

Anthelion Portable Edition



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About This Game

Prepare for the breath-taking challenge of manoeuvring in time and space. Push your skills to the limit as you spin; slow, fast, near and far to get through fast moving obstacles and traps. Time your speed and trajectory precisely to pick up various power-ups and clear your path, traveling in near impossible speed towards the high-score lists!

Super simple mechanic, but highly challenging game play with endless levels that will keep you entertained for hours!

Key Features / How to play

- Game Features
- Gravity based endless spinner
- Pick-ups, power-ups, more ups!
- Super simple controls, seriously challenging gameplay
- Gorgeous minimalistic graphics
- Ludicrous leaderboards
- Spiky, red, evil bits

-
- Breathtaking challenge in time and space

Studio Message/Creators

- James Hunt
- Peter Stråhle
- Mikael Groth
- Eero Koivunen
- Elvira Björkman
- Joakim Svärling
- Mikael Degerfält
- Andreas Thorsén
- Henrik Johansson

Title: Anthelion
Genre: Action
Developer:
Rovio
Publisher:
SEGA
Release Date: 25 Jul, 2016

a09c17d780

English

Individual Statistics

Qualifiers		All Players		2032	Season	Playoffs	New England Colonials		One Team	All Teams		
Passing	Misc. Passing	Rushing	Receiving	Misc. Recv.	Returns	Kicking	Punting	Defense	Pass Cover	Blocking	Misc.	
Player	Team	GP	GS	KRB	KRO	BPct	Pnck	SkA	PPly	SPct	RPLy	OPct
J. Buckner, Nathaniel	PHI	16	16	12	39	30.8	0	11	769	1.4	311	12.5
C. Moss, Deron	PHI	16	16	23	99	23.2	2	1	765	0.1	310	31.9
G. Bartoszewicz, Colton	PHI	16	16	15	55	27.3	0	9	765	1.2	310	17.7
G. Bullock, Willie	PHI	16	16	11	46	23.9	0	7	761	0.9	310	14.8
G. Knight, Clarence	NYK	16	16	31	86	36.0	3	2	749	0.3	337	25.5
J. Thompson, Joseph	NYK	16	16	12	47	25.5	0	9	748	1.2	340	13.8
G. Cortez, Butch	NYK	16	16	16	52	30.8	0	5	747	0.7	339	15.3
J. Clinton, Lance	DET	16	16	19	39	48.7	0	9	737	1.2	335	11.6
J. Greason, Bart	TEN	16	16	11	47	23.4	0	6	725	0.8	317	14.8
J. Andersen, Cedric	ARI	16	16	9	34	26.5	1	5	696	0.7	375	9.1
G. Boese, Kevin	ARI	16	16	23	86	26.7	1	5	695	0.7	375	22.9
J. Foley, Tristan	ARI	16	16	20	62	32.3	3	7	695	1.0	369	16.8
J. Foley, Louis	TEN	16	16	8	37	21.6	0	5	694	0.7	299	12.4
J. Newsome, Zack	JAX	16	16	29	77	37.7	2	12	685	1.8	350	22.0
G. Fulcher, Kendrick	HOU	16	16	22	61	36.1	0	8	685	1.2	343	17.8
J. Romero, Danny	HOU	16	16	9	50	18.0	0	9	679	1.3	339	14.7
J. Panos, Gino	NYK	15	15	13	45	28.9	0	6	679	0.9	294	15.3
C. Watson, Junior	JAX	16	16	21	62	33.9	0	0	676	0.0	335	18.5
C. Trim, Albert	HOU	16	16	11	53	20.8	0	6	675	0.9	341	15.5
J. Hepburn, Tony	NOS	16	16	24	71	33.8	3	18	673	2.7	363	19.6
G. Cranford, J.R.	JAX	16	16	21	67	31.3	0	3	669	0.4	339	19.8
G. Barker, T.J.	NOS	16	16	27	81	33.3	1	5	667	0.7	354	22.9
G. Carlisle, Antoine	NED	16	16	28	67	38.8	1	5	666	0.8	415	16.1
C. Belzer, Teddy	NOS	16	16	13	61	21.3	0	8	665	1.2	359	17.0
C. Mardling, Freddie	TEN	16	16	14	55	25.5	0	5	664	0.8	300	18.3
J. Lay, Cole	ATL	16	16	23	60	38.3	1	6	660	0.9	335	17.9
C. Inderwies, Nicky	NED	16	16	12	63	19.0	0	4	659	0.6	413	15.3
G. Flowers, Gabriel	ATL	16	16	28	66	42.4	1	2	658	0.3	338	19.5
C. Preston, Alan	CIN	16	16	34	82	41.5	5	9	650	1.4	400	20.5
J. Reger, Donald	STL	16	16	29	83	34.9	2	6	650	0.9	410	20.2
J. Weese, Maxwell	CIN	16	16	27	89	30.3	8	20	648	3.1	396	22.5
J. Snyder, Todd	NED	16	16	14	48	29.2	1	4	648	0.6	407	11.8
J. Segura, Charles	CIN	16	16	21	45	46.7	0	6	644	0.9	388	11.6
G. Chesher, Kelly	MIA	16	16	33	119	27.7	3	5	641	0.8	428	27.8
C. Aikman, Orlando	MIA	16	16	19	91	20.9	0	2	640	0.3	427	21.3
J. Burks, Alonzo	MIA	16	16	11	38	28.9	0	4	640	0.6	418	9.1

