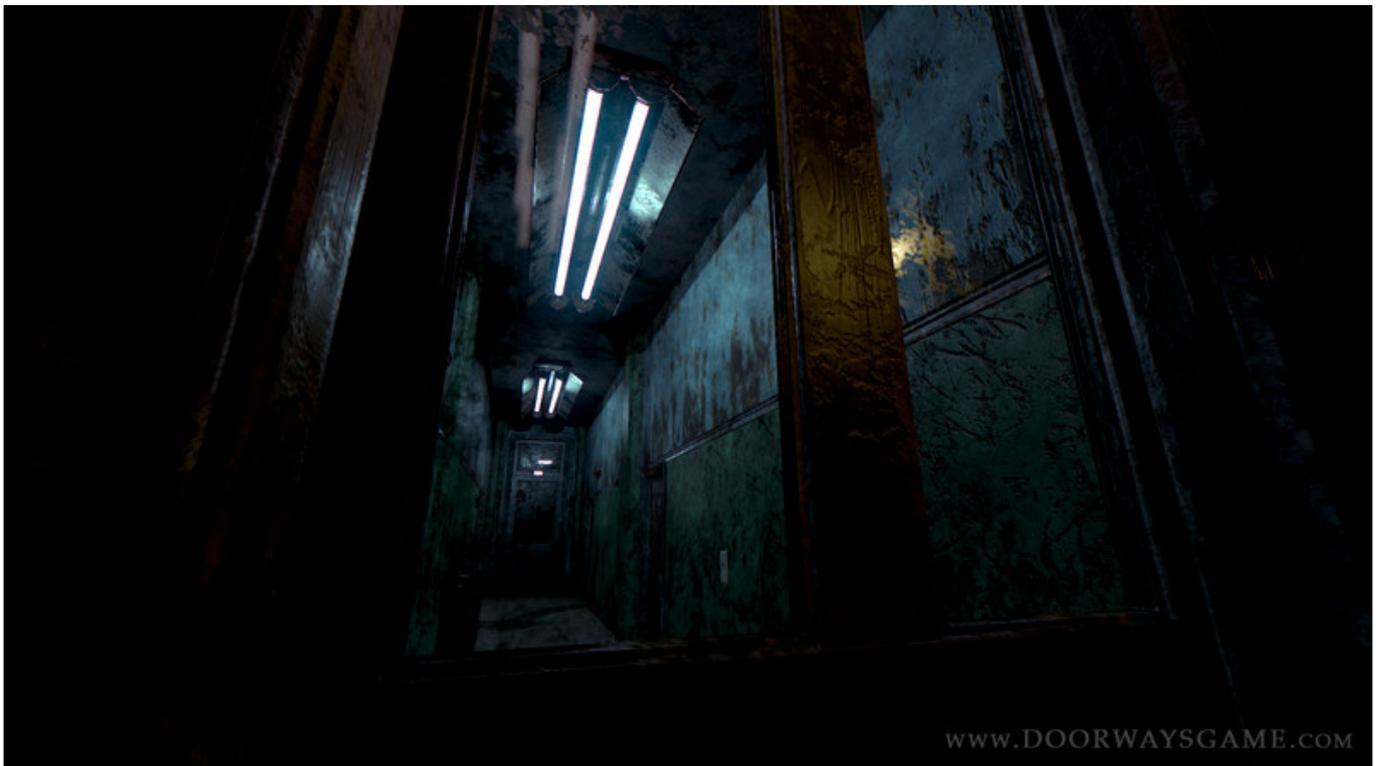

The Superlatives: Shattered Worlds Download 100mb Pc



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About This Game

Conquer assassins and alien invaders in Superlative London! Defend Earth and negotiate interplanetary peace as you race to rescue Queen Victoria in this thrilling sequel to [The Superlatives: Aetherfall](#).

The Superlatives: Shattered Worlds is a 218,000-word interactive novel by Alice Ripley. It's entirely text-based, without graphics or sound effects, and fueled by the vast, unstoppable power of your imagination.

