
Ancient Empires Lux Download Rar File



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About This Content

Ancient Empires Lux takes you through all the great early civilizations of mankind. Ancient Egypt, India, China, Greece, Rome, and more are yours for the taking.

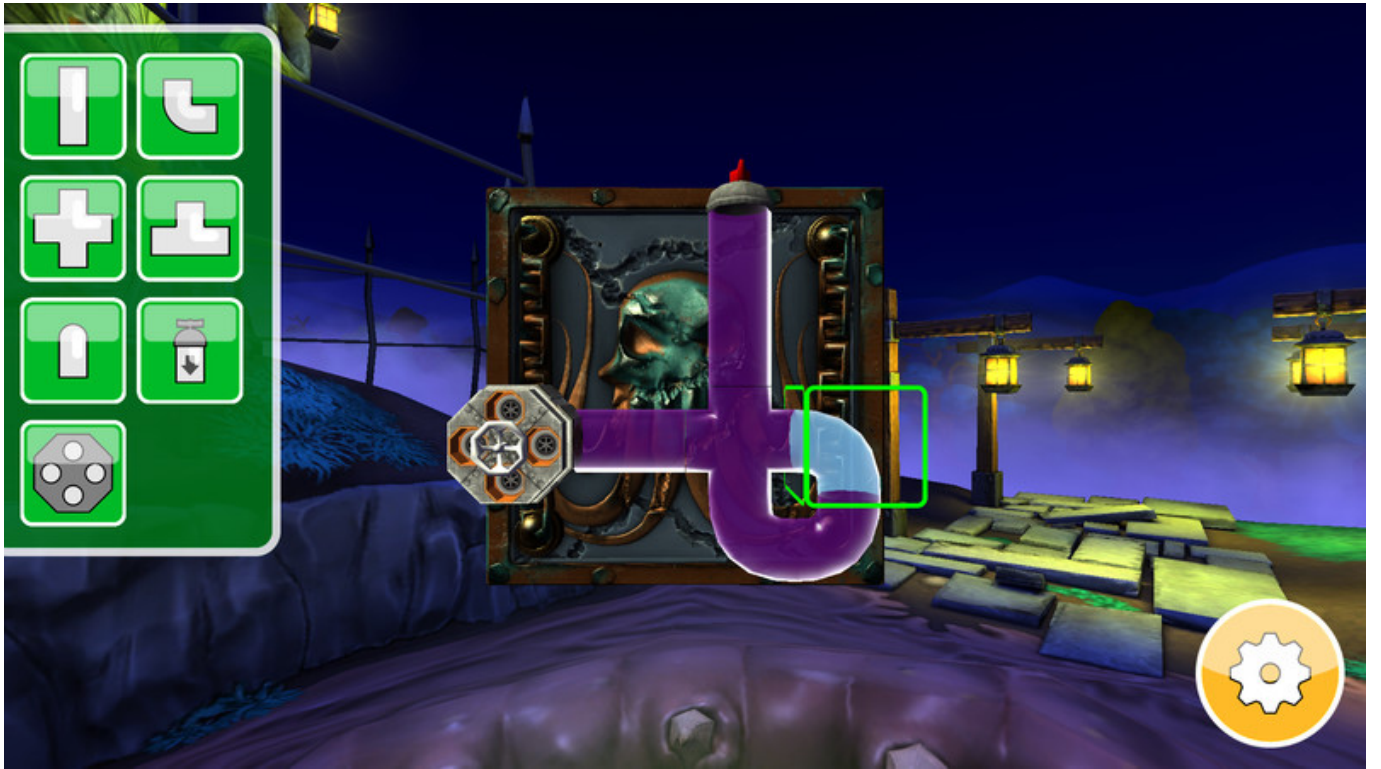
The game has a total of 58 ancient nations for you to control. You can play as just the strongest, or work cleverly to achieve victory from the humblest of starts. Hours and hours of fun are yours to be had in Ancient Empires Lux.

Ancient Empires Lux is a DLC expansion campaign for [Lux Delux](#).

