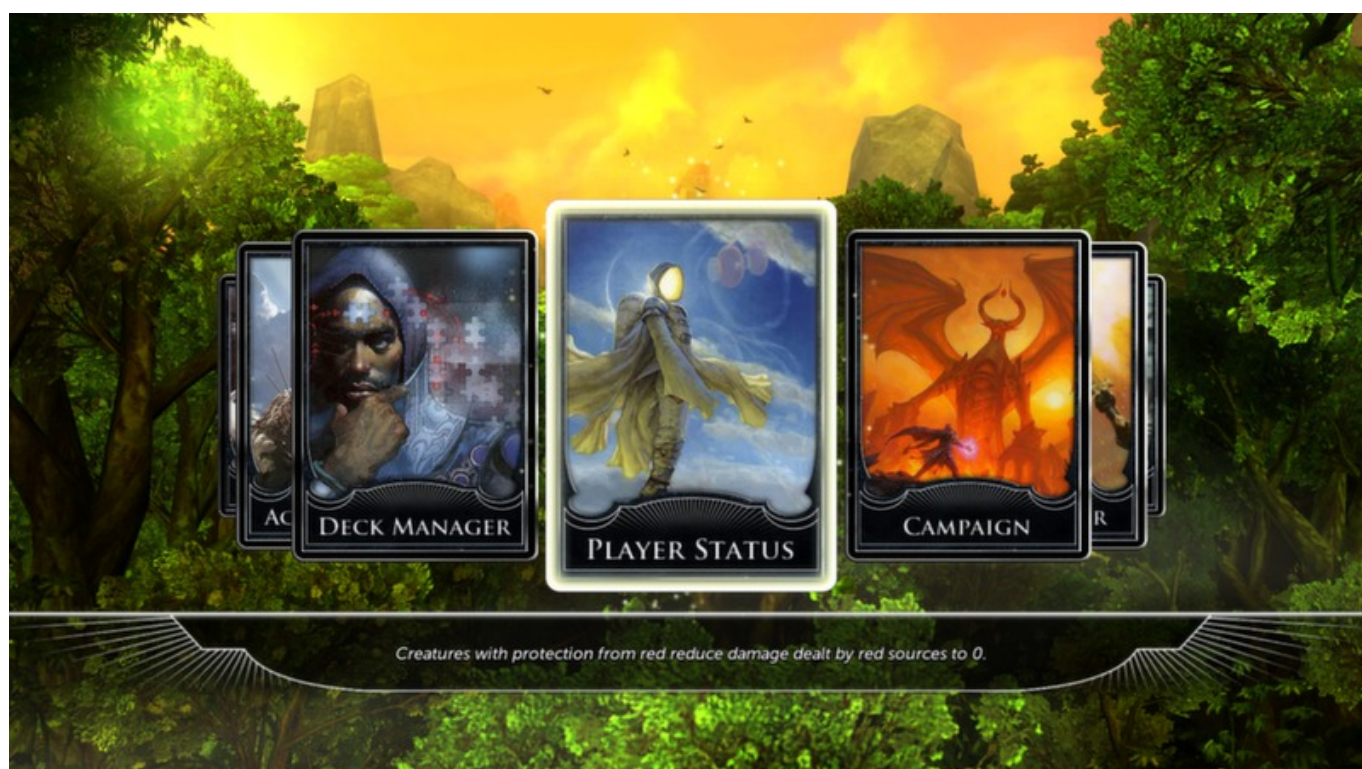


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## FATE: The Cursed King Download No Survey



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### About This Game

Are you ready for the FATE-IEST of the FATE games? Welcome to the final chapter in the classic, action RPG series! FATE: The Cursed King has new weapons (of course), more spells (a necessity), unique armor (sweet loots) and AI-controlled allies! Wait, what?! That's right. This FATE game IS A PARTY. Woo! Party system!

In FATE: The Cursed King, disaster threatens your home! Can you break the curse or will the city of Ekbatan be forever doomed?

- NEW Steam Trading Cards –
  - Awesome new trading cards with all-new art await you!
- NEW Steam Badges –
  - Show your dedication to classic RPG-ing and earn all the badges!
- NEW Steam Emoticons –
  - Denizens of the internet! It is your duty to accumulate as many emoticons as possible.
- NEW Profile Backgrounds –
  - Make your profile a thing of beauty with these Steam-exclusive FATE backgrounds.
- Lootimus Maximus –
  - More weapons, more spells, more armor!!
- Party Time! –
  - It's dangerous to go alone... recruit AI-controlled allies and form a party with the party system!
- Procedurally Generated Levels –
  - It's never the same dungeon twice!

