

Darkstone Torrent Download [License]



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## About This Game



The Evil Drak has joined forces with Death and is destroying everything in his path! Explore huge keeps to find the 7 Legendary Crystals to put an end to his vile acts. It is highly unlikely that you'll be able to survive in the hostile regions of this desolate land. Be warned, the fighting will be fierce, but the adventure will be epic!

Join the best warriors now and pool your skills to ensure that Good triumphs over Evil!

## Key Features:

- Replay as much as you like thanks to the 4 difficulty levels and the randomly generated dungeons, quests and items.
- Play in cooperative mode with up to three of your friends for highly intense fights.
- Choose from 8 characters from 4 different classes (warrior, wizard, thief and monk) with their own unique features,

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combat styles and defeat your fire breathing nemesis.

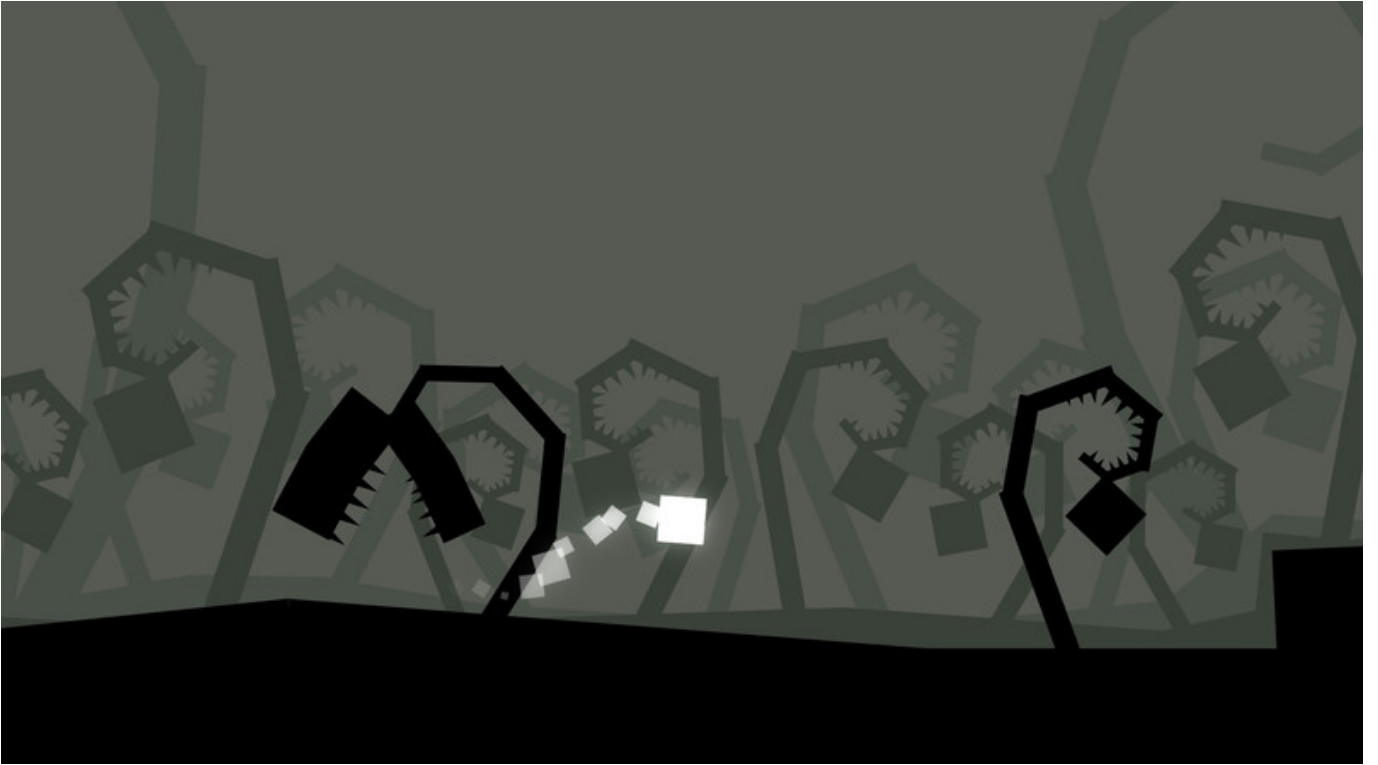
- Upgrade your skills, choose among more than 30 sorts of weapons, 32 magic spells and progress through an epic adventure in 32 different environments.

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Title: Darkstone  
Genre: Action, RPG  
Developer:  
Delphine Software  
Publisher:  
Microids  
Release Date: 31 Jul, 1999

a09c17d780


English,French,Italian,German



Fairy

Ahab

LEVEL 1



100

STATUS

P-ATK	55
P-DEF	54
M-ATK	55
M-DEF	53

Ability List

Fairy

Lightning Support +5








KILL! KILL KILL KILL! HMM, IT'S NO USE. I JUST CAN'T FIT THAT MUCH NUANCE INTO ONE WORD. HOW DOES SHE DO IT...?