You are the Arbiter, a planet-hopping operative assigned to stabilize a peace summit between Mars, Venus, and Earth. But when Queen Victoria is targeted for assassination, you must find her killer, unmask the Mysterious Officer he serves, and stop an otherworldly invasion before it's too late! Armed with powerful aetheric artifacts and your own wit and skill, you'll fight alongside your allies to unravel the mystery of this new threat, defend your home planet, and face a final foe both strange and strangely familiar.

Your employers, the shadowy body known as the Divergent Conclave, are dedicated to maintaining peace between the planets. Impress the Conclave and its members might help you protect Earth—or recruit you to serve their personal agendas. Will you manipulate them to gain their support? If the peace summit falters, will you placate the parties, or choose a faction? How will you stop the impending invasion? And who will you romance?

What started as a job of politics and diplomacy could end in murderous chaos. Face aliens, automata, and whole new worlds on a quest to save the solar system!

-
- Play as male, female, or non-binary; gay, straight, bi, or aromantic
 - Import a Superlative character from *The Superlatives: Aetherfall*, or create a new Arbiter character from scratch
 - Wield your very own invisibility cloak
 - Uncover a double agent within the Queen's Superlative Service
 - Charm a menagerie of aliens, from multiform, jellyfish Jovians to miniature Mercurians to furry Saturnians
 - Play as a battle-loving brawler or persuasive pacifist
 - Romance a driven detective, stylish secret agent, or your violent Martian secretary
 - Solve murders, negotiate with pirates, and uncover interplanetary conspiracies
 - Cultivate your reputation among cats...or is it just one cat?

Title: The Superlatives: Shattered Worlds

Genre: Adventure, Indie, RPG

Developer:

Choice of Games

Publisher:

