The Tenth Line Download] [Torrent]

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About This Game
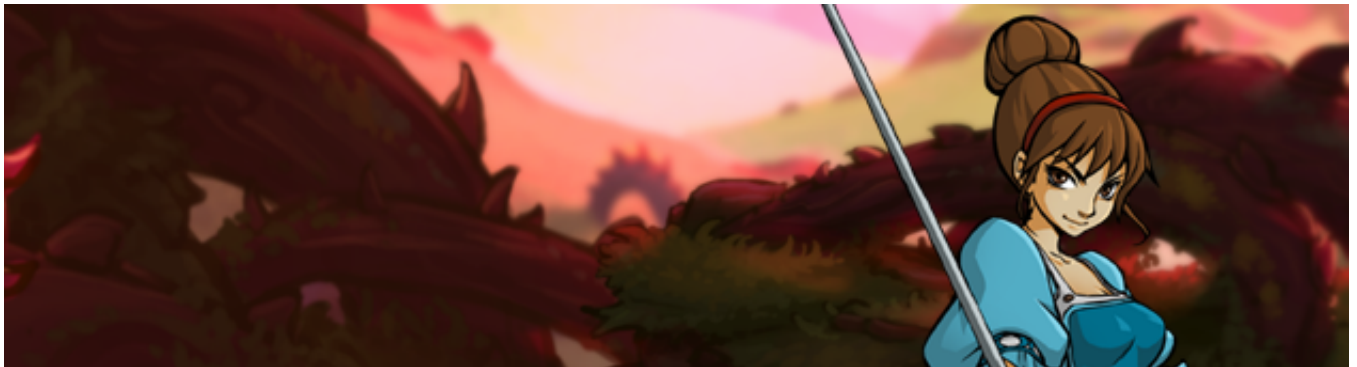
The Tenth Line is the first commercial game project from Sungazer Software. During your adventure, you'll guide the princess of the tiny nation of Easania, far from home and desperate to escape the clutches of a mysterious cult in hot pursuit. Along with her unusual but reliable companions, you'll explore a vibrant world of humans, beasts, and dragons, all struggling to coexist in the tension following the assassination of the king of the nation of Skyweather. Troubled times are ahead, indeed - the long-prophesied end of the world is fast approaching, and with only her wits, her blade, and her royal upbringing to guide her, can she make it home to her family before the end of days?

Gameplay

Gameplay involves adventuring through distinct areas using traditional 2D platforming mechanics, but with a twist: each character is controlled separately, and can move, attack, and interact with the world in unique ways. You'll also visit the occasional village or safe haven, and have an opportunity to take on new quests, play cards, and chat with the locals. Enemies roam the wilds, meanwhile, and can be engaged or ambushed by your heroes, thrusting your party into battle.

Battles are turn-based with an active timing element: you'll decide on commands for each character, then carry those attacks out using careful timing and targeting. Then, it's the enemy's turn to retaliate, giving your party an opportunity to defend. And, with up to twelve enemies on the offense at one time, survival is not always a safe bet. Fortunately, eliminating large numbers of foes at once will leave fewer attackers behind to retaliate, and will also grant your party more momentum, allowing for even more powerful skills to be used during the next attack!

Progression is handled solely by finding and applying items to your characters. Items are plentiful, and have multiple uses, so smart distribution of your treasures is key to survival. Characters can use items for training, powering up their skills and their defensive abilities, or use them to empower their "specialties" and gain a personal, tactical edge in combat. Your party members can also gain "power levels" by winning battles, completing quests, and collecting power fragments in the world. Power levels can be spent on the "Power Flow" board by playing a puzzle-like minigame to increase stats and unlock new skills. It is a challenging, refreshing method of "leveling up" that rewards careful planning and smart decisions.

A standard dual-analog gamepad is highly recommended, though the keyboard is supported.
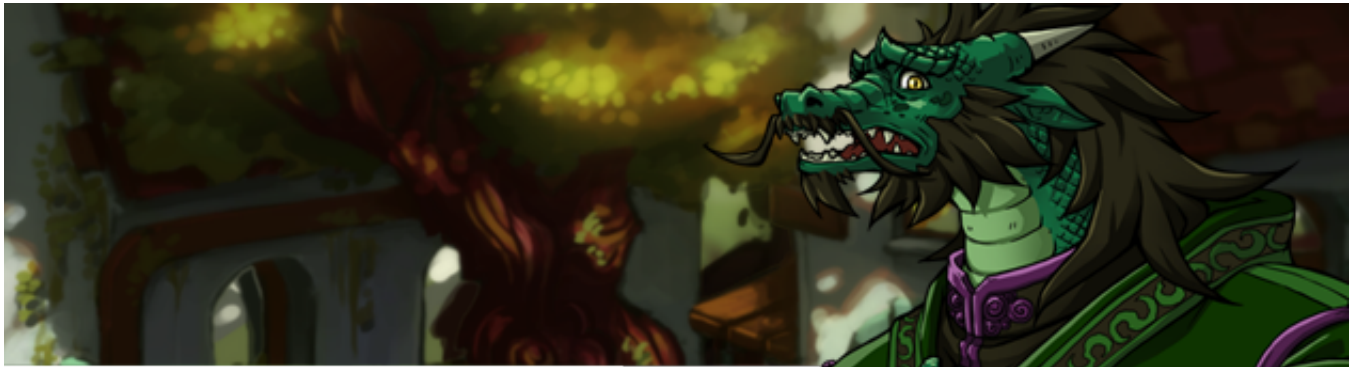
Features

- A completely original, unique RPG experience that takes inspiration from the 32-bit era of gaming.