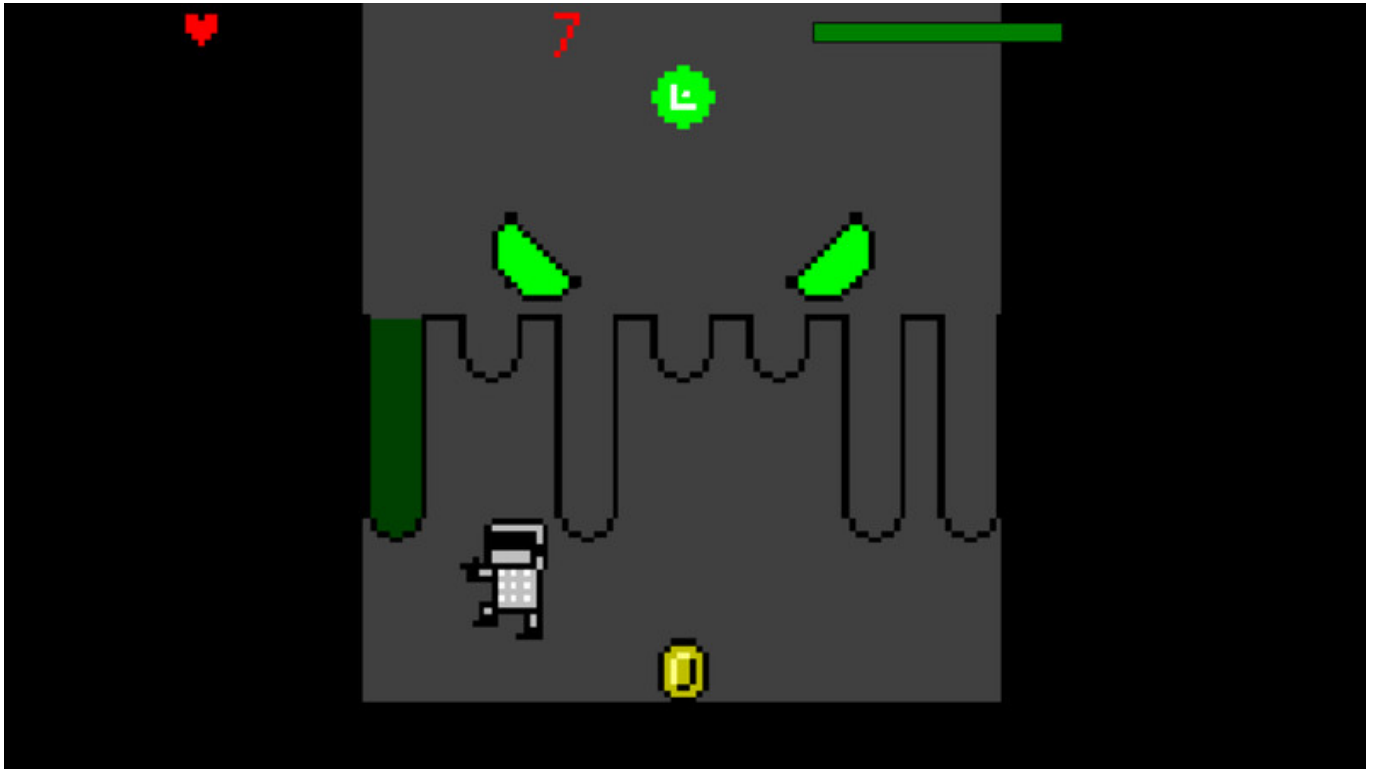
Title: Ancient Empires Lux
Genre: Indie, Strategy
Developer:
Sillysoft Games
Release Date: 29 Apr, 2015

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English







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<https://youtu.be/9EtbFKtNP0>

Very complex controls start off the experience on the back foot for this technical driving game by making it difficult to stay within the strict confines of what this game asks players to accomplish.. it is so funny i like 1st person shooters but this is a good game

. Buy it! Altitude is a game I keep coming back to. The level restrictions are an unnecessary pain, distinguishing yourself from your allies can be difficult and the hoops required to earn skins are ridiculous. However, the various modes of side-scrolling battles which form the game's core are solid.

Both shooting opponents and performing mode objectives are fun. Dying causes no permanent damage and respawning is generally quick. There are multiple servers and the ability to host your own. Players can hop in and out, bots can fill uneven teams and there's a single player training mode for those who are still too timid. Play it now!. the game is dead I was told they were still working on it that was almost a year ago. This game has interesting characters and builds up the tension nicely. And you can romance boys too and not just girls.. Boring game, with little or no instruction on how to play.

Poor graphics and gameplay.. I keep getting crap advice replies so I'm going to go ahead and revise the review.

I didn't enjoy the game. I can understand the appeal but after playing it, I didn't have any fun at all.

The concept feels solid, but the gameplay and controls with a gamepad feel awful. It barely works with a steam controller. The simulated joystick drifts and seems to point down without any input on my part. The Logitech gamepad feels like there is some kind of input lag. It feels mushy and I don't have that issue/feeling with hyper light drifter, hollow knight, dark souls, towerfall. The game is nowhere near as polished as any of the previously mentioned games.

