
Book Of Legends Download] [hack]



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About This Game

If the Book of Legends should ever fall into the wrong hands, the consequences could be devastating. Follow Zoe and Charleston Black as they follow the clues found in the long forgotten Book of Legends...clues that lead them on a hunt for one of the world's most mysterious legends of all, Excalibur! Is it real? And can they find it before their enemies do? Find out as you unravel a mystery that could change the balance of power forever.

Key features:

- Travel 5 countries
- Captivating adventure
- 6 different modes of game-play

Title: Book of Legends
Genre: Adventure
Developer:
Gogii
Publisher:
iWin
Release Date: 14 Nov, 2008

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English





SPECTROMANCER

LEAGUE OF HEROES

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 - Single Duel
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 - League of Heroes
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Feeling nostalgic for a classic turn-based RPG I purchased this title as it looked to be a throwback to the good old days. I was disappointed right off the bat when the controller input did not work correctly, but I am a trooper and decided to play it with the keyboard. That minor glitch aside, I was truly enjoying this game. The storyline, although cheesy, was good, the mechanics seemed natural and the dialog was pretty decent. I was two hours in very invested and then poof, game over. I realize this was a \$5 purchase but I expect a little more. It's true you can replay it as different characters or play the game+ after one playthrough, but knowing the story was so short I didn't feel interested at all. If you don't see this title on sale I wouldn't recommend it.. This is fantastic! The gesture system for spells feels really good. I can't wait to find more spells! The atmosphere is genuinely creepy. I haven't been this cautious moving through a VR game ever. Please don't ever add giant spiders. I'll never be able to finish the game hahaha.

I do wish there were some sort of melee attack though. When the enemies get the jump on me, it's a huge pain to fight back.
*Disregard this, I got a little further in the game and there's a spell for that.

I had to stop because of a very rough bug where the game slows to a crawl once the letters for the compass directions appear. I'm glad I was kneeling when it hit the first time I did the ritual. Not everyone has this issue it seems, just brace yourself for it the first time.

*The developer is already aware of this bug. Get in the discussions for the game if you need help or to report bugs. He's responding super quick, which I really appreciate!

Other than that and occasional object getting stuck to my hand, this game is going places. Keep an eye on this one!. Games Crashes Everytime on Upon Loading. We have finally come to a point in VR development, when we start to see really great games released which are both very fun and exiting to play all while using the VR medium to it's full potential. At the time of writing this review, I'm 1.2 hours in to the game, still in the first act, and I am already completely drawn in to this story.

The game mechanics are easy to use, yet feels intuitive and very well developed. In essence, you can manipulate time by rewinding, pausing and fast forwarding through the story as well as pick up objects around the mansion and it's surroundings. Many objects, like Teslas Diary pages and photos are important clues needed to solve the murder. In order to figure this thrilling murder mystery out, you need to follow each person around and collect clues as to how they all fit in to the overall story line. Expect some very interesting plot points!

The story is great and the voiceacting likewise. All characters feel believable in an Agatha Christie kind of way, very intriguing.

Graphics are good once you set them to "Ultra", though as there seems to be no current support for SuperSampling, there is a slight blurry-ness to it. After a while though, you don't really notice this since the game takes over and you'll be fully immersed in the story. All other aspects of the graphics, except the slight blur, is great with good animations, very well crafted house and surroundings with lots of details and good lighting effects to show.

There could have been a tutorial to ease the players in; however, after 1 hour you will have understood how it works. Remember to go back to the "Theater" to review the clues found and re-play important story plot points. These are all gathered in one room, easy to access.

I highly recommend this game to anyone with a VR headset. This game together with games like Lone Echo assures me that we have a great VR future ahead of us!

A must buy!. As in real life, I am continuously failing to flirt with boys.

"How many drops is this for you Lieutenant?"

"38... simulated"

"How many *combat* drops?"

"Uuuuhh, two... including this one"

That's my thoughts on it so far after my first two games folks: You're pretty much Gorman running the show, except this time you're hanging out in Operations while you send 5 marines (and the tech guys lack weapons) into the Nostromo...

A Nostromo that's infested with Alien Queens and rogue AIs and hostile gun turrets.

This here's a hard game, and I love it it bits. Highly recommended for those who like a tactical challenge where things can (make that WILL) go wrong; being able to adapt accordingly to surprises is the name of the game. If you can't, you will learn to do so :)

Always remember: Your plan will not survive contact with the enemy :D. Delightful graphics. Tense stealth. Hilarious(ly unfortunate) deaths.