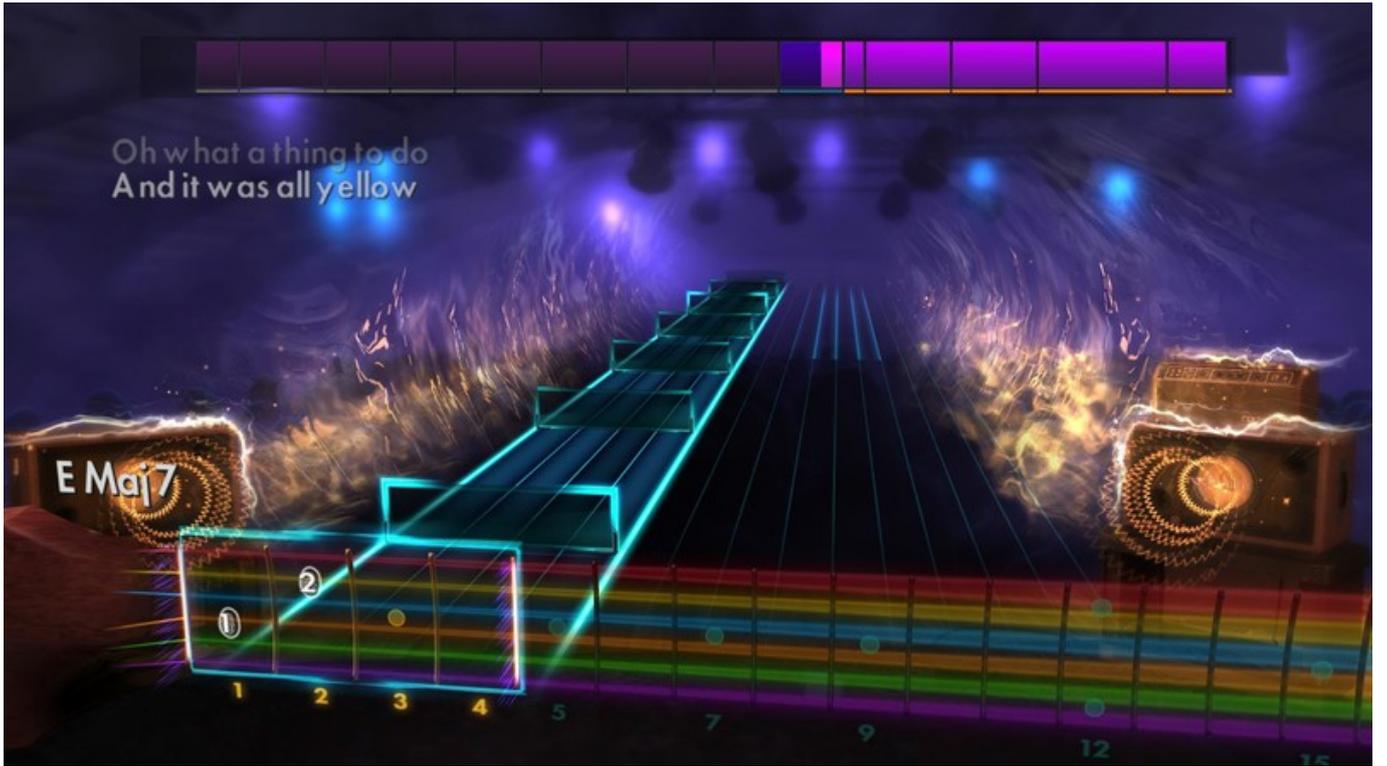
Choice of Games

Release Date: 28 Mar, 2019

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English





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A Taste of Glory

The Rushlight Tournament has all manner of common entertainments, minstrels, mummers, singers, jugglers, tumblers, trained animals, and on and on, but much of its allure lies in the glory of competition. All competitive events take place in the Coliseum and, with the exception of the Midnight Joust, begin an hour before noon. Typically, the competitions last for a few hours, with the day's winners announced at the rotunda in the Commons in the early evening.

The schedule of games is posted throughout the festival grounds. Each competition has its own rules, but there are three rules that govern all of the events: harm no spectators, kill no competitors, and don't get caught cheating. Breaking any of these rules is grounds for disqualification from that event.

Each contest has a first place winner and a second place winner - those who don't place first or second win no accolades at all and in fact are often mocked by the crowd during the competition. Contestants can always yield in a contest if they wish. Most of the contests are timed - time is tracked by the use of a large and extravagant water clock kept in the noble's palace to the east of the coliseum.

If the PCs win a contest, award them 25,600 XP. If they place second, award them 6,400 XP. (Note: These awards are tailored for the PCs - NPCs who win don't gain XP and thus shouldn't suddenly rocket up in level during the tournament.)

Story Award: Win a Contest

Story Award: Place Second in a Contest

Although King Inroveti serves as the arbiter and final judge for all of the events, his master of ceremonies, Nunzio Arpaia (a male human bard; use stats for a Pitax herald if necessary), handles all of the announcements, introductions, and commentary during the games. At some point on the first day of the ceremony, Nunzio approaches the PCs and briefly outlines the nature of the four events for them, describing them as "an archery contest using longbows, a test of strength using handaxes or greataxes, a boasting contest, and a drunken jousting competition." He assumes the PCs' kingdom will



Image - Nunzio Arpaia

Event 1: Aiming at the Target

The first tournament event is an archery competition, as is the Tournament. Since this competition is meant to test skill of the masterwork longbows provided by Inroveti, Conte and fire at one of three targets set up at varying distances. Observers enjoy sitting on the benches on the west side.

CONTEST RULES

In this stage, each contestant is given six arrows to fire a range of 30 feet, a green target at a range of 220 feet (4 range of 350 feet (10 penalty due to range). To score on the target, but must stick into it as well (a shot that fails hardness bounces off and does not stick). A successful or shots must be taken in 6 rounds or the shooter is disqualified. If the shooter fires all six arrows in fewer than remaining rounds.

Blue Target (range 30 ft.; AC 1; hardness 0): This tiny target itself is made of canvas stretched over straw. A 50

Green Target (range 220 ft.; AC 2; hardness 2): This dimly pointed on it. The target itself is made of several layers of critical hit 9 p

Red Target (range 350 ft.; AC 3; hardness 4): This target is made of iron plates and is the most difficult to hit.

CONTESTANTS (ARCHERS)

Event 2: Test of the Axe

The second tournament event is a test of strength, and is the most traditional of events - it has occurred in every Rushlight Tournament for the past 100 years. In this event, six logs are brought in to determine how many logs each contestant can lift.

CONTEST RULES

At the start of the contest, each contestant is supplied with masterwork handaxes (contestant's choice), and each contestant must move this distance before beginning on the necessary, since even though the logs have an AC of 3, a pro can simply assume every 20th attack misses and that they contestant's damage value, the number of logs they finish if you wish to use this expedient method to resolve

1-foot-Thick Log (AC 3; hardness 5; hp 120): Each log that is 1 point. Each log that is merely damaged grants only 2 points.