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Economy –  
•Buy equipment, sell loot and gamble!

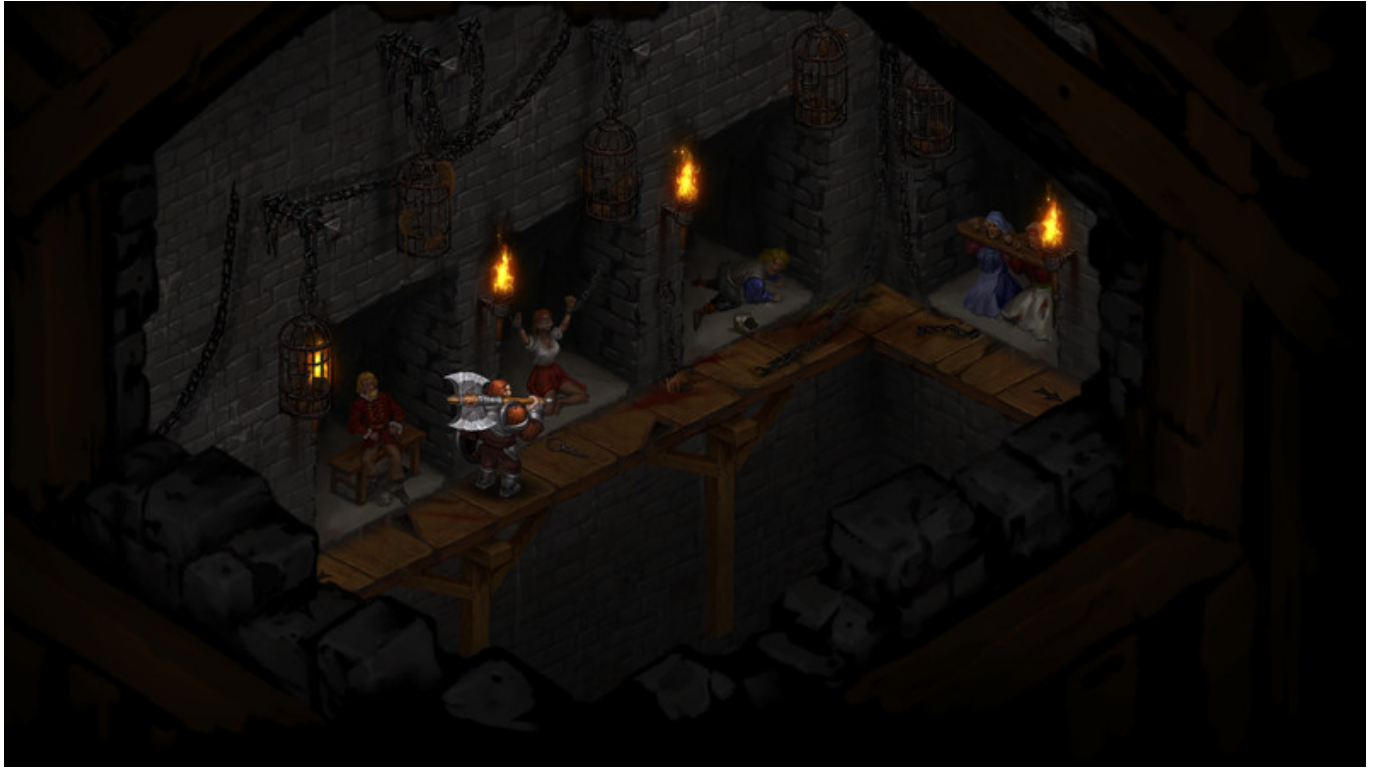
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Title: FATE: The Cursed King  
Genre: Action, Adventure, RPG  
Developer:  
WildTangent  
Publisher:  
WildTangent  
Release Date: 19 Nov, 2014

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English







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really cool, more please. You can throw a bowling ball and hit the pins. Basically that is it, no entertainment value at all. I would like to see a good bowling game, but this looks really beta or even alpha at best. I guess this could have some potential to become something more and I dont want to be the bad guy giving thumbs down, so keep on developing. By the way, it is not a 250 GB storage requirement as the specs says, but merely 25 MB.... Dark story with beautiful artwork..

8/10. What a nice game! I'll admit I'm a sucker for story-based games and platformers alike, and this one makes me feel just a bit nostalgic for when I was beating Cave Story+ for the first time.

The arcade-y, roguelike system means that this isn't a game you save and pick up later. It's short-ish, but you have to complete it in one go. Effectively, you have nine lives, although the game's pretty generous with healing.

