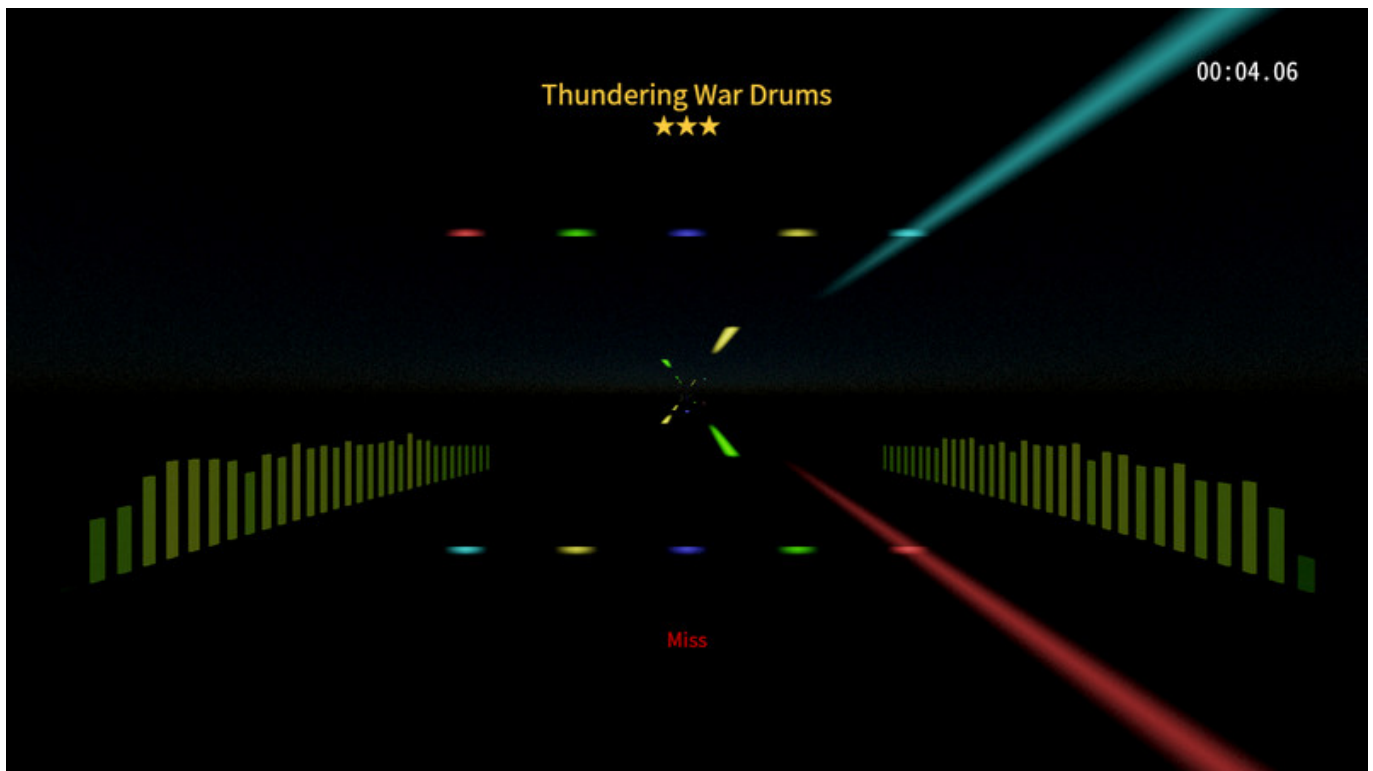

Chess Of Blades Free Download [Password]



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About This Game



The king is having a huge birthday celebration! Five days of dancing, festivals, and drinking, culminating in a grand masquerade ball. It just so happens that Rivian Varrison, the introverted son of a famous nobleman, is forced to attend this giant event by his father. By chance, or maybe something more deliberate, he runs into a host of colorful and shady characters, all with their own stories to tell.

But when a sudden and mysterious crime happens on the second day of the party, Rivian finds himself thrown into the middle of it, and has to discover the truth behind what really happened -- and who the people around him really are.