CONTESTANTS (LUMBERJACKS)

The order in which the contestants make their attempt to determine the order randomly. If you don't want to roll, you can simply assume every 20th attack misses and that they contestant's damage value, the number of logs they finish if you wish to use this expedient method to resolve

DAGGERMARK

Yegina Varudu

Event 3: Boasting

The third tournament event is a test of boasting and storytelling, and occurs on the third day of the Rushlight Tournament. This is the event that the audience is anticipating the most, as well as the most traditional of events - it has occurred in every Rushlight Tournament for the past 100 years.

CONTEST RULES

For this event, a wooden platform is built in the center of the Coliseum. In turn, each contestant take this stage and boast to the audience of one of his greatest accomplishments. The boast must consist of a beginning, a middle, and an end. Each of these stages requires a specific skill check to determine how well received that portion of the boast is by the audience.

Beginning: The boaster must introduce himself as someone to respect and perhaps even feign a DC 25 Intimidate check.

Middle: The bulk of the boast must be done believably and convincingly by making a DC 25 Intimidate check.

End: The boaster must end his tale by graciously thanking the audience for their time by making a DC 25 Diplomacy check.

Overall Performance: Each boaster must select one style of Performance to augment his boast. After the three stages are complete, he makes a single Perform check of the appropriate type to see how loudly the crowd cheers for his tale. The result of this check counts as points toward the contestant.

CONTESTANTS (BOASTERS)

Determine the order in which each contestant boasts randomly. Each contestant's boast is abbreviated form; you can use this summary as presented in game, or you can expound upon it as you wish.

Event 4: The Midnight Joust

The final tournament event is one that many look forward to, since it is the Midnight Joust that promises the best chance of seeing competitors really hurt each other. It's something of an unspoken tradition that those who participate in the Midnight Joust are drunk; certainly the majority of the audience is. The Midnight Joust, as implied by its name, takes place at midnight on the last day of the Tournament. The Coliseum is well lit by dozens of everburning torches, many of which are held by drunken observers in the stands. Those who elect to participate in the jousting while drunk are effectively kicked - jousting while drunk amuses the crowd but doesn't grant any additional points.

CONTEST RULES

Each jouster is equipped with a masterwork lance and a heavy wooden shield. Riders may provide their own armor and gear, but they must use the weapon and shield provided. A heavy horse and a military saddle are provided for anyone who doesn't have her own mount. The joust takes place in three stages, as detailed below.

Stage One: The goal of the first stage is to weed out contestants until only two remain. In this stage, each contestant jousts against a Pitax warden (the champion of the previous year's Midnight Joust - Villamor Koth in this case - does not take part in this aspect of the competition). The order in which the contestants joust is determined randomly. If a contestant is defeated by a Pitax warden, the crowd jeers and that contestant is disqualified. Once all five contestants have gone, the jousting continues, but in reverse order, so that the last jouster gets to joust again immediately. Once only two contestants remain, Stage Two begins (this system does give those contestants who go later a slight advantage).

Stage Two: In this stage, the two jousters who made it through Stage One joust each other until one of them is unseated. The winner advances to stage three.

Stage Three: In the final stage, the remaining challenger jousts against the reigning champion, Villamor Koth. Unlike the previous stages, though, Koth spends some time toying with his opponent if that opponent is a PC, as detailed under Koth's tactics in his stat block below.

Can I use the box that's meant to be put on the button to block the cage gate from coming down? Nope, gate clips right through it and the box bounces around. No lateral thinking here.

If you like puzzles and you've a yearning for something after completing both Portal games, buy The Talos Principle instead. Or even The Turing Test. Or Magrunner. Not this.

God the voicing is terrible. I'm guessing the dialogue hasn't translated brilliantly to start with, but the voice direction more than the acting is pitiful, like Saturday morning cartoon bad. Hopelessly miscast and dreadfully characterised, the voices of your tormentors are painful to endure, and they just won't shut up. The soundtrack is aiming for the unsettling ambient of Portal but misses: the graphics are passable but not a patch on fellow indie title Event[0], and other than the now-obligatory sinister graffiti there's precious little passive worldbuilding on display.

