
Dark Ages Full Crack [hack]



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About This Game

Dark Ages was the first shareware game to support the Adlib & Sound Blaster music cards. It featured a movie style soundtrack of eight unique songs and themes.

Each volume of Dark Ages has its own unique appearance, with different goals, level designs and locations. Each volume has 10 huge scrolling levels packed with devious traps, creatures and treasures.

Game Features

- Built in instructions
- Save and restore
- Permanent high scores
- Sound on/off
- Flexible keyboard configuration
- Three skill levels

Bonus Info

The EGA/VGA graphics are colorful and stunning, with fast scrolling screens and high-speed animation. Dark Ages has such demanding graphics and animation that it requires an 80286 (or 80386) machine to run at proper speed, otherwise it may run too slowly. (NOTE: Dark Ages runs too fast on 486 or higher computers. You will need to slow them down to play).

Title: Dark Ages
Genre: Action
Developer:
Scenario Software
Publisher:
3D Realms (Apogee Software)
Release Date: 1 Feb, 1991

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English







Pretty decent after the huge update.

More like facebook version of the game. There still is some rendering issues but if you want a good challenging survival game with a lobby full of russians then go on. :D

8V10. girls punching girls with hats its p good

buy if you like girls with hats punching

help zun and tasofro have a beer. Cool! Really great time-killer. And very good changes right now to get to the leaderboards ;). As soon as I started playing this game I realized it wasnt going to be a game for me. Feels like it belongs in the early 1990's. No run, just sneak and hide. Choppy movements. Quick install & quick uninstall.. Tried really hard to like this but my main problem with it is the A.I. I have many times had units shattered and retreat but the A.I. refuses to move forward to destroy a shattered force. The game otherwise has been an excellent purchase but be aware that the computer opponent seems more defensive in nature and will not take the initiative when that opportunity arises.. The first and the middle part was amazing but the last part was very diappointed and facing a ton of bugs. I would recommend this game because of the environment and The thai culture relate to the ghost story were very rich in this game. This game is a nicely polished jewel. It is simple enough that you can get started playing within a few minutes, but complex enough that you don't get tired of it. Which is good, because you are going to die. A lot. You do know this is a rogue-like game right? I mean, just when you think you are getting the hang of things and building up a powerful character, along comes some necromancer who decides to cast a fear spell on you that sticks.... And at that same moment, a room full of monsters was opened up. Oops! Time to die! The perma-death option makes it so much more fun.

One tip - you can freeze lava with your ice spell. It takes a moment to figure out how, but once you do, it'll open up some nice areas.

This is an indie developer that really deserves community support. He continues to make fun games for inexpensive prices. Let's help him pay his bills so he can continue adding more content and making more games!. This is a very serious\not serious review. Pros

- this game is intense, and very, very, very terrifying.
- this game's enemies are very creepy and it's better to avoid them
- it is realistically hard
- you have to be crouching most of the time
- hid behind a desk for 15 minutes, died, game promptly crashed XD
- very terrifying noises always present
- smashing things over the head with a board is fun
- a monster mooned me XD
- randomized map

cons

- A.I is iffy at times
- randomized map sometimes glitches

Overall, a very good addition to the horror genre 9V10. no, it's trick OR treat. Whether or not there's broken achievements, i dont really care;however i was really disappointed when there were some broken hints. The main game was easy enough to finish and gives more playing time. I really like the added films and artwork, but after the main game, there's a extra mini games to play and those are definitely broken. i just couldn't even finish that. Overall, it's not bad, especially if you get it at a sale price. I wouldnt really recommended at regular price for the broken achievements and side game that is broken.

Like Montaro or Salty Fish Go, Meow Go is a great addition to your lewd endless runner games. Overall I feel like it's the most fair of the others. I... ugh, I do recommend it. Please help.

<https://youtu.be/whJj9Th994U>. What a nice!

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[And](#)

[C:\Program Files \(x86\)\Steam\steamapps\common\Soundodger\soundodger_soundtrack\MP3](C:\Program Files (x86)\Steam\steamapps\common\Soundodger\soundodger_soundtrack\MP3)

[And](#)

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[What a nice!!!!. Okay... Let's just stop and look at a couple of things:](#)

[1\) The "professional programmers" can't be bothered to use correct English grammar in the two sentence quick description of this game and say "Develop by professional programmers."](#)

[Question: If the "professional programmers" can't even spell a word like 'developed' correctly here on the Steam store page, why should a potential customer trust that this game called "Trash Defense" is anything but the first word of the game name?](#)

[2\) The developer and publisher name is "Fugging games" \(except it's actually the F bomb, as in replace "gg" with "ck"\)](#)

[Question: Let's imagine for a moment that Pepsi had named their company instead "Poopsi" and called their soft drink "Trash" much like the developers name and game name here. Do you think it would have sold initially and ever gone on to have the success that it has?](#)

