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About This Game

Eselmir and the five magical gifts is a 2D point and click adventure game inspired by the old classics of the genre. It tells the story of Eselmir and his journey to find the five magical lost gifts of King Theoson, leading the player to explore an imaginary world studied in every detail. An atypical and elegant fantasy made up of stories within the story, one enclosed in the other.

Story

In a vast fantasy world ruled by powerful deities and ancient spells, where people build flourishing cities, great monuments thrive and nature is inhabited by fairies and mysterious creatures, the extraordinary story of Eselmir takes place. Eselmir, a priest devoted to the Goddess of Time, belongs to the ancient Pirin race, demigod descendants of a fairy and a mortal who live on the highest mountains in the east. One night, Eselmir receives a mission from his Goddess that could change the fate of many: to find the five lost gifts of King Theoson, progenitor of the Pirin civilization, who upon his death was buried together with his treasures in a secret place whose grave was never found again.

Features

- An engaging 2D point and click adventure game entangled with puzzles and mysticism, breathtaking landscapes and picturesque characters.
- It is an original blend of fairy tales, inspired by ancient mythology and medieval folklore.
- It explores an entire continent with countless and flourishing civilizations including magical items and enchanted

charming places.

- A Narratively-rich 2D point and click adventure game filled with brilliant dialogues, mystery and magic.
- Dozens and dozens of puzzles and many inventory objects to collect and interact with.
- Over 170 hand-illustrated and digitally colored backgrounds, 140+ characters and 15+ hours of gameplay.
- Original soundtrack specifically composed for the game.
- 40 challenging in-game achievements and several collectibles to find.
- DRM-Free.

The Pirin Saga

The concept of the game was inspired and based on texts and drawings of a young talented Swiss writer, Sebastiano B. Brocchi who wrote a new elegant fantasy saga called "Pirin." The game is set in his own created universe. The hand made drawings are easily recognizable with a strong personality, are of the same style used to illustrate the book made by Brocchi itself.

Summary

Genre: Point and click adventure, 2D,
fantasy

Subtitles: English, Italian

Voiceover (cutscenes only): English, Italian

Note from Developers:

Thanks for your interest in our game! We would like to make you aware in advance that "Eselmir and the five magical gifts" is a slow-paced game with a lot of reading. For this reason, we encourage you to read reviews from the press or from other players and watch some video walkthroughs before to buy the game.

Title: Eselmir and the five magical gifts

Genre: Adventure, Indie

Developer:

Stelex Software

Publisher:

Stelex Software

Release Date: 11 Jan, 2018

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English,Italian

5 513

PCMark 10 score

Valid score ?

5 513 PCMark 10 v1.0

Detailed scores

Essentials 231 Productivity 629 Digital Content Creation 7241

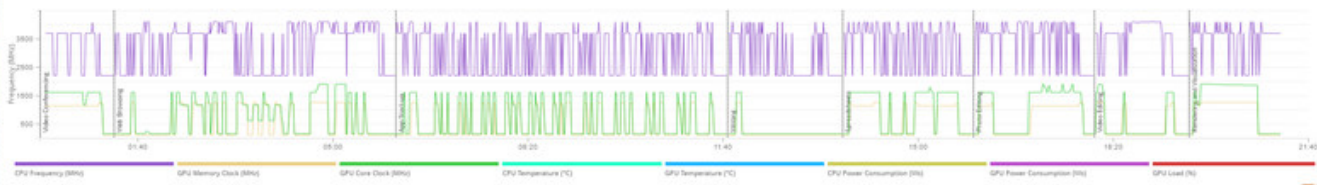
System information

System details

GPU	NVIDIA GeForce GTX 1080	CPU	AMD Ryzen 7 1800X	Time	2017-05-23 12:29 +03:00
SystemInfo	v5.1.620	Application	v1.0.1198.04		

Monitoring

Monitoring details







'bob's game' - □ ×

NEXT

HOLD






Sent VS Garbage: 2 Total: 50
Chain: 2
Chain Bonus: 2

Sent VS Garbage: 2 Total: 52
Level up!
Chain: 4
Chain: 4
Chain: 4
Chain: 4
2X Combo! Total: 4
Combo Bonus: 1 X 2

Sent VS Garbage: 2 Total: 54
Chain: 4



Chain: 4

Level: 4
Game: DrBob
Rules: 4 In A Row Or Column
Difficulty: Hard*

Lines This Game: 0
Blocks This Game: 28
Pieces Made This Game: 100

Lines Total: 11
Blocks Total: 197
Pieces Made Total: 103
Current Chain: 0
Current Combo: 1
Combo Chain Total: 0
Line Drop Ticks: 0
Lock Delay: 0
Spawn Delay Ticks: 0
Line Clear Delay Ticks: 632
Gravity: 2.087500G
Go!

03:35:575

FPS: 58
Uptime: 798s (79)

I am not into drag-ing but the reality show concept really intrigued me. Bish, I was not disappointed. A lot dramas, fun episodes and intrigue. I just had fun playing this game and especially role-playing as drag queen. This was really fun and worth my time. It is very well written satirically and plain funny. I would recommend to anyone looking to roleplay and having fun.

9V10 Definitely would dress up as pope, burn hair, and cook wig and eat it only to puke it out. And still win the episode. Hei, you be you.. Disclaimer: I'm a personal friend of the developer and I've witness the journey Eddie and his partner Kalin have embarked on to bring this game into fruition. That said...

What becomes immediately apparent from the initial stages is the interconnectedness of real time and turn base strategy that permeates throughout this game. It's a fresh and funky idea that hasn't been thoroughly explored until now. You control the Nova spaceship and transverse through space and time to unlock the mystery and the aftermath of the Great Experiment.

