Gunspell - Steam Edition Download Apunkagames



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About This Game

Gunspell is cross-genre game, where RPG meets Puzzle.

Become a member of powerful Order that protects the Earth from creatures from the dark-side. Travel across worlds, fight monsters, complete different quests, up-grade your weapons and magic. Combine guns and magic to take on vampires and demons, heroes and monsters in this epic adventure!

- •Match 3 battles with a lot of features
- •Multiple strange new worlds to explore
 - •Hordes of enemies to fight
- •Tons of different weapons, items and spells!
- •No need to wait! Replenish stamina with a mini-game any time!
 - Awesome graphics!

Game Awards

- ★ DevGAMM 2014 Award
- ★ MS Windows Store Staff Pick

Game Website https://www.facebook.com/gunspell

About Ino-Co Plus

Based in Russia, Ino-Co Plus develops games for multiple platforms, from PC and web, to modern mobile devices. The core team consists of professionals with over 15 years of game development experience. Ino-Co aspires to make games which we would like to play ourselves. Therefore, our games are made with the soul and the attention to detail we expect of the games we play.

Company website - http://ino-co.com/
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VK http://vk.com/gunspell

Title: Gunspell - Steam Edition Genre: Adventure, Indie, RPG

Developer: Ino-Co Plus Publisher: KISS ltd

Release Date: 7 Nov, 2014

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Minimum:

OS: Windows 7, Windows 8, Windows 10

Processor: Dual Core CPU

Memory: 1 GB RAM

Additional Notes: Touch screen supported

English,French,German,Russian







Gunspell should be renamed can't spell, as for the rest of the game... meh.... Could of been good, if it would not be pay to win, and if the text would have been corrected. Also some vareity in the gameplay would have been cool, maybe some survival ala Neo Scavanger.. If you like puzzle games, this is pretty fun. 1 thing to note. The creatures you fight get more challenging after you get to level 7 or so. They start to hit harder, have more hit points, and use items more often.

So while I wouldn't say this is the best game ever, it is still a pretty fun and entertaining game. Unimaginative and repetitive. I am a fan of puzzle rpgs and i have probably played every one available on pc. I didnt enjoy this one sorry. Overall: It's fun and enjoyable if you like these gem games mixed with RPG elements.

I'd put it on par with Galactrix, except it doesn't feel as monotonous as Galaxtrix. Gunspell is a bit more linear, and a lot more customability. I wouldn't have minded other character choices, but the story is based on the character you are. So, that's fine. . 2V10 actually runs as promised

I picked this up as part of a bundle, and dutifully played a while.

It's not strictly awful merely tedious, unchallenging and unengaging. The writing is bad but not too bad to be detracting and the hexagonal match 3 is at least a little different from other mobile ports.

That's all the good I can muster. Look at that stupid price tag. \u00a310!

That's enough to buy Portal! Or any number of other great games which are available.

This game could have really been awesome......

All of the elements are there. It looks good and the mechanics are compelling......

The problem is that this game was made with the intention of being freemium.

The freemium aspect was removed, but all the garbage that freemium games are made of are still there, there is just no way to buy your way thru it......

I really wanted to like this, because it is the kind of thing I generally really like......

This "game" is total garbage and you'd be better off donating 2 bucks to some YouTube gamers patreon.. TL;DR In short, the plot is strangeVincomprehensible, it seems to have been translated by someone with an 8th grade grasp of English, and it wasnt ported to be used wVa mouse at *all*. The graphics and music are worthwhile and nice. Get it on the Android and play it with a touchscreen, which is obviously how it was meant to be played. Youd probably pay a lot less too. Itd be a great Android game. PC, not so much, especially at the price they're asking. If you're really hard up for a Match3 *and* its at least 50% off, pick it up.

EDIT: Something that annoys me the longer I play. EVERY time you switch screens theres an (admittedly only a second or so thank god) loading screen. Want to look in your inventory? Loading screen. Meditate? Loading screen. Char sheet? Loading screen. Fight? You get the point... This is completely annoying and unneeded. Maybe the Android needed the constant loading, but this should have been one of those things that was upgraded for the PC port. Especially for \$15.

