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About This Game

In 'Warsim: The Realm of Aslona' your only goal is to keep the Kingdom of Aslona from destruction and carry it to glory, how you do it is entirely up to you, you may be a harsh dictator charging people for walking and breathing air, or a blood-hungry warlord commanding armies and mercenary bands on invasions and raids of enemy lands, or perhaps a charismatic diplomat who arranges trade routes with everyone from goblin tribes to orcish Chiefdoms.

The goal of the game since early development has been to allow the player to rule and do what they want, with the relevant consequences and perhaps we've gone too far in this aspect.

Features

- Scores of places to explore including, a giant blackmarket filled with mystery and wonder, hidden cities (that's right multiple of them), Two schools where you can take lessons, one in music and one in history, a procedurally generated newspaper, and tons more, there has been an excessive amount of time spent fleshing out the world, exploration is heavily rewarded.
- An arena which you can takeover and grow, or watch and bet on, holding giant tournaments and rooting for champions as they climb the ranks and get remembered for eternity.
- A unique facial procedural generation system that can produce well over 100 quadrillion different faces for a variety of

different races from Humans and orcs, to kobolds and treemen.

- Deal with the throne room, a complex place with thousands of possible encounters and visitors, how will you manage the realm and treat your people?
- Listen to some procedurally generated music, be it the drum solo of a nervous travelling goblin bard, or the proud music prowess of a well trained vampire showing off with his vampyric lute (or find the music guild and try your own hand at playing these instruments)
- Tons of random events, no game will be the same, with the kingdoms, rulers and events always being different and hard to predict.
- Procedurally generated kingdoms, bandit gangs and mercenary groups, never get the same group twice, be they Seafaring Goblins, Fire Orcs, Eyeless Elves or the Famed Half-Turtles of the Western Turtledom, all these races possible and a million more.
- Countless mini-games played in taverns, your throne room, or around in the world to keep you entertained.
- And so much more...

Title: Warsim: The Realm of Aslona
Genre: Indie, RPG, Simulation, Strategy, Early Access
Developer:
Huw Millward
Publisher:
Huw Millward
Release Date: 28 Jun, 2017

a09c17d780

English

信長の野望・霸王伝 パワーアップキット 1568年 7月 秋 岐阜城 織田家

ファイル(F) 内政(N) 軍事(W) 外交(G) 調略(C) 人争(J) 取引(T) 自国(I) 静観(S) エディタ(E)

武将エディタ

	姓	織田	→	<input type="text" value="織田"/>	名	信長	→	<input type="text" value="信長"/>
	政治	96	→	<input type="text" value="96"/>	采配	97	→	<input type="text" value="97"/>
	戦闘	89	→	<input type="text" value="89"/>	野望	100	→	<input type="text" value="100"/>
	智謀	84	→	<input type="text" value="84"/>	寿命	C	→	<input type="text" value="C"/>

寿命は(A:短命 - D:長命)

The screenshot displays the Wing IDE interface with the following components:

- Top Panel:** Wing IDE logo and version information (5.0.2-1, January 13, 2014).
- Code Editor:** Shows Python code for `client/interactive.py`. The code includes methods like `GetCurrentLogicalAndTokenIndex`, `GetCurrentLogicalAndTokenIndex`, and `FindPriorBottomNameTypes`.
- Stack Data:** Located at the bottom left, it lists various test files under the `test` directory.
- Debug Console:** Located at the bottom right, it shows a list of modules and their scopes, including `treeview`, `wrapix`, and `contentprep.py`.
- Messages Panel:** Located on the right side, it displays a list of warnings and errors, such as `W0403: Relative import 'constants', should be 'debug.client.constants'`.

游戏存档管理

系统设置

音 音效设置

快捷 快捷键设置

场景 场景选择

TIPS 界面

返回
标题界面

关闭

数字·英文

22型

6200

8620

9600

C58

Iro

Ka15

Kiha07

Kuha26

NGauge

Staff

B

C

8620



「前帝国铁路引以为傲的第一款国产量产型蒸汽机车，便是8620型，通称^ハ8^ハ6^ハ2^ハ0^ハ」



「曾在特快列车乃至御召列车上广为使用，在日本全境纵横穿梭大放异彩」



「甚至有“但得铁路之处便有^ハ8^ハ6^ハ2^ハ0^ハ”这样的赞美之词。虽平凡却五脏俱全，这正是我们8620型的强大与自豪之处。」

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This is a fun little physics-based puzzle game with a very "lunar lander" feel. Fly around to collect pieces of pipe, rockets, and pushers/pullers to solve your way through 14 levels and get Bob back to space so he can get to work. You can customize your ship to fit the needs of the problem at hand but make sure it's not top-heavy or off balance! While some precision flying and some restarts on account of the occasional frustrating hang-up are required, you'll have fun if you like refreshing new puzzle games.. This game really has potential to be fun. If you are not in China the game isn't al that playable. It runs well and looks beautiful but the second you get into a fight you are dead. The lag is just killer. I really wish they would do more to get the word out about this game in the US so that people would be on the US servers. As it is right now with nobody on the US servers I can only recommend if you live in Asia.. This game is probably the best Chinese ARPG on Steam so far. The gameplay is smooth and it is quite well polished and even if you included all the English ARPGs it would still be one of the top contenders.

