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About This Game

Prepare yourself as you step into a world writhing in chaos. Warlords Awakening, a remastered MMORPG that will place you on a journey to become an Elite Lord with an action packed story and ominous monsters around every corner. Explore and conquer the world of Epheia together with the cute and dashing pets to choose from. Epic dungeons and raids await you, as well as the loot they bear. It is time for....Warlords Awakening.

Key Features

Sharpen Your Blade for a Massacre

- Embark on quests throughout Epheia, keeping your weapon primed for what lies ahead. What friends and foes will you meet in each new area?
- Many challenges, battles and achievements for all of your characters
- Hordes of enemies will meet their fate at your hands in a massacre never before seen in online games
- Gather your friends and take on some of the world's most formidable bosses to repair the very fabric of reality. Will you be strong enough?

Classes, Battle Stances and Flawless Combat

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- Choose from 5 unique classes! The Blood Knight, Mage, Psychic, Hunter and Assassin offer differing ways to slay your enemies
 - Each class can fight in three different battle stances. Pick your battle stance depending on the situation and decimate your enemies
 - Seamlessly switch between stances giving you up to 18 skills at your disposal at any time
 - Reach the status of Elite Lord and take your stances to the next level
 - Develop your own unique style with the three different skill trees for each class. Determine the best spells for you to battle with!
 - Slaughter your way through endless enemies and achieving the highest combos possible

Wide Range of Weapons and Gear. Weapons and Gear to Make You a Warlord

- Collect the most terrifying weapons and gear to wreak havoc. Create the strongest Warlord in the world with the endless combinations
- Reap the coveted spoils of all the dungeons and raids

Pets Galore!

- Never travel alone with the huge variety of pets and mounts that will tag along as you traverse the massive world of Epheia
- Combined and breed different pets to get special benefits

Real-Time Stunning PvP

- Join forces with up to 3 friends to take on other players in the different PvP modes Warlords Awakening has to offer!

Title: Warlords Awakening
Genre: Action, Adventure, Massively Multiplayer, RPG
Developer:
PLAYWITH Inc.
Publisher:
PLAYWITH Interactive Inc.
Release Date: 28 Nov, 2018

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Minimum:

OS: Windows 10

Processor: Intel® Core™ i3 2.4GHz

Memory: 3 GB RAM

Graphics: Geforce® GTX660 or Radeon™ RX460

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 12 GB available space

English







This is probably one of my favorite goto games of the 90+ VR games I own; but lets be honest, this game is priced a bit high. :) Each game is essentially \$10 and though there are upgrades you can save up star points to purchase and arguably there are endless hours of gameplay to try and beat your previous score or work the public leaderboards and different game modes to change things up; end to end though you're looking at a minute or two per level.

With that said, this game is a lot of fun. Fracture by far is my favorite. It plays like HoloBall and has a classic Brick Breaker feel to it. What is nice is as you advance the levels, not only do the bricks change and technique requirement changes, but so does the arena. Sometimes you're in a square or sometimes in a dome making the physics of the balls bouncing different so you have to plan your shots accordingly. The summoning of the ball is a unique feature as well. Took me some getting used to but once I got the hang of it, it's a handy feature!

Smash is a variant of Fracture in that you're in a narrow corridor and try to get the balls past the opponent at the other end. As you advance there are more obstacles, speed variables, mines, etc. to make it more challenging. You use shields in each hand to hit the ball and add spin to send it to the opponent's side. Still ends up feeling the same as Fracture from a mechanics perspective but that is not a bad thing.

Bowshot is my least favorite but not terrible. It is another bow shooter like many others out there. The charge shot which sends a blue ray to hit more blocks is probably one of the more unique features I've seen compared to others. If you like bow and arrow games, it isn't bad, just not as fun as the others in my opinion.

I posted some raw gameplay footage of a few levels from each game if you're interested:

<https://youtu.be/V9VIEI7-ab-U>

[.don't even consider it.. I played it for 5 minutes and then it tried to make me do maths.](#)

[.Great short little horror experience with no jumpscares. Looking forward to the full release.. The game lacks creativity and follows a robotic gaming experience.](#)

[I felt like I had wasted my money on this.. Can't recommend as of right now the movement is completely out of wack and needs a tune up, but defenitly a wait and see if they movement is fixed. After an hour, I can't recommend this game. It's adorable and the story I saw looks like it's shaping up to be heartbreaking, but the gameplay is tedious and doesn't look to be evolving much.](#)