[Toggle Ability Description](#)

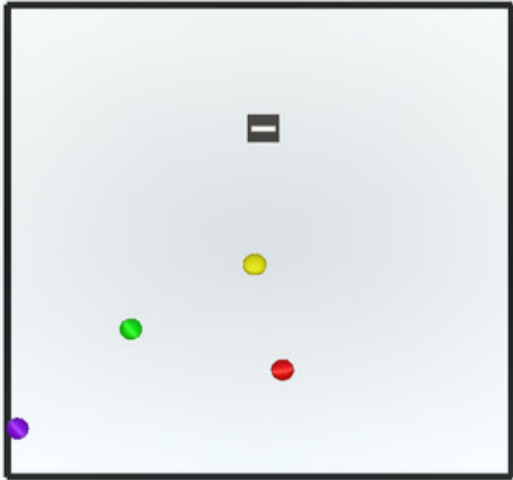
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Euleido Chaos

### ColorValue


	-5
	6
	-3
	5
	4
	-7
	-6

02:62



Score: 48

HP: 2



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wrong title

there is no varenje in this game. Nice little game, if you're looking to kill a few hours you can't go wrong, however it does get stale after the sort of ten hours mark.. You play as a reaper, you must pick one person to die from those attending. This is a very short 'game', you can finish it within about 10 seconds or so if you just select a person at random to kill and choose not to influence any of the people with your opinions. I spent just under an hour reading everything and talking to everyone, and went back through the game to alter a couple of choices to confirm outcome.

The developers have released this as a DRM free game on their website in its non 'extended' version - and unfortunately should have stayed as such. It has potential to be a sort of 'cluedo played as death' game; if it was expanded throughout several scenarios. As it stands however it's just too short and simplistic to be considered a full game.. Despite i'm a casual player, i really loved this one: there's everything for who prefers a well-done storytelling, so many choices that you could simplify the story... Or complicate, who knows? A well-organized survival mode and a good tool crafting section complete the cold setting of the game! I suggest you this, because it's worth it!. Doodle God feels much more suited for your cell phone rather than a computer, even though it started out as a computer game. It's alright to try and guess all the possible matches, but after some time it becomes repetitive and it kills the fun factor of discovery when you just want to look up the answers in order to complete the game. Hints can only do so much for you, after all.. While i wish i could recommend this game, the overall difficulty thrown in your face and lack of direction with somewhat confusing and hard to remember place names makes it a big no from me..

Game Mechanics:

The game consists almost solely of logic puzzles and hidden-object-scenes, though they are relatively well-designed they use, what is in my opinion, the single most unnecessary and time-consuming tactic ever: morphing objects. These objects morph between more than one form, meaning you will have to wait to cross the item off your list if you missed and just plain making them unnecessarily hard to find in the first place.

Plot:

The plot is pretty decent, though strives to be more epic and exciting than the mechanics of this game allow. The pressure of time just doesn't feel as strict when you're lazily looking for irrelevant objects in someone else's mess.

Presentation:

The artwork isn't all that bad, but it feels kind of raw in places and could've used a bit more polish. The design in and of itself for both the areas and the hidden-object-scenes is pretty well done, if a little rough and the music is relatively atmospheric (but again doesn't really amplify the sense of urgency).

Completion:

If you've got this one, it's a pretty easy one to complete, just do it.. I would rather drag my balls through a mile of broken glass with Rosie O'donnells queef as my only air supply than play this game again

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Simple, casual game :3

if you're into bubbles, that's perfectly for ya. I was afraid of this and that's why I only bought it because the dlc is on a hefty sale. This DLC doesn't really bring much new to the game, it only adds a more longer boring version to the game with an extra driver and different car models. They should have spent that time on creating a new circuit pack dlc for the existing game instead. Endurance mode doesn't work in a game, it's too long and boring as hell. I did one race and did it mostly in 12x normal speed to make it bearable. I love the normal game and GT DLC though, this dlc not so much.. I gave it a chance because one of the tags said "Horror" and I don't regret it. Although it's not a typical horror screamer game, it gives the player a sense of urgency to escape the balls of red death that chase you through the light and dark.. This type of market for bejewelled clones right now, is fairly cut-throat with some hugely successful ones, and others which don't really cut the grade. Gyromancers defense is the game is 6 years old now - and I guess back then, it was good but these days with games like Huniepop showing how a good match 3 puzzle game really is...it makes games like this one, just look old and antiquated.

I like the RPG aspects of this game, and it tries to take an interesting direction with the bejewelled style gameplay, however the actual execution of the game just doesn't work too well. They really should have stuck with a traditional style of selecting gems instead of a fairly poor rotate 'clockwise' system which makes the game far harder than it really needs to be.

Then throw in enemies who can summon ability gems constantly, giving the player a very limited amount of time in order to break the enemy ability gem, and most of the time - it's nearly impossible too, leaves a very sour experience. This game would have been so much better if they went with a traditional matching system instead of the rotating system.. Achievements. Easy 100% V 1min.



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