Pros:

- No FPS cap at 60
- Really smooth combat, active dodge and block skills are always fresh
- The graphics are stunningly pretty
- Really like how you can reset "traits" from the menu
- You can skip cutscenes if you want, no forced cutscenes like some JRPGs

Neutral/kinda bad:

- Jumping is a bit awkward / weird, can't really pinpoint it just feels slightly off to me
- Everything is in CHINESE. Limits the audience :(
- Side quests are kinda boring

Cons:

- Expecting internet connection for a single player game in 2k19. Couldn't play for a week when they had connection issues, really dumb.

Overall this is a very solid game coming out of the Chinese market. The devs did quite well with this imo.. Long time waiting for this "thirty years" in Steam. Absolutely outstanding game, nice and barroc enviroment. I only wait one day see the DLC "English civil war" Bought this game when it came out on Steam. I have to say I was surprised by how much I enjoyed it. It is a very relaxed game but it still has a bit of difficulty to it. If you like tower defense games but you want something that is relaxed and fun, then this is the game for you.

Plus, it is only \$3 and you can't beat that price.. The game is dead,

The sensitivity is either too sensitive or not sensitive enough and getting the game to look and run smoothly is a real pain

Save the money, buy something else.. If you have a VR (and friends) get this!. At last! Two of the most lustrous hidden gems of the Xbox 360 arrive on Steam. I've only managed a brief 10 minutes with this version of the OG Apple Jack so far (I put crazy hours into throwing pandas around and getting sliced into chunks on the 360), but the entirety of it was spent sporting a huge grin, broken up only by the odd squeal of delight.

Y'see, beyond that adorable and effortlessly charming art direction and soundtrack lie a pair of platform games lavished with underwear creamingly smooth mechanics, a devilishly tough but always fair difficulty, and some genuine sit back in wonder level design.

Do yourself a favour a buy Apple Jack 1&2 right now. Your life will be better for it.. Just casually became the 2nd fastest

person in the world on the first level. Ego stroke achieved, Would stroke again.. The demo is very misleading, this game is actually extremely hard and frustrating. The lack of checkpoints (Especially during later levels, like Chrono Clock) makes me want to pull my hair out and cry in the corner.

This game has so much to offer and it very long play through it has elements of rpgs of the past when this genre started it has challenges and leveling up and loot is awesome i highly recommend this game for all who love the RPGS of the past,.. I haven't played for more than 1 hour so far but that's more than enough time to know that I did a good decision buying this game. Definitely worth the 7 euro I paid. No idea how long the game is but I will get my money's worth for sure.

It's fun, already perfectly challenging and the dialog is a delight to read. There really needs to be more great games like this on Steam.

I hope Mike from Cinemassacre gets to know about this game since he's such a big fan of Zelda.. Much like the first, this game is about druggie main character feeding people drugs. But you'll never know that while playing the game. You got to sit back and think about this stuff. It's very deep and symbolic. The gameplay is fun, and it has a ton of replayability because of its short length. (78%). This game had a few issues;

The collision with other enemies is atrocious. You'll often take damage without even touching the incoming ship. The bullets are ok though;

This collision issue gets worse when you notice the area you can move in around is much smaller than it looks;

It crashed a few times which is really annoying;

Not all menus can be controlled by keyboard, for example I couldn't close the medal earned windows, it's rather annoying to have to click it with the mouse when I'm mostly playing this with the keyboard;

Speaking of the menus, their click area also seems to be a bit off. Sometimes the option doesn't get lit up even though the mouse is hovering over it. Should respond to a rectangle that expands well beyond the text to avoid such annoyance;

Some weapons seemed clearly more powerful and useful than the others, so that got me into not even bothering with the other ones;

The default options have to be changed. I only noticed there was a woman talking on the second time I played the game - the default Music Volume value severely overpowers both the voice (which is quite useful) and the game sounds;

There is a large number of resolutions available... but not mine? (1600x900) Really? C'mon...

Also, the W resolutions (which I suppose stands for Widescreen) for some reason make the game display wrong. It'll not show up fully to the top, so you'll not see most enemies that appear near the top. I don't know if I crapped the configs up to get that effect or what, but it happened, so I switched to windowed mode at 1024x768 I settled with that;

The time limit for the bosses is annoying. I killed a boss at the last few seconds of the time limit, and it ran out and killed me while the boss was exploding. It offered me to continue, which I accepted, it completed the mission and for some reason the next one no enemies could shoot and they would die a few instants after entering the screen. Not sure if related, but, that's a glitch right there....

That aside, it was pretty fun, though nothing memorable.

I personally found the soundtrack a bit weird, I felt like I was playing God of War or some lol. Truly amazing and very badass, have to have ;P. Just to make it clear, I'm not downvoting the game because it's bad, I'm downvoting because the devs are inactive and the community is dead.

The game itself is great, the gameplay is fun and as long as you play it with a few friends, it won't get boring quickly. I would totally recommend this game if you have a bunch of friends to play it with.

But sadly the developers just gave up on this game, it has great potential but it never gets updated! The game has quite a few bugs, but they are easily fixable. The lack of interest from the devs is a huge minus.

Now let's talk about the community. There is none.

There are usually 2/3 servers with maybe 4 players or less. It's just awful like this.

If you have friends to play it with, definitely buy it.

If you don't, there is no need to bother even trying the game.

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