[I might continue to play after that, but for a damning, nauseating interface flaw. After each stage/level/room, the game returns to the main map. Unfortunately, when it does so, the camera always starts oriented "north" on the topmost part of the map, and then quickly pans and rotates to your current position. While you may not notice it during the few zones, as you begin to rotate around the centerpoint of the map, this becomes horribly disorienting and potentially nauseating, which is a first in video games for me.. So I pay for their DLC and have to unlock a character. It's not April Fools, don't do this.](#)

[Edit: they also don't tell you that you have to unlock it, which is even worse. I guess they have to do their best to siphon the cash from your wallet.](#)

Big Cheese is the first tiny DLC. One skin, one building, one mission, one map, yay. Oh, and unlike Tropico 4, one music track too. Here we go again. This time it's all about cheese.

And this is we got for pre-ordering Tropico 5. Should have knew better what kind of the first DLC it would be.

Mission is pretty nice. Aside from promoting Tropicane cheesiness it also locks you up in Colonial era, you can't advance. It's actually an interesting challenge. While you don't have to think of supporting revolutioners as much, they can also sometimes get angry. At least I got some "cmon cmon!" moments when I was waiting for next ship to come so I could complete The Crown's mission as my mandate time was running out, suspecting that I should have build another dock. So I am amused.

And then there is Cheese industrial building. It makes cheese out of milk that is produced by goats and cattle ranches, not goats and llamas as store info hints. It may not look much, but main point of it is that it's available during Colonial era, where the only other industry building is Lumber Mill, the planks that it produced being a mid-step between logs and furniture anyway. So it got it's use, yep. Even though I am not sure you are supposed to make lots of money at Colonial era.. This game is BAD. It doesn't even have a way to exit game so you will need to use task manager to close it. The graphics are blurry and that might be by design. You can level up things like health and stamina but it doesn't have an inventory or skills page to check your progress. You can't save game, when you die your only option is to start a new game.. Finally beat this after some rush and frustation at the end part of the game

Looks like like I have love-hate relationship with this game

I hate how lack of development ant empowerment the battle and level system in this game

I hate the way main character develop, feel a bit unnatural to me

I hate how frustating the battle at some point

I hate the small quantity of map, especially dungeon in this game

I haate that there's a blacksmith, but cannot upgrade equipment there :p

I haaate how i was forced to almost always save the game, in case NORMAL monster beat me

I haate that I can't find how to open most of the chest, and forced to break all doors :(

But there's plenty elements that makes me keep playing

I love how unusual and the uncertainty of the battle system. Really make me think for a sec what should I do

I love the set and the plot of the game. The story flows just nice with episodic sytem

i loove the dialog in this game. It keeps me want to advance the story and finish the game

I loove the art that appear every end of a chapter. Sometimes it gave warm feeling in my kokoro

I loove how developers put the secret in this game. Feels so clasic

I looove how detail the sprite and eventing. Make always keep my my eyes at characters movement and eyes

I looove how polished some part of this game. That final boss entrance cinematic, give me chill and nostalgic feeling

I looooooove the soundtrack of this game. Really brilliant and engaging

Not playing many games from RPGMaker engine, especially the old one. But I can say Sacred Tears True is one of the best game developed here, especially if you love many elements from old JRPG. Every fans of JRPG should give this one a try :). This game ends up being a lot of fun for what it is. I don't like on rails shooters, but I love trains and the train-gunner concept works great, even though the track loops its long enough, looks good enough and works well with the combat and enemies. If the developer keeps working on games of this style, more maps, guns and enemies this game would be well over 2.99, which felt like a steal the first time I played it. It really felt like moving on train sometimes, which added well, not too slow or fast for a rails. It got pretty challenging as enemy waves built up, grenades aren't easy to use. More maps, weapons and enemies and this game could be worth a lot more, hope to see it evolve.. This game is extremely fun. As someone who enjoys competitive games this is a very interesting take on the genre! Totally worth the full price!. I wanted to like it. I've had it for a year or more. It's fine if you're playing a game that doesn't require fluid combat and quick response times. I recently tried it with Sekiro Shadows Die Twice, and it just doesn't cut it. I'm dying a lot more then twice, just because it is impossible to time the deflects. I played at my monitor for half an hour, and that was perfect.

Even with a wired house network connection, this isn't responsive enough to play anything that requires it. You can play Hello Kitty Island adventures on it just fine though, so if that's all you're looking for go for it.. An excellent addition of new cards.

Somewhat geared towards battle characters, as some of the effects target the special abilities of others, such as Aru and QP-dan.. Out of the pass: "I'm going to complete it 100%." 2 weeks later: "Add \$30 on Steam."

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