The game plays out in a level by level fashion where you explore a 2D grid and utilize precise and timed movements complete each stage. Each stage adds a new level of complexity that enhances your toolkit as you progress forward.

What I like about the game is that you can play the game in bite size pieces, squeezing in a level when you have a moment but also replay stages to unravel all of the secrets for the completionists out there. Not only that, I really appreciate how this game pays homage to the classics that preceeded it (wouldn't want to spoil anything for the avid gamer).

Unsurprisingly, I'm a huge fan of Nova-111, from the conception of the game, watching it come to life through beta testing and demos and now being able to fully play through it. It's worth the time. Purchased this with the Indie VR Bundle during the latest VR sale. I am not the type of person to get scared by a horror movie or even a haunted house, but when that Bunny Man popped out my heart raced. My first VR horror experience and is well worth the price just for the shock alone.. It's alright, though it would've been better if there was also a puzzle in the range of 600-800 pieces.. I strongly recommend to buy the pack of the base game and both DLC campaigns.

6 missions from the Siege of Tobruk to the Second Battle of the Alamein. A nice touch is that you have an australian and a frenh pilot as comrades.. Not so much a review as it is my take on this whole latest trend of downvoting the game because of "false season pass advertising"

Picked this game with the season pass on sale over 4 years ago. Cost me like 20 bucks at the time...I NEVER expected to get the value out of that 20 bucks that would eventually follow in the years to come. Don't play it as often as I used to but it still manages to be my most played game on my account by far. I don't believe another game will come close to matching it.

It's a game that often rewards good decision making, careful reading and most times that ballsy gamble. Then there are those RNG moments that drive you up the wall cuz dice are funny like that. But I love it despite some of those rough "early patch" moments the day after a new DLC but they always get ironed out eventually.

They're still releasing content for this game even today and now it's their own original content, so i'll gladly pay. The 20 bucks gave me so much of the original game's value already.

So to all the whiners complaining about price points....wait for a sale. Seriously...

And if memory serves you don't even NEED to own any of it to play it online. So long as one person has it, the content is available to anyone a part of that lobby. Pick it up base for 2 bucks right now (GW Sale at the time of writing this), find someone with the content and go nuts.. I played the game a bit during the early early early days, and it was certainly one I was truly looking forward to.

Firstly? The graphics are pretty, the gameplay fast and smooth, and the music?
The soundtrack -is- this game, it's energetic, fastpaced and totally awesome (to my ears)

Still? I honestly don't enjoy playing the game, I found the difficulty not at all to my liking....perhaps I've gotten to old to these sidescrolling shoot'em'ups (just past 30!) , I got fed up after playing the first two levels.

Though I personally don't enjoy the game all that much (totally downloaded the soundtrack however), I can definitely recommend it to fans of the genre.. great music to the game. Pretty impressive for something that is fairly early in development. As with all early access games, if you're prepared to put up with bugs and you're interested, this is worth the time. The developer is very responsive to the input of the player base acting on bug reports and feature suggestions (check the community discussions). There are practice as well as competition inspired ranges and a number of highly detailed weapons with a variety of sights, magazine capacities and classes from production (off the shelf) to open (anything goes). Relevant for anyone in the realm of practical shooting whether it's from a competition or tactical perspective.

As mentioned there are bugs as it is in EA, if this is a deal breaker then wait until it's done.

Game is cool only if u add songs which is hard if u don't know how to find the files. Doesn't accept anything else than mp3 files, too. 3.5/10. Amazing story and very nice interactive game, also keeps the gameplay simple and easy.. Heroes
-Scholar, possibly the one classic tank character, where he reduces damage dealt to him but heals it back quickly. He is capable of dealing a lot of damage in single shots though, with prep, especially his one variant.

Villain

-Miss Information is a special character in that she can't be fought until some conditions are met. I have found this to be frustrating but she is still a fun fight.

Environment

-The final wasteland is a simple environment that is fairly easy to work around. ranges from neutral to favoring the heroes.. I came here just for the Gunboat Fireship paint, but it's still missing

- . I understand the concept of the game. But isn't fun.

The background always rotating ... always irritating!

No zoom in or out.

No sensation of, definitively, destroy a large ship. That just disappear.

And ... the pattern of bullets and secondary enemies is too basic ...

. This game, despite being in Early Access, has the polish and fun factor reminiscent of Nintendo games. Everything, from the lovely cartoonish visuals, to really enjoyable sound design. The game plays smooth and tight, and is just really, really fun to play. The best way I could describe it is a mix between Rocket League and Shovel Knight, while only taking the best aspects of those games and turning it into a wonderful passion project. Overall, this is definitely worth picking up!. If you like puzzles or games that touch on time travel you may like this game.

The player is tasked with saving the crew of a space station that is falling out of orbit. Your only tools are your wits, a comm device, and the ability to bend time backwards. As the crew faces their many trials and gruesome deaths, you will come to understand more if the mystery surrounding the station and the planet it orbits.

The game itself is engaging, well written, (which is saying something, as it is translated from Russian) and the characters seem really fleshed out for such a bargain bin experience. Some players might get annoyed with the mechanic of having to loop back to the start after each "failure". You usually obtain useful information with each wrong decision, but again, users might find it tedious.

Overall I would consider the game a success and recommend that anyone interested in puzzles, text adventures or just looking for a few cheap hours of entertainment buy this game. It's \$2, people, it's worth it if you have the time to actually play it.. For anyone that experiences crashes :

Download a uncut patch for the game, because most of the time it will be a cut version

For example you can download one from here :

<http://www.online-games-shop.de/board/games/prototype/52187-prototype-2-uncut-patch/>

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