Features:

-
- 125,000 words -- 12+ hours of gameplay
 - 3 BxB romance options (+1 unlockable route!)
 - 9 endings
 - 30+ CGs
 - Full English Voice Acting
 - 14 track OST
 - Windows/Mac/Linux/Android platforms

For those unfamiliar with visual novels, they are primarily 2D narrative-based games that present the user with important choices that alter the story's path. For Chess of Blades, mystery and intrigue are a central part of the story, but there are also three prominent romance routes that significantly change the later portions of the game.



Play the demo through the "Download Demo" button to the right!



Argent Games

Argent Games is a 2-person team comprised of a writer/programmer/designer (Dovah) and a producer/manager (Gamma). Bonded together over a shared love of things such as games, anime, and Yaoi, we formed Argent Games in 2016 to launch our first title, [Requiescence \(also available on Steam\)](#).

Chess of Blades is the second **Boy's Love (or yaoi) mystery/romance visual novel** game developed by Argent Games, and many more are planned in the future!

Title: Chess of Blades
Genre: Casual, Indie
Developer:
Argent Games
Publisher:
Argent Games
Release Date: 5 Jan, 2018

a09c17d780

English





Currency
 Scrounging
 Availability
 Damaged Goods
 Gear Notes
 Ammunition

HELL ON EARTH RELOADED
 HOE Player's Guide

SAVAGE WORKS ESSENTIALS
 SW Deluxe Plan

Ranged Weapons

Weapon	Range	Damage	RoF	Weight	Cost	Avail	Shots	Min Str.	Notes
<input type="checkbox"/> Bows									
<input type="checkbox"/> Bow	12/24/48	2d6	1	3	25	C	1		d6
<input type="checkbox"/> Compound Bow	12/24/48	2d6+1	1	7	50	U	1		d6 AP 2
<input type="checkbox"/> Crossbow	15/30/60	2d6	1	10	50	R	1		AP 2; Reload 1 (for 2x cost, a levered ve
<input type="checkbox"/> Thrown Weapons									
<input type="checkbox"/> Boomerang	4/8								
<input type="checkbox"/> Knife	3/6								
<input type="checkbox"/> Knife, Bowie	3/6								
<input type="checkbox"/> Sharpened Hubcap	4/8								
<input type="checkbox"/> Shuriken	3/6								
<input type="checkbox"/> Rifles									
<input type="checkbox"/> Blunderbuss (8G)	10/2								
<input type="checkbox"/> Lever-Action (.30)	24/4								
<input type="checkbox"/> Hi Damnation (10mm)	24/4								
<input type="checkbox"/> Hunting Rifle (.30-06)	24/4								
<input type="checkbox"/> IW-40 (.50 gyrojet)	50/10								
<input type="checkbox"/> NA M-42 (.50)	40/80								
<input type="checkbox"/> NA XM-21 (3.56mm)	24/4								
<input type="checkbox"/> SA M-50 (.50)	40/80								
<input type="checkbox"/> SA XM-40 "Rupper" (.50)	24/4								
<input type="checkbox"/> Springfield Musket (.52)	15/3								
<input type="checkbox"/> Shotguns									
<input type="checkbox"/> Scattergun	5/10								
<input type="checkbox"/> Double-Barrel	12/2								

Gear List

Type	Weight	Cost	Availability
<input type="checkbox"/> Clothes			
<input type="checkbox"/> Boots	4	\$100	-
<input type="checkbox"/> Cowboy Hat		\$50	-
<input type="checkbox"/> Duster	4	\$100	-
<input type="checkbox"/> Jacket	2	\$50	-
<input type="checkbox"/> Jacket (Leather)	3	\$200	-
<input type="checkbox"/> Jeans		\$50	-
<input type="checkbox"/> Pants (Handmade)		\$10	-
<input type="checkbox"/> Shoes		\$25	-
<input type="checkbox"/> Shirt		\$25	-
<input type="checkbox"/> Shirt (handmade)		\$10	-
<input type="checkbox"/> Sneakers		\$100	-
<input type="checkbox"/> Drugs			
<input type="checkbox"/> Bramburst		\$300	-
<input type="checkbox"/> Hot Dog		\$50	-
<input type="checkbox"/> Ironman		\$150	-

End of File

It's free.

