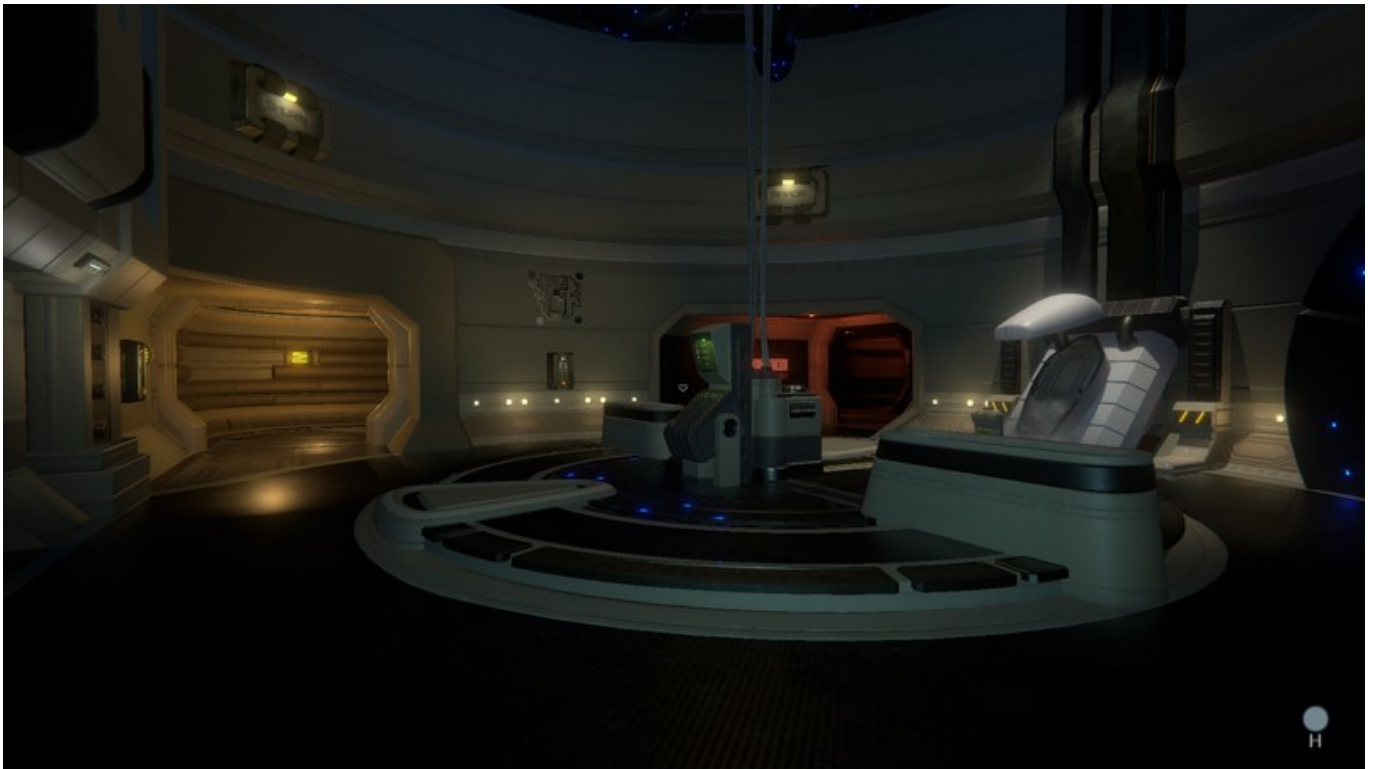

The Mummy Pharaoh Download] [PC]



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About This Game

Alan goes in search of treasure, to the world of the desert and the pyramids, namely to Egypt. Entering the pyramid, Alan woke her tenants, mummies.

Now you have a chance not only to find the mysterious treasures of the pharaoh, and to get rich, but also to free the suffering souls of people who have been locked in the guise of mummies for many centuries. May power come with you!