Basingstoke is a fun roguelike with a somewhat high amount of items for you to utilize as you try to make it to the end of each (somewhat) randomized stage. Stealth is mostly encouraged, as every single enemy in the game will 1-shot you. I beat the game with the starting character and it took me around 11 hours to do so (there's more than a handful of other characters to unlock and each starts with unique items). At least one of the unlockable characters says that it ups the difficulty, so there is more of a reason to try and beat the game again. Which is nice because I don't think the game is that difficult. There was only a single level that had an ending which was so difficult it almost made me stop playing entirely (I could have been doing something wrong. Stupid museum alarms). I am looking forward to trying the other characters.

The only real negative I feel is the recycling of level assets was a lot higher than I thought it'd be. Across 11 levels there's really only a few level tile sets, though many of the level's starting areas and ending areas are unique (A Pub, a Museum, A Police Station). Lastly, I would've enjoyed a few more different types of enemies to shakeup the gameplay, as you really only encounter three main enemy types, and a few others that are used incredibly sparingly.

EDIT: Game HAS crashed on me multiple times in my ~12 hours of gameplay. I'm now having even more crashes after posting this review :(Really fun so far. I can see this being a good party game. My kids love it too.

[Edited] I have had problems with multiple steam controllers and using Steam Link. Please refer to posted results in the discussion forum. Thanks to the developer for taking time to recognize this and reply.. For being such a short game, it's worth playing it for it's price.

The sound design is spot-on, from the echoing footsteps to the sound of water droplets, giving the game it's perfect claustrophobic atmosphere. It's level design reinforcing this atmosphere even further with narrow hallways, small rooms, and even deadly little bridges. It's not even a horror game, but instead more of a puzzle game. If you think it's more a horror one then go ahead, we won't judge!

The game's mechanic itself about revealing your surrounding through sounds makes for some interesting puzzles and challenges, although it becomes a bit repetitive on later levels. It still remains fun nonetheless!

Overall, this is one solid and fun game to play. It may be short, but it's still a blast trying to sneak past the monsters and solving puzzles!. Mayor Frump thought that removing the traffic lights would eliminate traffic jams that keep affecting the city. However it obviously makes everything worse so it's up to the player to remove the cars in front of the police cruiser to open the way.

The game basically works the same way as any sliding block puzzles work. You keep sliding the blocks, cars in this case, to open the way for the police cruiser to get to the finish line. Depending on the direction the car is facing you can only move them

sideways or back and forth. It also has a very useful undo feature which lets you undo your last move.

It has over 9000+ levels some of which are quite challenging and I personally find the music relaxing as well. There are 4 difficulty settings - easy, medium, hard, expert and ALL levels are available from the start. Within a level you can also see the minimum number of movements required to finish it. Depending on your number of movements you are awarded stars. You will get 3 stars if you finish the level within the minimum number of movements.

The developer is very helpful and responsive. Two issues players found were already quickly addressed and fixed. Definitely worth the buy to play in short bursts when you find a few minutes of free time as well as to support the developer. If you happen to run into some of those sliding block puzzles in any hidden object game and found that you really enjoy them like I do, this is the game that will keep you busy for a long time.. The Developer is really nice and cares about the game he has created even though this game has some problems that need to be fixed like.

- Screen Resolution Problems
- Game Crashing/Wont load up (for my friend)
- Rendering Problems for some areas in the game

I really wanna record this game with my friend because it looks like the type of game that would be HILARIOUS in multiplayer but I will have to wait until everything works until I can :). I loved the original Crashday and I'm so happy that now it's on Steam.. I came here after seeing Jim Sterling's video on this game. Great game for fans who are craving an NES or SNES style Zelda game, or if you're a fan of the retro 6 and 18 bit style. Some the puzzles are repetitive and sometimes frustrating. The best parts of this game are the dungeons, and I wish there were more of them. It's pretty clear this game takes inspiration from the Zelda classics, and is proud of it. Yet, there's enough originality in here to distinguish it from other similar games. The style is cute and fun. I'm having a great time playing this game overall, and I hope this is the first game in a series!. Absolutely fantastic. The music is reminiscent of Hotline Miami, and really sucks you in the moment you enter the menu screen. Gameplay it fast and an absolute blast to play. The pixel style we've seen done to death retains it's prettyness in the claustrophobic, but colourful environments. Best dollar I've spent in a while. Do yourself a favour and buy this while it's on sale. I would still be very satisfied even if I bought it at full price.

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