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## About This Game

Battle the forces of evil in this thrilling interactive fantasy novel! When a powerful demon destroys your village, you embark on a perilous journey alongside your shape shifting companion, determined to avenge your shattered village and banish the devil back to the Netherworld.

*Trial of the Demon Hunter* is an epic 85,000 word interactive fantasy novel by Samuel Harrison Young, where your choices

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control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

- Battle goblins, witches, and vampires
- Music and illustrations to enhance your experience

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Title: Trial of the Demon Hunter

Genre: Adventure, Indie, RPG

Developer:

Hosted Games

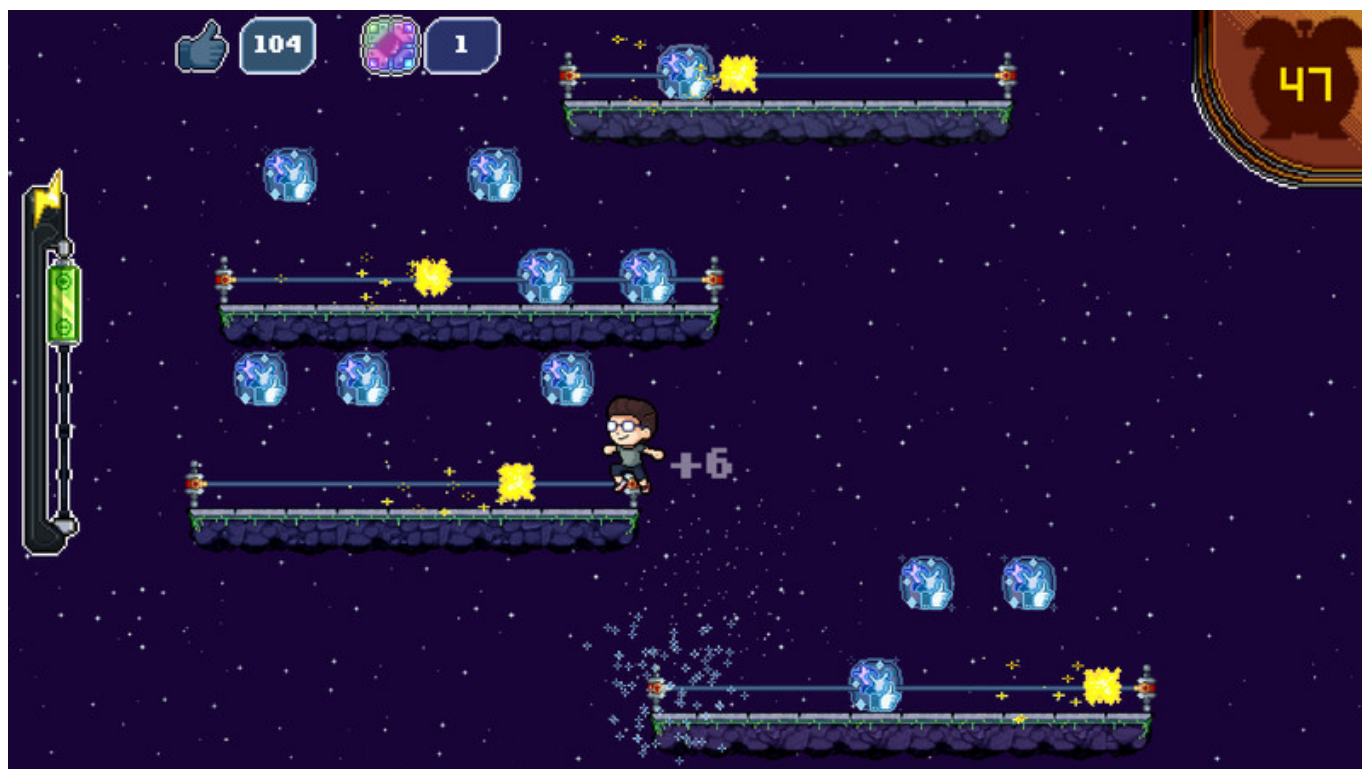
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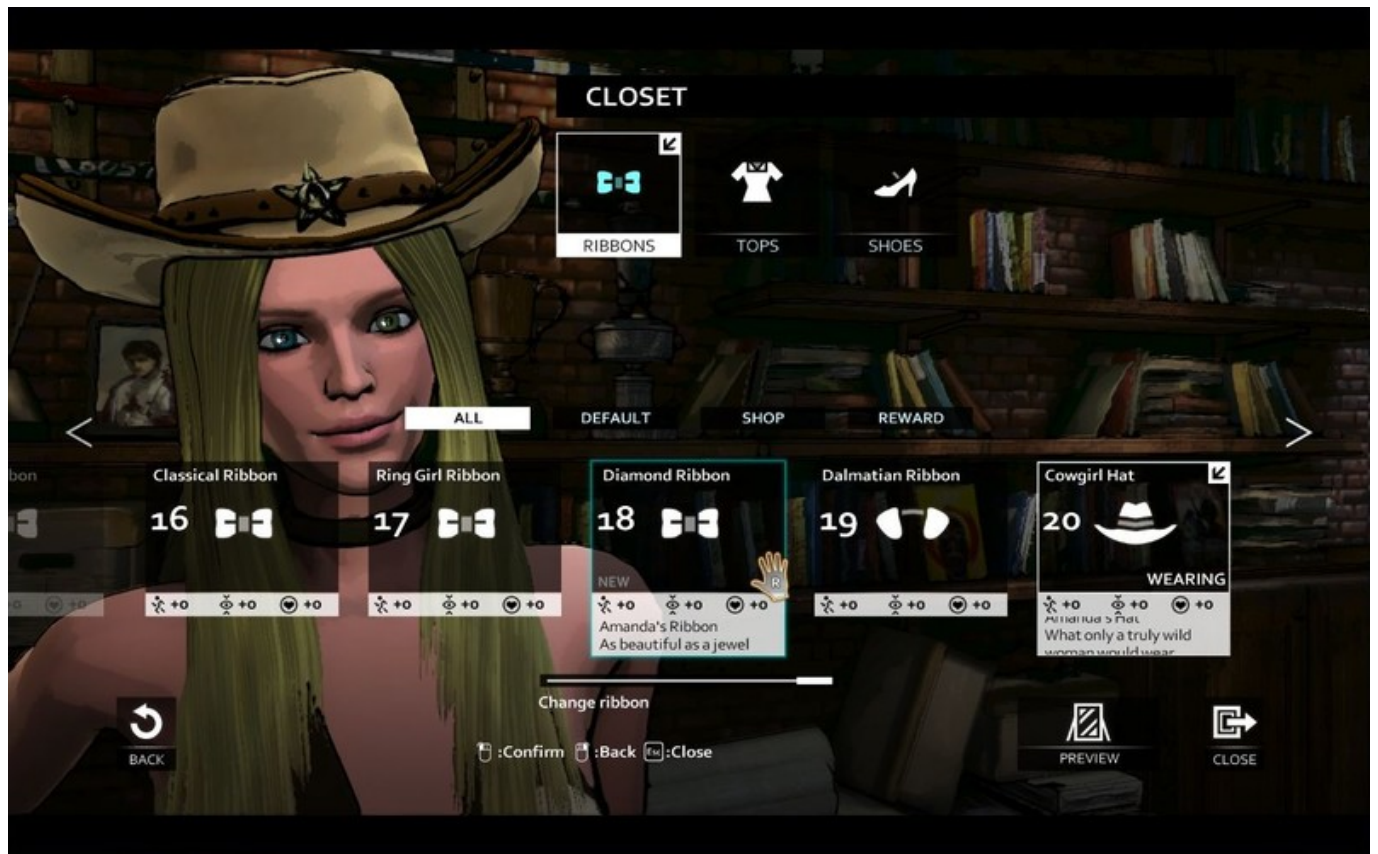
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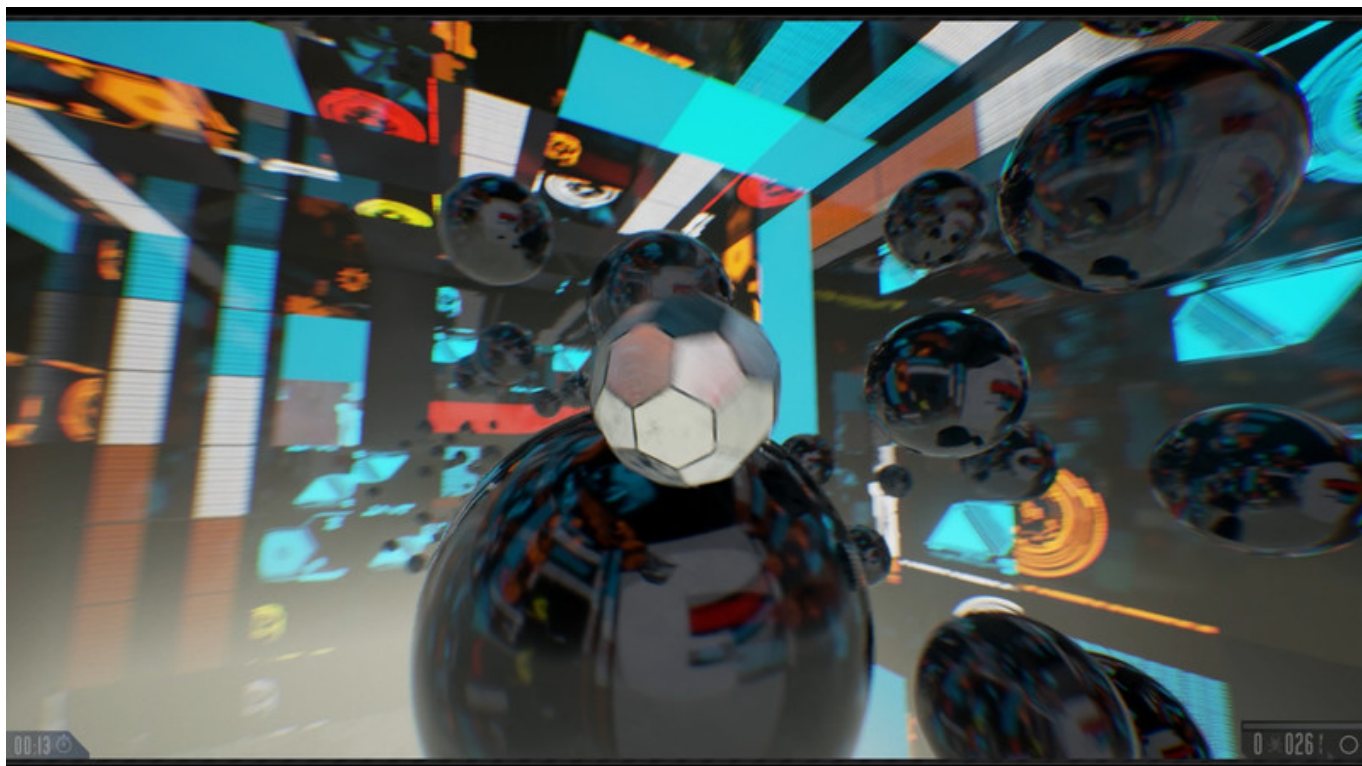
Release Date: 19 Dec, 2017