Killing mummies, you can free the souls trapped in their bodies. You need to be very careful not to awaken someone else is more terrible than mummies! The inhabitants of ancient Egypt were geniuses in the creation of traps, for those who want to disturb the crypt of Pharaoh, and rob him!

Features:

- Good graphics
- Pumping situation, and atmospheric environment
- Emancipation of the soul
- Various special effects
 - Mummies
- Pleasant soundtrack
- Hidden treasures
 - Realistic
- Various traps
- Various mechanisms
 - Weapons

- Pyramids

And much more awaits you in this journey to the world of sands and pyramids!

Title: The Mummy Pharaoh
Genre: Adventure, Indie, RPG, Simulation
Developer:
indie_games_studio
Publisher:
indie_games_studio
Release Date: 9 Oct, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/10

Processor: Intel CORE i3

Memory: 4 GB RAM

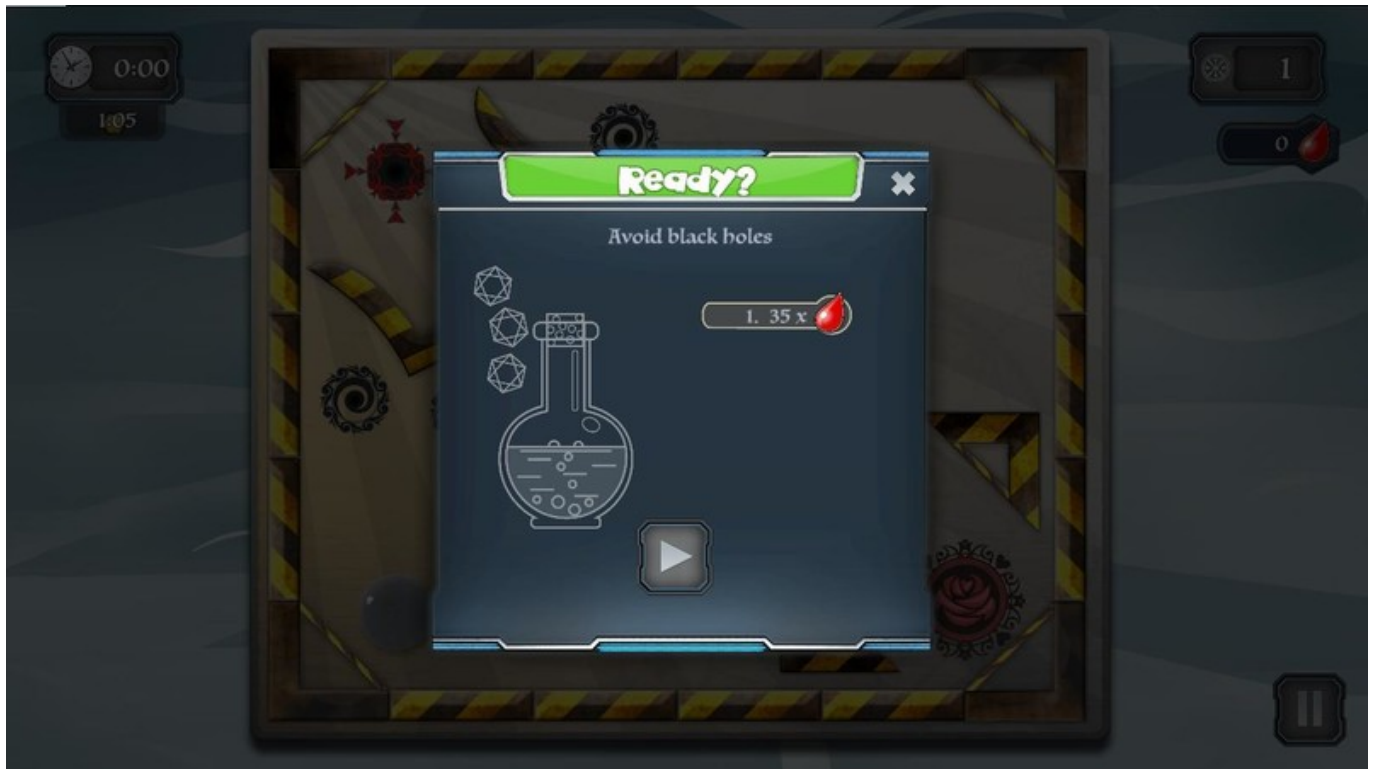
Graphics: Nvidia Geforce 820m

DirectX: Version 9.0

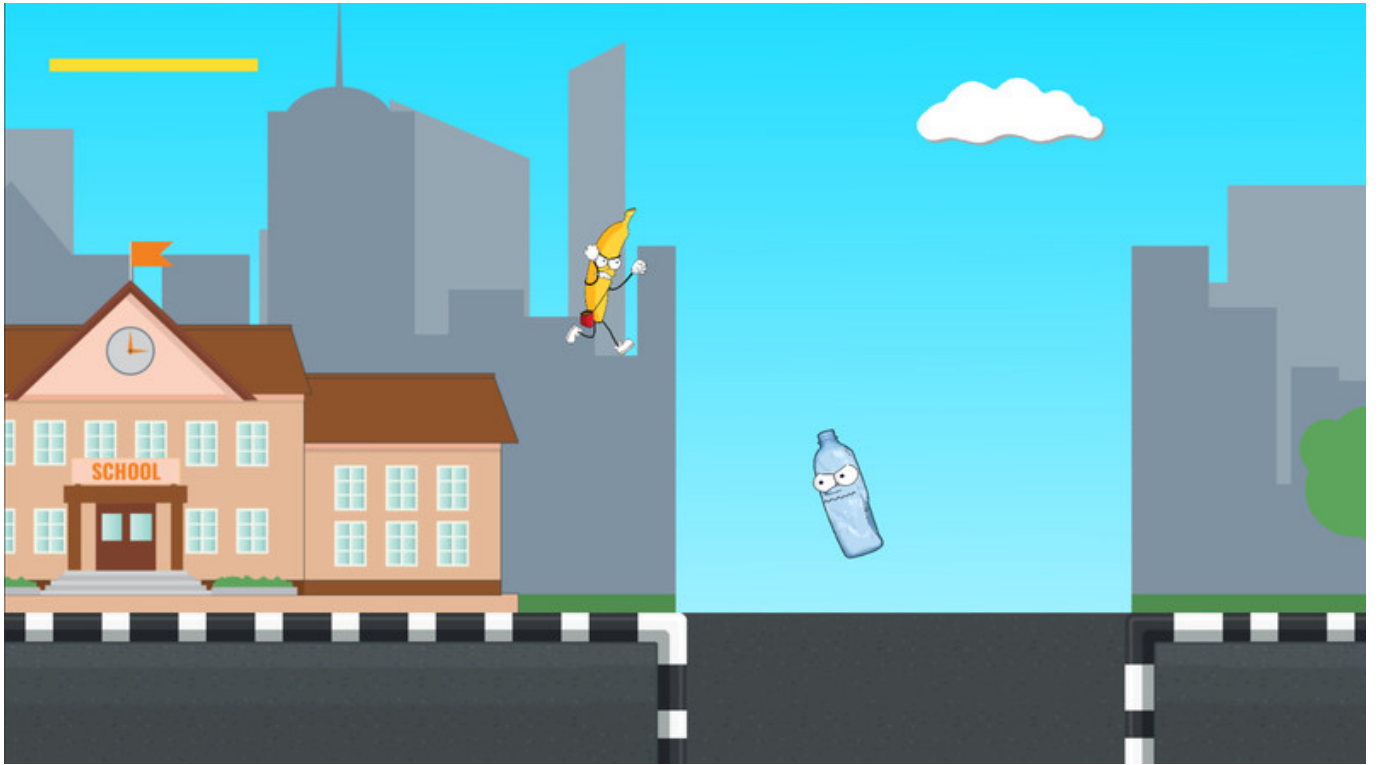
Storage: 4 GB available space

Additional Notes: 64-Bit

English,German,Traditional Chinese,Portuguese,Russian







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This game is fun and imaginative. I love how it perfectly fits into one of the Redwall books. I was even having flashbacks to the daydream like state of reading the book when it reached those parts. Even though, I had read it so long ago.

