HO game. The writing and acting are definitely not the best, but it is pretty, has more HO puzzles than some HO games, and the medallion mechanic is rather fun.. Mediocre shmup. Not nearly as good as Ikaruga.. The predator..... all that needs to be said to convince me](#)

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