Print

Exit

164(-15) 6 7 2

DIPLOMACY OVERVIEW

Arshia Kishk AGREEMENTS

THIS IS YOUR OFFER?

YOU GET:

- Public Health: Cities may Process Production into Health at 25% rate

COST:

- 150

THIS AGREEMENT LOOKS PROMISING. NEVERMIND

Arshia Kishk
Al Falah

COOPERATING

Arshia Kishk has not made any Agreements yet.

Duncan Hughes
North Sea Alliance

NEVERMIND

REFERENCE

D&D WAYFINDERS GUIDE TO EBERRON
 WAYFINDERS GUIDE TO EBERRON
 CHAPTER ONE: WHAT IS EBERRON
 CHAPTER 2: WELCOME TO KHOR
 CHAPTER 3: RACES OF EBERRON
 CHAPTER 4: DRAGONMARKS


Chapter 4: Dragonmarks

Chapter 4: Dragonmarks


A halfling healer touches a dying man; the mark on her forehead blazes with blue fire as his wounds close and vanish. A halfling bounty hunter reaches out with the power of his mark to find his prey. A human artificer touches a creation forge and the symbol on her hand flares as the eldritch machine rumbles to life.

Each of the people possesses a dragonmark, a symbol etched on the skin in colors more vivid than any tattoo. This sigil is a source of mystical power. A dragonmark enhances the user's ability to perform certain tasks. The Mark of Making guides the hands of the smith, while the Mark of Shadows helps its bearer avoid enemies. The power of a dragonmark can also manifest in more dramatic ways. An heir with the Mark of Storms can scatter enemies with a blast of wind.


Dragonmarks




Dragonmark - Mark of Detection




Dragonmark - Mark of H... Unidentified Map / Image




Dragonmark - Mark of Sentinel Unidentified Map / Image



Dragonmark - Mark of Maki



Dragonmark - Mark of P Unidentified Map / Image



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 Conversion Checker v1.6.0 for Smitsev's USA, LLC
 Author: James (Lukare) Mollon
 Savage Worlds Enhanced Library Developer Tools for instruction

CLASSES
 RACES
 SPELLS
 ITEMS

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its a good game and scary if you are playing in the dark. BADBLOOD is a tense and exciting two player assasination game with gorgeous imagery and brutal gameplay.