[This game is discussed in entirely too much detail and this game is played entirely too long in this first impressions review video:](#)

<https://www.youtube.com/watch?v=57h8UQ5yTKU&feature=youtu.be>

[NOT RECOMMENDED as my fugging gut instinct tells me that this "Fugging" developer is just an alternate developer name and well known asset flipper already here on Steam just hiding behind an alternate developer account name. Not only that, this game is the first word of its own title name, and there is no way that can be defended. My score is a big whopping red ZERO. Throw your coins in the trash instead of putting them towards this trash as that would be money better spent.. it is a short game, it is nice to kill a few minutes but honestly there isn't much to it and it gives more questions than it entirely answers, obviously you can figure out most of it with all the clues but not much is actually explained in a concrete way. I own about 95% of the Meridian 4 catalog, and picked up GT: Evil Heroes during that package. I later purchased GT2: Dungeons and Donuts during a sale.](#)

[The Background](#)

[GT1 and GT2 share the premise of the player taking control of a moody sap \(Drake\) who overcomes personal challenges to become The Hero That Saves The World. The game is largely a parody of main-stream RPGs, with characters often throwing out asides and references to other games. The jokes are campy and are mostly of low-brow humor; some would say the designers are mocking how sexualized female characters are in other games, some would say the designers are part of the problem.](#)

[Characters](#)

[Throughout the games, you get the opportunity to recruit new party members with different skillsets, for example:](#)

[Angelina: Healer](#)

["The Semi-Divine Holy Avatar Himself": 2 handed swordsman.](#)

[Candy: Archer](#)

[Each character has a relatively well fleshed out back story, as there is a LOT of dialogue to read. In GT2 they have actual voice actors to play each character.](#)

Skills

In GT1, skills are tied to your player level. Your character has an additional skill titled "Obsession", which is kind of an automatic passive attack with unique abilities.

Ex: Holy Avatar's obsession is the ability to talk everyone everyone to sleep in a 3x3 radius. Including your party members.

In GT2, skills are tied to your "Talent Tree" (which is not very well explained).

When you max a bottom tier Talent, it unlocks your 3rd skill. A second tier talent unlocks your 4th skill, and a 5th tier talent unlocks your "ultimate".

Additionally, GT2 skills have a timer, so you can't use them every turn. Your Obsession meter (more like an ultimate meter), builds up to allow you to cast the Ultimate skill.

The ultimate skills in GT2 are actually pretty useful, with one of them doing massive AOE damage which is needed later in the game when there are seriously 20 monsters in a room.

The Problems

The camera is terrible. It frequently locks onto random locations, and you have to reset the Follow toggle to return to your character. You might even feel sick from it. The Bloom doesn't help either, and may be part of the problem in inducing motion sickness in players. There is extreme camera smoothing in both games.

Characters frequently get stuck. If I have a party member that stands in a doorway, and I try to talk to a NPC outside of that door way, I cannot pass through. My character will choose to run into the party member, and constantly try to move past. The controls are locked and I cannot disable the "queuing" of the talk command. To fix this I had to use the cheat console to teleport Drake to the NPC. This happened at least 30 or 40 times.

In GT1 there is a major gamebreaking glitch where the Holy Avatar would be completely disabled during a battle. The battle round timer would still be enabled, and you would be stuck in an infinite loop. This required a reload of an earlier save file to fix.

In GT2 the quest journal offers only Italicized and Normal text views. It is unclear if a quest is Completed, In Progress, or Not Completable. That last detail is interesting, there are at least 5 quests in GT2 that if completed, disable your ability to complete other quests. Some of my quests that were "completed" still remained in the journal, while some that were incomplete just disappeared.

GT2 lacks progression logic. Finding your next mission requires you to talk to just about every NPC to figure out what you're doing next. The need to do so is not tracked in the quest log. There is also no notification that informs you to talk to a NPC. If you surf the Steam or Gamefaqs forums, many players ask "WTH do I do next?" And the answer is usually "Talk to everyone". This was not as big of a problem in GT1 as the maps were not as large.

Final Comments

I eventually used the cheats "goto\god\healall" to complete both games. "Healall" resets the movement tracker so you can move from one end of a map to the opposite end in one turn. This made progressing through the (really boring and tedious) fights much quicker. Even then, it still took about 10 hours to finish GT2 because of all the walking and talking you're required to do. I would estimate that GT2 would take over 30 hours without cheating. And let me tell you the 10 second ending is not worth the effort[1].

Humblebrag: This post here is more comprehensive than anything you'll find online. Nobody wants to write a walkthrough or a guide for these games because GT sucks. If you're stuck on a mission\quest, leave a post and I'll see if I remember how I did it. This game is great

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