However, you will likely get stuck in at least 2 particular parts of the story and need to look on forums for help. Also, about half of the achievements are near impossible to achieve without the inside knowledge of the game developers or years of text adventuring experience.

I reluctantly recommend this game. It is a joy, due to the narration and illustrations, but is so hard-set in the tradition of text adventures that it's unlikely to hold the attention of an inexperienced audience. The game still feels more like a chore than a challenge. If text adventures are your thing, you'll feel right at home and then some.. we really need chinese !

if this game have chinese , a lot of people will buy it!

i'm not good at English but i like the style of this game so if it can have chinese it wil be excellent!

?????????. If Arfenhouse was a video game.. Simple yet stylish atmopheric game. Worth the 5 bucks.. Even after turning off most of the camera flair, playing the game for more than 5 minutes gave me a headache.. verry good tennis and ping works good on oculus. If you're looking for a decent, nice R-type, Katakis inspired shoot 'em up, this is for you!!

EDIT 08V02V2018 - Looks like this was fixed the DAY after so absolutely no complaints now :)

The first thing to say about this game... It does EXACTLY what it says on the tin!

I streamed this as a first impressions type of game, expecting a punching shooting madman killing robots and that's exactly what I got. The game is a super super fun way to waste some time however I did have a couple of issues...

As you can see from the video attached we got to a point in the game that was completely broken, I could literally one shot everything and not die. Getting to this point allowed me to just run through the game and just wreck shop, my gun even seemed to hit pretty much in a circle around me taking the difficulty away.

However if this is fixed we will see an amazing game come out of it and I cannot wait to follow the dev process!

If anyone wants to check out my first impressions you can do so here :)

https://www.youtube.com/watch?v=a5VS6Zd_zZw. It's like a 3D tetris sort of game, so in other words not very good.. Amazing game. Played it at RTX 2015. Played it for hours. Could not love this game anymore. Fantastic game and design.. At last I'm done with this game, it was tough and complicated, because it takes a lot of effort to master it so I can hang the ball on the nail. The RNG is too damn high! This game would've been fun if it wasn't for its absurd over-reliance on RNG. Everything about it is just pure, unleashed RNG with no mitigation. It's just not fun.

The game plays pretty similarly to Rogue Legacy in that it's a procedurally generated (much more so than RL) Metroidvania-ish platformer roguelite where you make runs through a randomly generated house, trying to find crafting materials and blueprints and getting further and higher into the house. The higher you go, the harder it gets. One thing it does differently from RL, which I like, is that if you return to your home base alive, you will get the benefits that you would otherwise get from dying without the whole house resetting, so you can keep exploring the same house as long as you return home when your HP gets low. There are teleports that facilitate this and it works pretty well.

Combat, movement and room layouts also work mostly well, though you need a few upgrades to really make your character feel good to play. The starting character is a bit crap, but once you've unlocked triple air dashes, triple jumps and +300% attack speed, which is my build, the character is much more fun to play. This is strike one, since no game should start out a boring chore until you've unlocked stuff.

Strikes two, three and all the way up to 475 is the fact that everything about this game is RNG. Everything. Even the quests! Aside from a few nice quests that actually tell you where to go and what to do, every quest in the game boils down to getting lucky with RNG. They tell you to find a certain item in a certain room, or kill a certain enemy, or activate a machine in a specific room type, and you have no control over any of this. The only way to complete the quest is to just wander into that certain room and hope to get lucky. On top of that, the quest progression is just completely bonkers. It's nuts. The first few side quests you get are more appropriate for mid-game with some upgrades under your belt, so you will be stuck with them for hours until you get enough upgrades to complete them, then you can rattle off like a dozen quests which are far easier and that you completed in the meantime, then you get stuck with a few absurd ones again and then it loops like that. Stuck on the same quest for 7 hours, then when you complete that one, the quest giver has like five more you completed in the meantime. It's like they put zero thought into arranging the quests.