The "campaign" barely had a story. The dialogue in the story sort of reminded me of a dubbed anime. It was really cheesy, and often times I wondered why I was fighting my opponent. That isn't why someone gets a fighting game or a... dodgeball Deathmatch (?) game but if you're going to include bad dialogue and a bad story I'm going to comment on it.

Lots of bugs, like the enemy starting the fight during the dialogue portion and killing me. Tie games that ended in loses. And I couldn't get past the first opponent in the campaign. On top of the mushy unresponsive controls, the enemy had much stronger attacks than me on the first level. Perhaps a picked a crappy starting character, but why would it be so unbalanced anyways?

Very cool concept but I didn't have fun playing this. Got my refund and I don't expect to buy it again.. Pros:

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- Well conceived storyline in a compelling setting.
 - Good balance of different types of puzzles.
 - Excellent scene art.
 - Allows for custom difficulty settings.
 - Most of the voice acting doesn't immediately make you want to hit mute.
 - Great if you're looking for a visually appealing 5-6 hours of relaxed, easily achievable gameplay and entertainment.
 - Definitely one of the better titles by this developer.

Cons:

- Main character's voice acting is fairly wooden and just really awkward at points.
- Script is ...okay-ish?
- Rather abrupt ending that, while not bad, feels a little flat.
- Whole story basically takes place of three loactions. Not the only HO game to do this, but in this case it made the world building and game feel a little limited (mostly offset by how scene/puzzle rich these areas are).. This was an epic game Gumboy Tournament is a semi-follow up to 2006's 2D side-scroller Gumboy: Crazy Adventures. What's unique about Gumboy Tournament is that it's not a linear, move-from-the-left-of-the-screen-to-the-right-of-the-screen platformer in the vein of Super Mario Bros. The game's levels are closed-off arenas, and the view usually allows you to see most of the level,. riding giant rats to battle talking bears while firing rpgs at clown hoard, yeah it's worth it.

<https://youtu.be/VHACMCwq2wM0>

Destroyed my pc...

GG. I don't think I've ever known a twin-stick shooter, or indeed any game, to be so relaxing and stressful at the same time.... This game is pretty fun for a couple of hours and then it falls off a cliff. The game starts with a really cool die rolling implementation and a few other neat elements but there is very little depth, very little management, and very few interesting strategic decisions.

I'll briefly give some design feedback. Perhaps the developers can make a better version in the future.

- Monsters should spawn, if at all, upon choosing to explore a location. Currently, monsters only spawn if you make the successful rolls to search and then decide to do so. Making successful rolls should ALWAYS be favored. Sure, your rewards are RNG, but in the current form you get actively punished for making successful rolls.

- Monster fights should be upfront and on their own, rather than mixed into other actions at a location. This, combined with the above point, make it stupid to ever choose search actions at a location if you have a multi-turn quest there. Also, defeating a monster gives you nothing besides removing it.

- More than three resources are needed. Searching becomes extremely boring when there is nothing exciting to be found. Food is nice to find but isn't very exciting (at most its a relief to find food if you are low). Finding people is fun early but becomes boring once your team has pretty good dice in it. Tools are neat but, again, aren't that exciting, especially once you have a well-rounded team of dice.

- More management is needed. Your headquarters is neat but you can never give orders there outside of when prompted to choose some development (and developments have little depth as well).

- More character growth and depth is needed. A character is relegated to his one die (or two dice for the main character). While you can slightly alter a die at times, dice don't really have growth (at least in as far as I played). Character's don't level up.

- Good rolls lead to punishment. This goes back to the top points a bit but I want to hammer this home. In a game that is all about rolling dice, the player should be encouraged to take as many actions at a location as his "good" rolls will allow. But getting "lucky" and being able to search often leads to finding monsters and less often to finding loot (especially once the first season ends). While there should be risk to searching, the player should generally want to take as many actions in a location as his roll will allow, but instead you are often encouraged to do nothing (wow, fun, do nothing).

I could go on but I think this is sufficient. This game has some very good underlying ideas but fails to add much depth and thus it gets boring quite quickly. Not very much for the player to do and not many decisions for him to make outside of choosing when and what to reroll.. I don't like these kind of games.. game is very repetitive.

- announcer try to be funny and consistently fail.

- the game doesn't explain what to do with the items you find.

complete mass of a "would have been a game" if the the developers continued working on it.
garbage abandonware - STAY AWAY !

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