Seriously, don't bother. Frustration without even a worthwhile payoff. Oh and why does your character scream in a woman's voice when the EEEVIL warden refers to your character as "he" ("If he dies in there I'll buy you a beer")? The experience of playing this game was akin to having a whoopee cushion squeezed in my face. Actually that would have been more entertaining. And shorter.. Well well, an arcade game with only one mechanic; suck and release! Your ship is in a box filled with floating particles and asteroids. Suck particles and release them on the roids to blow them up...fly around the box, suck some more and release! When roids are gone the level ends. Enemies will spawn in at a regular interval to prevent you from destroying their precious asteroids, they will ram you and shoot you. Boss fight at the end of each sector!

I'd rate this crappy for having no upgrades beyond the power ups that you get from shooting some enemies and roids but as this is an arcade game they aren't that necessary anyway. The fluidity of the main mechanic is so well made that you will be mesmerized until the end, which was 2 hours for me. At 5\$ i got my money's worth of eye candy and boss fighting.

The only reason why you'd replay is to go for the leader board for score, which is tricky since the score is earned by grabbing it from dead roids end enemies... and it is affected by the physics and don't stay there forever so you must make combos and then grab the score items, which could be considered a game in itself cause you know, tapeworms and spermish enemies wants a bite out of you.

To resume, really well made arcade game that is not too long and not too hard. Graphics are top tier 3D and i wish i had guns to shoot them enemies but the sucking mechanic is so grandiose that who cares about guns in this boxed battlefield.

Gratz to the devs for this one; a definite buy.. on special of course :). This is Justin, the owner of VNR group on FB. TLDR, Best VN series made by a doujin circle, best VN series on steam. totally recommend, buy it. I already own every hard copy stage NANA sold during komikes, light novels and mangas, but still bought this anyway.

Note: I have read every Narcissu on steam IN JAPANESE, I can't comment on the TL quality but lots have told me that its well executed so you should still give it a try, in this case giving \$ to SP and Stage NANA worths more than any OELVN jokes and other badly TLed SP titles.

To begin, Kataoka tomo's writing on life and death matters with the themes of terminal illness is the best I have read out of the current 120 VNs I have completed. His writing shows that he indeed have deeply thought about the ideas of death quite thoroughly, otherwise one would not be able to stories such as Narcissu.

I usually won't give high scores to titles that's shorter than 10 hours, but this is an exception for the Narcissu Series, because it's short, simple and straightforward with the life death theme, making it an advantage in the case of Narcissu.

It would not be an over exaggeration to say that, this series is better than 90% of the VNs available in the Japanese market, I have it ranked on the same level with titles such as, Koi de wa naku, Eden*. and the irotoridori series.

Better read this if you haven't.. The intro was promising because it set a very good atmosphere but after that the game is littered with puzzle game clic\u00e9s and puzzles with in my opinion little entertainment value to them. the tutorial was very bad and for many of the actions you needed to do, the button to perform them was missing luckily i could find them in the options but in

some situations you needed to perform actions that existed out of multiple separated actions but that wasn't explained at all not even in the options menu. I spend over five minutes figuring that stuff out. The level design of some of the rooms left much space to place elevators and other time wasting nonsense in the middle of a room and many of the elevators and doors wouldn't do anything until you just waited a time while standing right before or on them or until you would walk away and return to them which took about a quarter of my playing time.. Awesome point and click game. Loved the atmosphere, and being from Minnesota, it's maybe even a bit more beautiful at times. Very peculiar, but very memorable. It is a strange story that's driven through puzzle solving. If you don't enjoy a good brainteaser, look elsewhere. There were only two or three puzzles that referenced things I didn't know.. Need a battle map in 5 minutes for FG, or Roll20? With this program you can turn out maps before your cleric gets back from a pee break. Are the maps awesome? For the time spent, absolutely, however there's a quality ceiling that you hit pretty quickly here. Spending 2 hours on a map in this program isn't going to give you a result that is way better than spending 30 minutes.

If you only have a very short time to make a map, or want to cut your map prep time down significantly, this is the program you want.