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English









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Sadly, what could be a great game has too many issues.

As others have mentioned, the controls are a major culprit, and it can be difficult to control your character when you have to pass underneath something - completely blind, mind.

It feels more like an early access proof of concept, but if it were cleaned up it could be great.. This game is really hard, but also good. I really recommend this for people that enjoy classic space shooters, but also looking for something different.. I normally list good and bad things in my reviews, but this game doesn't really have anything of the former...

- doesn't remember any of the settings (language, full screen, sounds\music volume)
- storyline is nothing interesting
- dialogues are rather useless and disturbing, I feel like reading a book
- devs say it's non-linear - it is linear as hell!
- 4 turrets types only
- no upgrades between missions, no long term strategic decisions
- turrets upgrades are linear and have 2-3 levels only (unless it didn't play long enough)
- you can only place turrets in designated spots and there is usually about 10 of them on the map
- you usually start with enough cash to place all the turrets and within 2 waves you upgrade them all to maximum
- the rest of the game is spamming repair button and pressing skip on these stupid dialogue pop ups. So this game terrifies me and I love it. What I DONT love is every 10 seconds I get absolutely slaughtered and it frustrates me because I actually want to be terrified but instead im throwing stuffed animals at my wall and having to cut out most of my "gameplay" recordings because they are definatly not PG when I get killed 30 times in a row. I refuse to use a guide. Fight me. Its a good game tho.. For 5\$ this game delivers 60\$ worth of scares. Fun with random people but even better with friends.. If you like glitchy gameplay and a cumbersome interface then give this one a try. Personally I haven't found it to be much fun.