Ever since I saw Puzzle Quest back in the day, Ive been a fan of match3 RPGs. I have yet to find one as good as the original PQ....and I'm still looking.

This one wouldn't be that bad, if it wasn't for some major flaws. For starters, it OBVIOUSLY was built for mobile, and there was no attempt made to port it for people who will most likely be using a mouse, at all!

For instance, it refers to "tapping" and "swiping" in the help files where it should say "clicking and "dragging". Ok, fine. Thats annoying, but its not that big of a deal.

The issue is that there was NO attempt to fix things that may not work on a mouse as easy as a touchscreen. The meditation stands out. You meditate to recover stamina, great.

Ok, so the way it works is theres 4 large circles on the bottom of the screen, two on the left and two on the right. Little colored balls fall down the screen, and when they hit this shining band on the lower part of the screen, you click on the circle on the bottom which matches the color. That would work great on a phone\tablet you were holding. Mouse, not so much at all. Basically, pick a side, and only click on those two corresponding balls. My mouse is set to very fast, and I couldnt go back and forth from side to side fast enough.

I paid 15\$ for a game where its probably 3-4\$ on mobile, if that. And the devs were too damn lazy to change the mechanics to work with a mouse?? Sorry, its a pet peeve of mine. If youre going to charge those prices, dont make me think "god, I could have got this on Android, paid less and used the mechanics the game was designed for".

The graphics are awesome, the puzzles are standard match3, but the plot....

Ok, so it throws you right into it. Youre a cop. You go to search your sisters house. She is missing, and her house is ransacked. You are attacked, and then the basic match 3 mechanics are explained, you find a card ledaing to a "shaman store" called strong in spirit. Which turns out to be a gun store where your sister worked. You are given a "magic gun", and then all the sudden youre attacked again, some more mechanics explained (not enough!) and are on a hex grid with skeletons(loot) and weird fantasy enemies. At this point youre on your own.

Wha??? I even looked up to make sure this wasnt some manga or anime where this plot would make sense for someone following the series. As far as I can tell, it isnt. I have no idea what the hells is going on. My character seems uniquely unconcerned about being given a magic gun and having strange enemies attack him. Or that his sister worked in a magic gun store.

The writing is incredibly stilted, seems translated. The graphics, puzzles and music are awesome, and hopefully will override the headscratching plot and failure to even make an attempt to port the game for a mouse. Might be fun if you had one of those touchscreen laptops, but they are asking way too much. I'd go \$5-\$8 at the most, maybe \$10, if they were going to offer sales.

As it stands at this price and with the lack of porting for mouse, I cant recommend it for the PC.. This game is being a bit unfairly judged, while it does not have the polish of a Puzzle Quest this game does get far more challenging as you play.

The first 2-3 hours is quite easy and you can easily progress without any challenge, once you get around level 7-8 or higher quite a few enemies will hit you extremely hard, and you can die quite easily.

If you like the Puzzle Quest style of gameplay this is a decent pickup. If you are looking for a mind numbing match game with a hint of rpg, lots of bad grammar, and lack of options as far as sound (has a few bugs too) then this is a game for you, not bad for a 2-5 dollar pickup but not worth the full price. Get it for free on your phone. No reason to spend money on this game as it is badly translated and overly simple for what it is.. My first review on steam, just to warn you guys:

Its the worst game i ever bought. A very, very bad mobile-port. There is absolutely no challenge in this game. It dosent matter which blocks you move. You will always win by luck even if you try to lose! Because 90% of the enemies do 10-20 dmg on my 500 hp pool and i do about 180 dmg on their 100 hp pool with one simple move. In about 70% of the "epic fights" this happens at the first turn! So you just jump from one loading screen to next, clicking buttons - its nothing more than clicking buttons. Non-existent gameplay value.

It feels like its done for 5 year old kids. I highly recommend TO NOT BUY! (I can recommend "puzzle quest" if you are looking for a rpgish puzzle game.)

Edit:

And there is also this horrible stamina mechanic, which forces you to play an idiotic "click the buttons when the buttons flash up" game and it takes AGES to fill up the stamina bar. Stamina is clearly an mobile-device-mechanic used to limit the play time so you have to wait or spend money to go on. And there are so many other issues... cant believe it... its so far away from being polished, challenging and fun.

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