Good stuff: Fast, cheap, surprisingly versatile, map quality is better than average

Complaints: Text tool is terrible (if you want text you'll likely have to export your map and add the text in another program, GIMP or Photoshop), could use more tile sets. its very nice. very good and nice. The best game you can get for \$2! I just finished the game, and I loved the thrills. I was on the edge of my seat -Or should I say running away- End makes me think there'll be a sequel CANT WAIT!!!. Chloe is the best :LOving:. Do not buy the game, I remember it had a time of glory but the SERVERS HAVE BEEN SHUT DOWN. Game is unplayable, didn't even have a chance to play it when I got it. R.I.P.

The Wizard's Lair is a roguelike game with simple graphics and gameplay. I've only gotten about halfway through the dungeon so far, but I have to say this is a little better than I expected.

Some other roguelikes on Steam I played were a little underwhelming. Randomness was so wide in its range of benefits it seemed like all chance instead strategy. Enemies were so basic that it was really repetitive, and some games even don't have any enemy movement, so they just sit there and wait for you to bump into them. Whether you attack or not seems more puzzle-like than roguelike, and not attacking is kind of boring because you can't do anything else. There are a number of ways to make roguelikes uninteresting.

But the Wizard's Lair is different. It doesn't have a huge number of enemies, but the ones it does have are at least up and moving around. After a while the levels are different. So far I've run into a labyrinth and a level that is all about teleporting around, and I imagine there has to be a few more. Not super thrilling (yet anyway), but something different to break up the monotony.

One thing I don't like is in its attempt to be more user friendly than a typical roguelike game with 30 or more keyboard commands it maybe went too far the other way. For example, a common situation is that your inventory is full and you want to eat a mushroom or ration that you ran across. There doesn't seem to be an eat option right away. So instead you move one step away, hit "?" for the special screen, hit space for the inventory, select something you want to temporarily drop, choose drop, move back to the food, hit space to pick it up, hit "?" and then inventory, select the food and hit eat, and then move back to the item you dropped and pick it back up. I really hope there's an easier way I'm just not getting, because that's kind of silly.

The graphics are kind of basic. They are retro-pixelly in a kind of a bland way instead of an artsy way. You know what I mean. But they work for what they are representing, anyway.

All in all this is a shortish basic roguelike that might be a fun diversion for a bit or to learn how the style of games work. It's not to the level of some other roguelikes and roguelike-inspired games on Steam, but then it's cheaper, and certainly a lot better than other games that are the same price or even slightly more expensive. Steam doesn't have a rating system with number of stars from really bad to meh to OK to good to great. It's either thumbs up or thumbs down. Thumbs up then, because it's more on that side than the other one.. This game is total\u2665\u2665\u2665\u2665\u2665 and a complete waste of money.

DO NOT RECOMMEND!!! I really liked the base gameplay mechanics and interesting enemy variety, the music is wonderful too, really gets me into the mood to delve deeper.

Collecting all the various gems is tough though, since it's rather random. I also had trouble with a lack of progression, There's nothing to spend money on since I couldn't figure out if it's possible to upgrade anything, though it seems like the mechanic is in the game.

The bosses are very cool however and the various level types are unique feeling, would love to see more environmental differences.

Overall I think the base game is good but it needs fleshing out a bunch.

. This was the first Nancy Drew game I've played. I just finished it and already am waiting for the next game to download. It was fun, yet challenging. The puzzles weren't extremely hard, yet they weren't easy, either.. Classic Lumines. It plays great. It sounds great. While I was playing, a Windows Update thing popped up and minimized the game. That was annoying but when I went back to it, it was on the pause menu so at least it automatically pauses when the program loses focus. Nice.

Anyways, if you like puzzle games or music games, check this one out!. This game is fun but I think its easier with a controller and I dont have bluetooth on my desktop. Trying to cut it short:

From a technical standpoint this game is a blast. Graphics, sounds, animations... the world... so many things are great. But the story is utter nonsense. The general idea is great, but I have no idea hwo the producers thought that it is a good idea to juust randomly takeyou out of control. Even at the very end (Spoiler alert): why on earth would the game not allow you to fight your way to Joseph and then decide about what to do? You reallly just get into an endless monologue once you approach the destination... seriously?

Far Cry 4 shows perfectly how it works... and here it is just plain stupid.

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