- Explore the world through fast-paced 2D platforming by controlling three separate characters, each with unique movement mechanics and ways of interacting with the world.

- Take on dozens of foes at one time through turn-based RPG battles with an active timing element.

- High quality background and sprite artwork, a grand, varied soundtrack, and voice acting for each major character during battles.

- Unique progression and leveling mechanics for your characters.

- Multiple hours of gameplay, plus post-game challenges and a New Game Plus mode.

- Optional story-focused mode available that removes all enemy encounters and simplifies story-based battles.

- Play "Quad Pro Quo" (an in-universe collectible card game) against multiple characters and inhabitants of the world to win unique prizes and complete your collection!

Title: The Tenth Line
Genre: Indie, RPG
Developer:
Sungazer Software
Publisher:
Sungazer Software
Release Date: 17 Mar, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows® 7 or newer, 64-bit

Processor: SSE2 or better, 64-bit architecture

Memory: 4 GB RAM

Graphics: At least DX9 (shader model 3.0) or DX11, at least 1GB VRAM
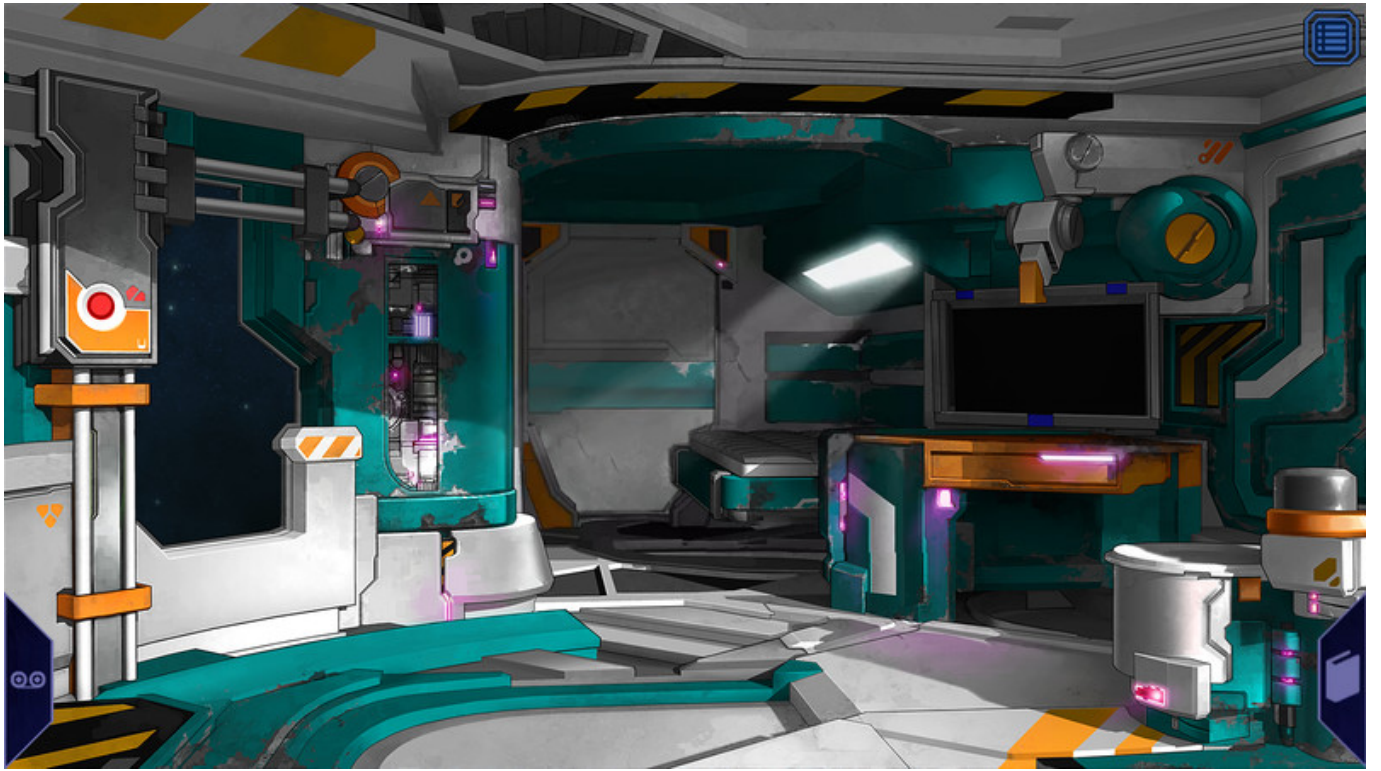
DirectX: Version 9.0c