Its more of a short movie where you can look around, possibly better suited for Gear or Cardboard VR.

If you cant afford many games, you can try this and waste about 10 minutes. Cant really complain.. A

Masterpiece.

11V10 -God.. This dlc isnt that bad, I just wish the rewards were more useful to future playthroughs.. i really like this game. most games if there is a small player base you can't play online because there are no ai to take their place and this game has them. pit stops, fuel, tireware,car upgrades, crew upgrades and even if your terrible at the game which im sure i am it doesn't take long to start getting a few upgrades on your car.between overdrive mode and battery for nitrous and slipstream and passing controls there is alot to do when it comes to racing considering your not even driving the car. pretty good game i think and i havent even been able to play anything but quick race atm.. do you like challenge game ?

do you like smash game ?

do you like aim game ?

well , this is you will see in this game

there are 4 challenges mod aren't unlock untill you play more in normal mod

if you play in normal mod challenges mod will come at lvl(10 , 15 , 20, 25, 30) seems like this

and you have to practice at challenge mod once u unlock them , also you can start from lvl (25 , 50 , 75)

and try to beat your score and buy everything in the drugstore to let game be easy !! :)

Peace!

IIN looks beautiful but plays... awkwardly.

I expected IIN to be a neat little puzzle game. And optically the game delivers with a great aesthetics. But mechanically not so much, or at least not on what I expected to get.

IIN appears to be a physics based puzzle game, but instead is a platformer with clunky controls. What do I mean by that? Two things:

1. IIN did not feel like that much of a puzzle game to me. Most of the puzzles (with only a hand full exceptions) were pretty straightforward and so it boiled down to executing the puzzles rather than solving them. There is its own kind of joy in that but not the kind that I want to get out of a puzzle game.
2. Although the controls are not bad by any means they are simply suboptimal. The physic based control leads to a more sluggish movement than necessary. This in turn makes the platforming parts more cumbersome than they needed to be.

In conclusion you end up with a game that is mostly about platforming but with controls that are suboptimal for that task.

So in the end I got only a hand full of these sweet "aha"-moments that I play puzzle games for. And those were counterbalanced by the amount of times that I got annoyed by failing a level because of the somewhat cumbersome controls.. for me is a great game but some achievements doesnt work please fix that. great game highly recomend. A joyless experience devoid of challenge, novel content, or interesting theme.

Progress is almost completely linear and travel is painfully slow for no obvious reason. Hints are constant and heavy-handed and unavoidable, typically preventing even the rewarding feeling of having figured something out; the only difficulty is in deciphering the UI. What little world-building exists is ruined by constant and purposeless fourth-wall-breaks with no payoff or punchline. Locations to which repeated travel is needed are placed a maximal distance apart with tedious and identical battles in the middle for no reason other than to stretch out what little content there is.

Someone put real work into the graphical and audio assets and effects for this game, and in terms of functionality the game is competently implemented, but there is nothing desirable here for those qualities to enhance. Defenders of this game frequently protest that 'game' is the wrong word to describe it and so it cannot be judged by typical measures of game-quality, but it's difficult to call it anything but a game when every plot event is punctuated by another required instance of its trivial combat-minigame, and with each bit of advancement the combat minigame's nominal difficulty increases. Still, it hardly matters what standard one chooses to judge it by; either it is a game without challenge or payoff, or it is a narrative experience with nothing to say, or it is an interactive experience empty of meaningful choice or agency.. It just didnt feel like "Layers of Fear" in that it's missing so many of the elements that made the first one so great and unnerving.

The atmosphere here is lacking the dread that helps to build suspense.

The jump scares were cheap and forced.

Too many stupid mannequins everywhere becoming increasingly unscary each time I saw one (I get that they are not the primary source of scares here, but their presence didn't help set the atmosphere).

The addition of a monster that chases you was unwelcomed and unnecessary (and cheap. What am I playing here? Outlast 2?). Seriously, the first one was great without the need to have the player run away from an "install-kill spooey monster" every 5 minutes. When you rely on a cheap scare tactic like this it really just pulls you out of the immersion.