Game mechanics are well designed and polished--with a simplicity born out of mature game design--just enough complexity to keep it interesting, but simple enough that anyone can pick it up and play. Quick game rounds support repeated sessions of the "just one more time" competition found in games like Gang Beasts, Samurai Gunn, and Towerfall. While comparisons could be made to Screencheat, with its screencheating mechanic, there is no doubt that BADBLOOD has its own unique twist on couch multiplayer. Fans of Glass Knuckle Game's Thief Town should definitely pick this game up.

Extra Points: The developer has already released patches to fix bugs, and has been very responsive to discussion and bug fix requests within the player community.

NOTE: My review is based on the final build of the game. I spend a few more hours playing the demo the week before release.. If you like craps or have a passing interest, then I'd recommend this game. The game is fully functional and enjoyable. The developers are also active and responsive and this is only the beginning.. My Mods i played with in Haulin' \u2665\u2665\u2665\u2665 IT UP and now it wont start anymore (I also removed the mods from the mods folder and still... Didn't work :(). Not for me.. This is a short experience rather than a game about a child in Africa who has fallen victim to war. It's very short and won't take much of your time and is a thought provoking part of a project meant to help children who have been victims of war. I'd say check out the project and this game if you think you might be interested.. This game does not need to be in VR. It's boring, there's no strategy to it whatsoever, and the only thing you can do seems to be aiming and shooting the same gun over and over at more-or-less static targets. Tanks cost thousands of silver and you get like 50 per match. There are no English VOs, and all the text is horrendously translated. There isn't even a weak-spot mechanic, not even for rearward shots, so the only thing influencing your damage output is how much time and money you've sunk. The game does not even support motion controls - the only "VR" thing you can do is look around. The interiors, the game's much-advertised big feature, are identical between tanks. There is absolutely zero customization. The missions are repetitive and nonsensical. The graphics are good, though, I guess.

- > Load into mission
- > Enemies appear
- > Try to drive behind them for a flanking maneuver
- > Invisible wall right in front of them
- > Not even invisible, it glows and all

Drive your tank right through this Wang Weilin if at all possible.. Respectfully in my opinion this game doo doo.. This game is short (I beat it in two hours), but it's very cute, a lot of fun, and a great way to pass an evening.. The game is alright.

I went into this not expecting much but being an enormous Berserk fan - first thanks to the Golden Arc movies and finally the manga. But knowing that no game could capture the majesty of the story, the intricacies of the characters, the horrific creatures and the absolutely animalistic brutality of Guts' rage.

So why would i recommend it? Because i like Berserk and playing a game with the characters is fun - especially as Schierke. But have you no interest in the manga, don't bother with this. It's fan service and ~20 hours of fun but little else.

God bless you~ What a great game I've ever played I would have to give this game a provisional "thumb up" due to the difficulty. This is not a game for the casual player, the easily and not so easily frustrated, or anyone who does not take notes while they play. This is a very difficult game to play. (Reminds me of Deponia.) This game has some very obscure references and reading the dialogue is extremely important. (Skip dialogue at your own risk.) More importantly is remembering some absurd remark or off-topic thought of some character a chapter or two later. The clues are there, masked behind riddles that in some cases are very, very oblique, referenced in the boy's journal, various diary pages, or in some dialogue remark earlier in the game. I would like to thank Micheal who posted his playthrough in the community videos, they were very helpful. (Oddly enough he and I never got stuck in the same place. Note: Micheal's playthroughs are in German, but do not let that deter you. The playthroughs are easy enough to follow.) I would also like to thank those in the discussions threads, I found valuable clues and an answer or two.

Storyline: The Boy (whose name is, by inferred references, Lautrec Van Hollow) steals/takes his father's book "Halloween" on October 30th. Being a clever little boy, he says so himself (and quite determined), he wants to find out what Halloween is and why Halloween is never celebrated in his town of Dern. To do this he needs to decypher the book, escape his room (I think he is grounded or it is past his bedtime) and go talk to adults who were around when Halloween existed.