Storage: 2000 MB available space

Additional Notes: 16:9 resolution display recommended

English

the tenth line metacritic. the tenth line test. the tenth line characters. the tenth line ps4 metacritic. the tenth line ps4 review. the tenth line. hltb the tenth line. the tenth line review ps4. the tenth line reddit. rounding to the nearest tenth number line. the tenth line trainer. the tenth line guide. the source tenth line. the tenth line crocodile tears. the tenth line ps4. the tenth line tv tropes. the works tenth line. the tenth line quests. the tenth line ps4 test. the tenth line trophy guide. the tenth line analisis. the tenth line ps4 trophies. the cave tenth line. tenth in line to the throne. the tenth line walkthrough. the tenth line gamefaqs. the tenth rib line. the tenth line gameplay. the beer store tenth line. the home depot tenth line road orléans on. the source innes and tenth line. the tenth parallel dispatches from the fault line. the source 10th line orleans. the tenth line ost. the tenth line pc. the tenth line rik. the tenth in line. the tenth line tips. the tenth line wiki. the tenth line pc gameplay. the tenth line mississauga. the tenth line steam. the tenth line free download. the tenth line game. the tenth line review. the tenth line download. the shops of tenth line. the mandarin tenth line. the tenth line switch

Fun little VR puzzle game. I really liked the shrinking room concept and the pressure it added. Only about 10-20 minutes of gameplay though. I feel like there are comparable VR experiences that are free-to-play, but for $0.99 it's hard to complain. Recommended if you have some spare cash lying around.. In my opionion it is a realy poor attempt at a game (probably a first try by the dev). But still it was rushed onto steam way to early without being bug fixed properly. The game has objectives but no proper way of going about looking for them. The game also doesnt give you nealy enough ammo and I have no clue how to get more so when you run out the game is pretty much over after that.

3V10 (cause it opened and could be played). This game feels very early access, but that's okay- it's still fun, and shows a lot of potential!

I'm excited to see what happens as it grows. :). I got this game expecting insanely hard bullet hell action, something that would make me sweat and shiver while facing bosses and waves of enemies, but I got... well, let's just say I got something else entirely. It's like you go thinking you are buying a lion but instead you get a puppy! It is the same with this game. This game is a puppy! It took me less than one hour to beat it!

This is a joke. There are like 3-4 waves that repeats over and over. I guess aiming for infinity. I don't know, I stop playing after 100%. Boss that takes millions of hits just to make the game a bit longer. To what point, I don't know. Indeed a rare jewel from developer and publisher "EasyGames". Ridiculous!

It's boring and repetitive! If you want fast and easy achievements, go ahead and buy it. However, if you are looking for any kind of challenge, look elsewhere. No recommendation!. Not much more to say than if you are going to buy aurum, buy the DLC's first. Better value for the money.

Edit: Due to Aurum not being included any more my review is outdated.. The Developer has not worked on this game in a LONG TIME! It still has a bunch of bugs!
I have wasted three hours of my life playing this game. I believe the game just isn't worth playing.

I really wanted to like this game. I really did. Don't get me wrong, I did enjoy my playtime very much but saddly it was just too short of a playtime. This game lacks the idiotic joy and replayability of playing any of the Ubermosh games and the achievements are very easy to get. It's not a bad game in my point of view, just unfinished. Sure it's a free game, but a little more effort could have been warrented.

4.9\/10. Just roundhouse kicked Osama bin Laden 10\/10. Verbose in any sense. Within 2 minutes you're going to meet two major party members without any built up. Within the first 30 minutes you'll be introduced to the quite complex game systems, which are basically everything nice certain japanese RPGs brought up in the past (which is cool, since the game is not flat by any means in these regards). Cool combat system, cool leveling system, a touch of "Lost VIkings" in the sense that you have to move your party members around one by one to solve obstacles. But damnit, this game TALKS ... SO ... MUCH even 30 minutes in. Not only is the meaning of the game's name exposed to you in the first half hour in a rather uninteresting conversation.

But even the UI is, instead of just saying "Press A to confirm", going all "However, if you press A, this will mean you confirm your current choice. If you don't want to confirm this choice, press B, because this will unconfirm your choice. You can then choose something different and press A again to confirm.".

For the price, I recommend it, especially if you're craving for something else than human characters (even though you'll have to suffer from the inevitable, not clever and not enlightening "racism" theme: "Oh, I won't sleep in the same room as you smelly beast men!"). Nice art, game mechanics are - despite the UI - good as well, but the pacing is way off. A game should drag someone in by giving itself time to unfold. "The Tenth Line" doesn't do that. It is all right in your face and feels like a work of someone who's still learning. Hello,
 i eagerly bought this game thinking it is what it claims it is, unfortunately i waisted time and money on it, first of all the controllers are not responsive from within the game, grips don't work, so as movements and menus, basically nothing works inside, u just wander around with arrows hitting you from everywhere with nothing you can do, Unless serious improvement is done on the game, I don't recommend it at all.
. something wrong with this game. Max FPS of 5 control movement jerky, not surprisingly and nothing to explain it.