Addendum:

I put in another hour or so trying to make this work ... I really want to like this game.

But it just feels like a concept piece that needs a LOT more Beta testing before being released as a finished product.. I've been a big fan of the developer's work for a while and their youtube channel is filled with useful hints and tips on how to use the RPG Maker engines to your advantage, so I have been eagerly awaiting the release of this game for quite some time. SO glad that it's finally here!

So far I have only just finished the prologue (Teralolz) and although I never played the original version of the game I did watch a full playthrough of it by the developer herself. In just the bundle of minutes I've been playing I have greatly enjoyed myself, the game itself is primarily a standard RPG that you would expect from an RPG Maker game, however, the original artwork and the tweaked gameplay certainly make the game stand out from what the base engine does. There are a few default things here or there, but nothing that you would sit and think "Oh that's just the default blah blah blah". The story is gripping even with just the beginning part of the game.

AAAAnyway, I could probably go on and on about this game for some time so I'll cut to the chase, If you are a fan of RPGs that are story driven and have a variety of characters (both likable and unlikable) then this is one of the games for

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you! If you don't like RPGs or just hate anything RPG Maker (there are people like that) then I'd say give the original a look (you can watch the whole game on the developer's youtube channel if you wanted to) and see if it interests you before buying.

Me? I'm going back to the game now!

P.S: Thanks Echo for all the hard work you've put into this game, I'm sure it will bring many hours of joy! (And probably some hours of anger and sadness) Keep up the good work!

P.P.S: The Great Fighter Doken is still my favourite character!. Did you play Top Gear series on Super Nintendo? If yes, you should play this charmed game. The feeling is so amazing.

The visual and the music is the time machine that sends you back to the days you played Top Gear. But for younger generations, this awesome game also new fresh racing game that has great visual, music and gameplay. It is worth.



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Lego's in space... With guns... what more could you ask for? Your childhood dreams become a reality with this game.

The gameplay is very well made and will only improve. The camera mechanic's are great for dogfighting/brodsiding other ships and enemies.

This game keeps you entertained by trying to constantly make your ship better, faster, and stronger.

You go from a small trade/fighter vessel to a dreadnought and you can feel the power flowing through it And that's not the end if it.

You can be a trader,merc,transport you decide. Go from being a small freighter to the deathstar... the choice is yours.

Just don't die.

Also, the dev's are extremely active with this games small community helping people out and just being awesome. They take idea's and make them into a reality. Fixing bugs as fast as they can. Even adding your creations to the game as AI. And yes... lots of memes...

10/10 IGN. Very tight and fun top-down driving game. Always nice to see it get consistent weekly updates from devs.. With very clever puzzles, lots of jumping skills and a beautifully designed world, this indie tittle will push your mind and reflexes to the limit!. Into the Blue is a neet little game you can play for 30 to 60 min.

For an Indiegame it looks pretty decent.

Now I thought it would be like an open World exploration-game, where you can do whatever the helllll you want to do, but it didn't turn out that way.

In fact it was pretty strict forward lettting you almost give none of the choices to you.

of course, you can leave the road you are supposed to walk, but it doesn't get you anywhere or it just loops ya back.

the Game is Fun for the moment, but If you get stuck at some point, it gets almost unenjoyable.

Personally I enjoyed that one Hour I played it, but it was not worth it the 10\20ac I have put into this, meaning i won't give it a positive Feedback.. Cute little horror maze for the kiddies.. It's really simply too short. It feels like the book was suddenly abbanded in the middle of the story. There is a huge jump in time and it ends in a rather insatisfactory way.

It's sad, as I was enjoying the writing and the adventure.

P.S. I obviously played more than just 7 minutes. Steam just isn't able to record the playing time offline.

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