Just a note here: The game dialogue is rather snarky, full of off-kilter remarks, and is very absurd at times. I found most of the dialogue amusing, in a disbelieving type of way, since all the adults seem crazy until the end (and they are hiding a secret). Leave normal reasoning and logic at the door since having both will only deter your gameplay. An example of what I mean is this: The raven, whose name I inferred was Lester, wants a golden pipe, a newspaper, a pair of slippers, and a glass of wine for nightcap before he moves out of the boy's way. Absolutely illogical and utterly absurd, but rather funny too. The whole game plays like this, so be warned.

Gameplay: Difficult, very difficult in places, but not impossible as some of the negative reviews claim. (I personally did not run into a game breaking glitch at the end and running in circles meant taking a break to clear my head.) As I said this game is difficult, and the logic obscure, at best.

The easy parts: The Hidden Object scenes were fair and the objects not unfairly hidden. The items found in each scene basically match the area found, though littered with unusual items. I did not find the actual puzzles overly challenging, but they are brain twisters. The puzzle variety includes music, sliders, logic, recipe and picture puzzles. I would call the "knocking the sock down", "candle", and "lock picking" puzzles, mini-games. The "candle" and "lock picking" puzzles, my son, a player of FPSs and fast paced RPGs did both in about 15-20 seconds, first time, though I took much longer and required several tries. The point is, both are doable with patience and speed, respectively. I only had trouble with one puzzle, and not the "candle" or "torch" puzzles so many have issue with. (The torch puzzle actually made sense to me, and I did it first try.) My trouble puzzle was the gate puzzle going into pumpkin-head town between chapter 4 and 5. The riddle on the gate makes no sense as most riddles in this game seem to do. It really is not nonsense, just extremely oblique. Once I knew the answer it made perfect sense afterwards (even the riddle).

The hard parts: The point and click gameplay is uneven. Some of it is very easy, other parts are very difficult. I think some of the difficulty comes from the size of some objects needed to be found. (The thimble on the train set comes to mind. It is very small.) I hunted and hunted for what needed to be done in that scene and found the thimble by accident. (Oh by the way the cursor does change into a little octopus so careful searching of the entire screen is needed quite often.) The other difficult part of the point and click scenerios is just the flat out oblique logic used and odd use of items (the golf club once totally disassembled comes to mind). The logic of this game really reminds me of Deponia: strange, weird, and HUH? Also the game inhibits the player from moving ahead in the story before the present tasks are completed or gaining items too soon in the story. A good example of this is the guitar string in the toy shop. A player may 'twang' the string early in the game but can not take it until later in the game when needed. I can only presume the string's 'twang' is a subtle auditory reminder that the string is there and will be needed later.

On a more even note: the boy uses a gizbelt, a clever invention of his. The gizbelt carries his gizstruments which by the end of the game include a pairs of scissors, a hatchet, a slingshot, and a pencil. These gizstruments upgrade (or down grades in the case of the pencil) through gameplay as they are used and the pair of scissors that could barely cut paper at the beginning of the game can cut through metal chain by the end. So if the gamer knows they need to cut something and can not do it wait until the scissors upgrade then try it again. These items are used to do certain things and should not be overlooked when needing to do something like cut, break or retrieve things though the gamer might have to wait for the upgrade.

There is a fast travel map once the gamer leaves home and the map is completed. The first chapter takes place at the boy's home which includes 2 upstairs rooms and hallway, the main entrance (called lobby), the basement, the front of the house, the front yard, and the fountain. (No map). There are six chapters in this game. Up until Chapter 6 the game play is linear and the gamer can not move forward until every task is completed for that chapter, and there is no going back. Chapter 6 goes everywhere but once all the tasks are completed in an area, the areas close off. The map will show with "an exclamation mark" if something needs to be done. Using the hint button I would say is a must, if the gamer does not use the map. It will at least get the gamer to the place something needs to be found or something needs to be done. The hint button can be refilled by looking for little bats in scenes.