The game doesnt give you any real reason to invest into the main character or their story meaning most of what you pick up in the story lacks any real "weight" to it.

The environments became repetitive and uninspiring. I know it's on a ship and there's only so much they can do with that, but three hours into the game I felt I was seeing the same hallways and rooms being recycled over.

Overall it was disappointing. The spiraling journey into suspense, dread, and madness that was heavily impactful in the first game is just absent here.

After playing and loving the first one, and only watching the initial trailer for LOF2 in hopes of preserving the experience for myself and not get hyped up, it was a let down. The only expectation I had was that it would be as good as, if not better than, the original. I'm just bummed out about it. Like I said, it doesnt feel like a Layers of Fear game.

It's similar to how the first Outlast was great and innovative, then they released a sequel that didnt innovate enough and instead depended too heavily on the things that made the first one great to the point where it became oversaturated with unoriginality.. Showing Tonight: Mindhunter\u2019s Incident, developed by Phime Studio, is a point-and-click, adventure puzzle game with a

hint of Hidden Object scenarios. After first viewing the trailer, screen shots and the store page summary, I came in with some high expectations. I was hoping for a fun, creepy adventure in my very own B-Horror film. Instead, what I got was a gimmicky puzzle system, horribly rendered cut scenes, an unexplained, unfulfilled and poorly-told story, and a complete lack of Hidden Object sections.

You play as Nate, an avid movie-goer who becomes somewhat obsessed with a new film, "Someone Ate My Clapper." In fact, he's seen it so many times that the clerk knows his name, and hands him the ticket without needing to ask. Once in the theatre, Nate falls asleep. He awakes just moments later, but not in his local cinema. Rather, he finds himself inside the movie. With the help of Gabriella, a character in the film, Nate must actually; I can't really explain the rest of this story. Because everything from here on out makes no sense. Nothing is explained, nothing is clarified, and nothing is elaborated upon. You're either running about, completing random objectives without rhyme or reason, or you're struggling to fathom how some of these puzzles made any sense.

But first, I want to start with some positive notes regarding Mindhunter's Incident. The art work is fairly well done. It's got the detail, depth and color to really shine. The game's concept is also great. It may lose its charm a few minutes in, but I really like the idea of getting sucked into a movie and solving its mysteries. Also, some of the puzzles are decent and fun. Not all of them, but some.

Sadly, that's all I found enjoyable about Mindhunter's incident. And it's a real shame, too, since I had such high expectations. But as far as cons go, there are plenty. Something I really must address is the Hidden Object sections. There are only three of them in this game. Three Hidden Object sections. That's it. I thought I had missed some along the way, but that wasn't the case. The game was so lazy that it repeated all three of them in the final stage. Did they not have the time to make more than three? Seriously?

Instead, you get a multitude of these silhouette puzzles. They're simple, rotate certain objects to fit a certain position, and that's it. These were a nice surprise at first, but it isn't long before they start cropping up everywhere. There must be at least twenty of these, and they all follow the same formula. Why would the devs devote so much time to these repetitive puzzles, rather than implement more Hidden Object sections? It just baffles me.

Voice acting is awful, but I can't necessarily call that a con. The game does take place in a B-Horror movie, after all. Honestly, I thought the bad acting was a welcomed addition. What I didn't find welcoming, however, were the cutscenes. They're all horribly rendered and look like crap compared to everything else. Not only that, but they're accompanied by some of the worst animation I've seen in a long time. Characters heads bounce around in a laughable manner, everyone's movement is awkward and stilted, and don't get me started on the lip syncing. It just looks bad, end of story.

Some of these puzzles are alright, but most boil down to finding an item, walking to a certain location, using that item, and then venturing out to do it all over again. They aren't rewarding, nor are they fun. And that's the key word, here. "Fun." Mindhunter's Incident just wasn't fun. Instead, it was frustrating, tear-jerking-ly boring, and confusing. There are so many great point and click adventure games on Steam, and this most certainly is not one of them.

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