The learning curve is really satisfying: every time you get smashed to pieces in seconds by the level boss, you're thinking, how am I supposed to get past this? You'll probably get pulverized by each boss until you run out of continues once or twice, but then somehow you learn and react faster and beat it. It's not a strategy thing, it's a rhythm\reaction time\muscle memory thing. You don't have to think too much about it.

And it never takes so long that you get frustrated. Took me weeks to beat Cave Story's hell levels IIRC, but that isn't this game. Steam says it took me just under 6 hours (collectively) to beat it. The restart\replay system means that the game effectively adjusts to how fast you learn; if you're not getting it, you're forced to practice on easier levels until you're better with the controls.

Aesthetically, it's a really nice game. (Spoilers on in case you want the art\ aesthetics for levels 2 and on to be a surprise.) It doesn't seem like it's going to be at first, because you're dumped in kind of a generic-looking robot factory for the first stage, but that's not going to last long. You move on to a couple more natural settings, which are unexpected for a game about robots; they're not terribly unique as settings but they're well executed. And then you get to Helix's labs. Holy cow, it's like OFF, Undertale's True Lab, and a paint factory from the 90s smashed together into a delightfully creepy neon weird-land. From this point on, the setting is wild and the enemies are wilder.

Oh, and the story is really endearing too. I can't say much about it without getting into spoilers, but the characters are sympathetic and it's got an interesting narrative.

Definitely worth \$5. Go for it!. Too expensive for 5 really simple songs.. From Dusk Till Casa Bonita is a great DLC out of the two story related DLCs (pretty much the only two worth buying) I'd say this is by far the best DLC in the game. The location is sweet and looks awesome with new items, buddy, enemy type, tons of bosses and sweet music. The biggest issue with the DLC that I'm sure makes up 100% of the negative reviews is that of people complaining about the \$12 amount for the DLC, So it's on you if 2 hours MAYBE 3 hours of new content with a new: buddy, items, enemies, location,

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bosses, music, outfits, and powers is worth it or not. Personally it definitely seems like a lot but I don't care I thought the DLC was great.

- +Awesome new location I think that Casa Bonita is sweet with tons of cool sub locations to check out and explore
- +New mini games
- +Tons of new items and game mechanics (life steal)
- +New outfits
- +New powers (Netherborn) which comes with a sweet outfit and meh powers
- +New buddy who is very good with great move sets altogether and an awesome ultimate
- +New enemy types are simple on casual difficulty but on harder are quite challenging
- +Boss spoiler Michael Jackson final boss SHAMONE!
- +Sweet soundtrack
- +Game basically forces you to play through the entire map to complete which is cool
- +The step-dad cop makes things a lot funnier

- IDK why but I played the whole game on Mastermind with no problem but for some reason on this DLC the vamp kids were way too hard like super challenging more than any fight or any boss in the entire base game. The little kids would insta kill and all the other vamps would be practically impossible to kill with their half health damage attack that would life steal their health about 50% like holy I couldn't even do the final boss on Mastermind idk man
- Thought it was kinda repetitive with the final boss turning into another final boss and then to another boss that's the actual final one
- The puzzles in Black Bart's Cave were too challenging for my 5 IQ mind
- Found the whole area of the back of the mountain completely a nuisance
- Wish there was more games in the arcade, especially with the fact that the skee ball had weird controls and the fish quest is just a reskin for a side quest that had the exact same thing
- Story spoiler Yet again felt that the plot is lacking like you're essentially ruining a kids party because Kenny doesn't want his sister to become a vamp kid which is understandable after fighting these fucks in Mastermind difficulty now I hate them to but you're gonna ruin a kids party over it? Then you're gonna let them run away constantly and then she turns into a goth in the end which I feel is 10x worse

Of course a lot of people are upset about the price of this DLC which is true it shouldn't be \$12 like what the but at least it's worth playing so if you can wait for sale and buy it. I think that the new buddy is a great addition, the location is sweet, great enemies and items and outfits! Although the story and new powers are meh it's still a good play.. Very linear, which I usually don't like...especially in a clicker title.

The pacing is great though, and I'm enjoying the buildup in activity while working through the quests. (Most clicker titles I've played have been about building up passive resource generation that leads to larger and larger numbers without a real goal in sight...this seems more based on active clicking with quests to complete.)

Encountered a few issues and oddities, but by the time I'd logged out of my first session another patch had already been released that addressed a lot of them.

As of right now, I don't regret spending a few dollars for a couple hours of entertainment. If it continues to improve, that's just icing on the cake.

Edit to add: Logged another half hour offline after the changes, and completed my first playthrough. Short game. Involved enough though to make me go for another playthrough with the opposing faction.