A word about candy, in this game the gamer can collect various types of candy found lying around on the floor, on shelves or stuck to furniture or buildings. The only thing candy is good for is buying Halloween items from the store and decorating the Van Hallow back yard. This has nothing to do with the game so do not fret about missed candy pieces. It is just something fun to do if so inclined.

In conclusion, despite the game's difficulty level and lack of normal logic, I found this game much more enjoyable to play on a replay then the first frustrating and hair pulling time though.. I'm not great at writing reviews but here I go anyway.

First off, I highly recommend it. It's a bit on the shorter side compared to some other VNs, but the quality is very high, and it is very much worth the money and time.

The Last Birdling is a VN about two children, one human and one not. Their species hate each other, and kill each other on sight. A birdling child is playing in the forest one day when a human child approaches her, and the two become friends.

They struggle to keep their friendship intact and secret from the humans, against increasingly poor odds.

It took me about two and a half hours to get my first ending (though it took me 30 minutes to finish the demo, and I fast forwarded through the "demo chapters" once I played the main game, so assume about 3 hours for your first run if you read fast like I do).

. I really wanted to like this game more. I love sci-fi, and I love base building. This game fails on too many fronts.

- "Exploration" The mechanic of sending your teams out to constantly♥♥♥♥♥ pillage and plunder every planet reminds me of the movie Full Metal Jacket.

I wanted to see exotic Planet BLAH BLAH... the crown jewel of Southeast Arm of Galaxy Tiddlywinks. I wanted to meet interesting and stimulating people of an ancient culture... and kill them. I wanted to be the first kid on my block to get a confirmed kill!

I've gotten to level 12 planets and all of the away missions are these pedantic kill squad missions. You have a diplomat, science officer, and engineer on your away team, but your ONLY MISSION IS KILLSQUADS. Just lemme take all Marines, that's all we do. To make matters worse, the combat is so horrifically basic, all you do is click, your people won't defend themselves even. Then you sometimes can't see enemys obscured by trees, and your wishing you had an app that left clicked for you. Exploration and combat are utter rubbish.

- Diplomacy is at least a little unique and interesting. You take your officers and place them in positions of power on a solar system's capitol planet, cool right? Except now the only thing you are is a mechanism for exploiting the natural resources of the planets. That's it. There's no diplomacy, you're basically a lobbyist. I feel like I'm in Avatar, I go in, kill the indiginous population, and secure my natural resources. There's no other function for diplomats.

- Basebuilding is like the key of the game right? That's what you're in this for. You build a base..... to become a Mall of America. Your sole goal is to build a base that caters to the whims of the consumers who come and go, as you♥♥♥♥♥planets as a wonton hedonist. You need that bug pizza? No problem, lemme just ensure I've killed everything on this planet over here,

ok check, now let's install an officer to ensure I get all the bugs from this planet.. Yep.. Ok, Supply line secured - you get your bug pizza.

Base upkeep is a CHORE. The stations don't have a 'build XX minimum' - so you have build YY total, or build infinity. When you are building 120 different items, having to constantly queue up crap is loathsome and pedantic. **THERE IS A BETTER WAY TO DO THIS.** I ended up rage quitting after a while, because I got so sick of having to tell my people to keep the ♥♥♥♥ing ice cream maker filled. It's like an intergalactic mcdonalds staffed by level 10 officers who have no maturity at all.

Good things? Graphics are pretty good, I enjoyed the "not Prison Architech or Rimworld" style meeples. It's has it's own graphic identity and I appreciate that. The music and sound effects are equally nice.

Otherwise this thing is rage material.. The worst monetary decision i've ever made...

yes, worse than a selfie stick.. 10V10, amazing game. Atleast two people play it :). Developers are awesome and keep updating it, definetly worth money!

. Even though I don't really like DotEmu's emulation job, I feel that having Neo Geo games on Steam is a must! Especially this game. Now they just got to port Samurai Shodown and Magician Lord on to Steam! Way more enjoyable than No Man's Sky, where everyone is duped in on buying.

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