The only other thing to do in the game, besides quests, is gather blueprints and materials, both of which are completely RNG. The material drops are controlled in that specific enemies drop specific pieces, which is nice, but there doesn't really seem to be any rhyme or reason to where these enemies spawn. Can't check the map and know that this enemy you need to farm is in the dining room and the other one is in the garage. It's just totally random, all you can do is wander around and hope that they spawn.

But that's not even the worst part, no, the worst part is that they haven't programmed any mitigation whatsoever into the blueprint RNG drops, and all of them are made with the kind of crafting where you have to sacrifice the previous tier weapon to build the next tier. So if you build Sword 1 and want to build Sword 2, you have to scrap Sword 1. If you want to make Sword 3, you scrap Sword 2. If the weapon category branches off, so there's Sword 3a and Sword 3b, you have to craft 1 and 2 for 3a and then do it again for 3b. That's okay, I guess, even if it feels sort of like a mobile game where I'm supposed to pay money to get

this to go faster, but the worst part is how these blueprints drop. Since there are so many of them, you have no chance of getting them in the correct order. You will be getting Sword 15, 19, 27 and so on long before you get 2, and since you can't craft any of those without Swords 1-14 unlocked and ready to craft, they just sit there in your crafting menu and do nothing, and you end up spending 15 hours of the game using the same weak weapon until you can suddenly craft like 50 things all at once. They've tried to solve this in the laziest way possible - by just giving you a strong weapon as a quest reward early on. So not only can you not craft any of these things, there isn't even any reason to since that weapon outclasses everything (at least if you have some attack speed buffs) until you're able to start crafting endgame gear.

The final nail in the coffin for this game is the fact that even if you quit out of the game in a survival status, meaning you got back home without dying and are still in the same house, the house will still reset the next time you load it. If you have any hopes of exploring the whole house, which in my opinion is a lot more fun than just resetting the house every 15 minutes, you have to do it all in one go or leave the game on. And the house is huge. Exploring all of it easily takes 3-5 hours and the fact that we're not allowed to save this progress is just inexcusable. This developer seems oblivious to the fact that people have jobs, school and other things to do and can't spend 5 hours on a run in a roguelite with no saving.

It's really too bad and very disappointing. I spent 20 hours loving the basic formula of this game, and the combat once I got used to it and unlocked some additional moves, but hating how boring and distant every quest and crafting action felt. I was hoping it'd feel better once I had the blueprints and could pick what to craft, and when my character was good enough to runs straight up the house (raising the difficulty with each floor) instead of going horizontally to maximize my gain per run without dying, but it just doesn't change. It's all still just RNG, RNG and more RNG. It has the foundation of a great game, but it needs some serious rebalancing to actually be fun. It is with regret that I give up on the game, uninstall it and give it a thumbs down review.. Neat Idea still in alpha. Hope all the bugs get fixed. Combat and gather should be 2 sep. buttons: when in battle you will get errors about the tree is not old like you are trying to gather. I can not recommend the game in its current state.. An outstanding DLC - if you like what Hand of Fate is about, you'll love this.

The story is by far one of the most touching chapters in the adventurer's life, and the map itself has several ways of solving it, depending on one's favored playstyle (best of all, it's very low on gambits, so you can trust in your combat skills to carry you a long way).

There's also a lot of goblins, to help pry the tokens from the related gear that requires killing the violent gits.

All in all, well worth the ~6EUR, and I genuinely hope Defiant maintains this ratio of price to quality, as I wouldn't mind buying as long as they make it.

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