Several updates occurred throughout the day and fixed all the issues I had with the game. It seems like click speed was limited a bit though, which may make certain parts of it harder. Will have to play again to see.

Overall, the price is still worth it to me to check this game out, and about to get more value for my money with the next play.. This game is way better than FIFA and PES. You can play 6v6 matches with friends. There is no mod like this in FIFA nor PES. I would give this game a 10/10 review because it's unbelievably good!. It was free, it was simple, a tech demo or pre-



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alpha... worth a one time run through.

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I recommend this game because it's a awesome games but, i'm waiting for uptade because we start without quest or tutorial, there is no story , the graphisms and really beautiful, the fights are good, the world is big , this game just need to be patched, for the save (how can we save ?) , add a story, add quest, and fix some buggs.

I recommend it because he's on early access and i'm waiting for the full version ;). This game is a completely illogical piece of crap that wants you to do things it then wont allow you to actually do.. The game has intresting graphics and is very playable. From the beginning you need to be familiar with navigation and need some time to get the hang of shoot. Start was a little boring, but with every minute it becomes more interesting and addictive. Great entertainment and fun- big plus for the game.

I have played a lot of similar games, but this is exceptional !!!! RECOMMENDED. I usually do not write reviews, let alone if they are positive. I like to do it only with indie games and that these have something in which I have seen a different spark and not a game more of the mound. 64.0 shows you that less is never more. Clearly 64.0 is not a mobile game ported to the pc, it really could work in tactil, but it clearly feels like a pc game. Good job

P.S. I think 64.0 needs a section of options, it does not allow me to change language or adjust the volume.

P.S It would be amazing if it had controller compatibility. NERO is first-person walking simulator with a variety of puzzles and a vast amount of collectible items. You play as a cloaked individual solving puzzles and pressing forward to continue the story about a young boy and his parents on a tropical island. As you progress, you find out more about the family and their trials of life and death, and along the way there are a few interesting events that add to the lore of the story and set a poetic atmosphere. The voice acting is wonderful, as the diologue gives the vibe of an old bedtime story. However, with the lack of things to do, the main interactions I was involved with as the player felt redundant. The story was captivating enough to keep me going until the end, and I'm surprised at the fact that the game was so short as it felt longer by the time I finished it.

My biggest complaint was the developers choice on using giant holographic floating text to add more to the story. Some of it was beautifully placed and added to the "ghost" vibe, but most of the time I wasn't able to take a screenshot of a really nice location just because there was huge floating letters. On top of that, some of the sentences written overlaped with others, giving this game more redundancy.

Lastly, with the voice acting being so good, I'm surprised that some of the script and/or floating text was so badly written. I understand the devs were trying to convey a message, but it felt like I was reading the first lines of the Bible. "This happened, and God was good. Then this happened, and God was good. Then this and this happened.... and yes, God was good."

Anyways, I'm still recommending the game but only if it's on sale. I bought it on sale and I'm happy I played it.. As others have said, this is pretty much a reskin of Kingdom Rush with more modern units and towers. As far as I can tell (5 or 6 levels in) there is no option to speed up the game which makes it nearly unbearable to play. The hero controls feel clunky as well.

If speed controls were added to let me go at least 3x as fast I would give a better review that said if you liked Kingdom Rush you won't hate this.. Really cool idea with a lot of promise, but unfortunately it's too buggy to play right now. I experienced some frozen black screens, some parts where I could hear the robot sidekick talking but couldn't see anything, and an issue where my hands weren't able to interact with anything. This could be a lot of fun if the kinks get worked out, but in its current state, I'm refunding it.. 4/10 Would pretend again!

The game is very basic and could have a number of improvements added to it; with that said it is aimed at a kids market where it would be right on the money... Don't rush out and buy this game, catch it on an odd sale for a laugh or two. Replayabilty is low.. Okay, after originally leaving this game a negative review when it launched back in March of 2015, I have to say I recently played this again and saw that the developer has made a lot of changes and updates to this game to make it much more user friendly and fun to play.

It still lacks the graphics and game depth that you might expect from a AAA city management or such simulator game, but for the price tag this game is now well worth its money I think. Everything that I saw works now, the game is much brighter and clean than it was back in 2015 when it first launched, and I have to give the developer(s) credit for putting the needed work and updates into this little game to flip my review into a "Recommend" especially if you like these kind of games.

My score: 8 out of 10, with much of that score based on a great game value for your money.. Gumstein is a really fun experience, starting off with simple platform challenges and gradually building up to more complex puzzles. A great way to spend a few hours!

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