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## Choice Of The Deathless Download Easy



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## About This Game

Battle demons and undead attorneys, and win souls to pay back your student loans! At the elite demonic-law firm of Varkath Nebuchadnezzar Stone, you'll depose a fallen god, find romance, and maybe even make partner, if you don't lose your own soul first.

"Choice of the Deathless" is a necromantic legal thriller by Max Gladstone, Campbell Award-nominated author of Three Parts Dead and Two Serpents Rise. The game is entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

- Explore a fantasy realm with a rich and evolving backstory, based on the novels published by Tor Books.
- Play as male or female, gay or straight, dead or alive (or both).
- Build your career on carefully reasoned contracts, or party all night with the skeletal partners at your firm.
- Navigate intrigue and mystery in a world of scheming magicians and devious monsters.
- Look for love in at least some of the right places.
- Balance student loans, sleep, daily commute, rent payments, and demonic litigation—hey, nobody said being a wizard

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was always fun.

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Title: Choice of the Deathless  
Genre: Indie, RPG  
Developer:  
Choice of Games  
Publisher:  
Choice of Games  
Release Date: 20 Dec, 2013

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English







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Best virtual reality tower defense game I've played so far.. Complete waste of money. Mouse controls don't work, and you have to close YuPlay in task manager every time you close the game.. Not a sim in any way ths is straight up arcade game. Where do I put \$0.25? I do not see the slot!!!. Hey Coral, check this game out! CORAL!. Yeah pretty accurate how it feels to play Billard, lots of fun!. The hesit is fun. The gun is a fun 3V4 assault rifle and 1V4 smg to me. The masks are meh since they come pre-customized. The hiest is ok. It reminds me a little like Hox breakout day 2 with the collecting and waiting then collecting this turning on that. The 2nd day is complete choas and i love it. It has tight CQB and fun. The \$7 is too much but buy on sale.. The songs are good

The game is good

The enemies are hard even on normal

So yeah its a pretty challenging game but fun to play

. <http://vstore.steampowered.com/Vapp/248610/>

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So this seemed like it could be an interesting enough premise. Whack-a-mole with zombies. Not exactly groundbreaking, but maybe some arcadey fun.

This game though, isn't very good. The basic mechanics are hitting zombies or digging holes for zombies to fall into. This is made much more difficult since the controls are terrible, and your character slides around like he's in a Mario ice level. You don't exactly slide so it's not a perfect description but that's the best way I can think to describe it. I tried playing with both controller and keyboard and while keyboard was slightly more bearable I would not say I had a good time. The whack-a-mole part is pretty precise in registering a hit, and you have to be fast, so anything being awkward about the controls is a very bad thing.

One thing I found strange was the gravestones (which the enemies spawn from) being randomly generated, which meant that sometimes a level would be hard since the graves were far apart and the controls suck, but then on retrying it all the graves would be in one corner making the level stupidly easy. It seems like actually planning out the levels with the gravestone placement would make for a better experience, especially since the levels increase in difficulty as the game progresses and adds more enemy types and mechanics. Enemies spawning is literally the only thing you have to manage while playing so the randomness just seems like poor design.

The game is still pretty easy until the introduction of ghosts around level 8 or so, random spawns aside. The ghosts are honestly terrible. When an enemy hits you, you become stunned for a few seconds. Ghosts can hit you, but the only way to kill them is with a random pickup - the crucifix. However, as soon as you kill one another spawns, so it's pretty pointless. The problem with the ghosts is that they often stand over the graves as zombies are spawning, meaning you can't get to the zombie and kill it. The ghost just wanders around randomly so sometimes a couple of zombies will just be blocked off with nothing you can do about it. And it's not like you can just dig holes to get around this, since you can't dig on tiles with gravestones and skeletons take 2 holes to kill, which you often don't have time or room for (and keep in mind this entire time how bad the game feels to control). I don't mind challenge, but having like 2 mechanics in a game and then randomly making some enemies guaranteed to get past is really annoying (and the game isn't exactly fun to begin with).

The sound design is also pretty dreadful. The music is generic atmospheric stuff, bland but inoffensive. But there's this weird and off-putting 70's porn music that plays when you pick up tequila (kind of like this game's version of the fruit in Pacman, letting you jump on the zombies and kill them faster) and in the main menu mousing over any of the options plays a weird sound of what I think is someone saying "dig" but it sounds more like "dink" and is just weird. When you complete a level it tallies up the enemies you killed and plays an 8-bit chirp for each one making each level end with what is basically a burst of static.

It's pretty easy but becomes very tedious since every time you fail a stage it shows a game over screen and kicks you back to the main menu where you have to select the stage again. Not a huge issue but adding a retry level option or something doesn't seem that hard.

The game is also very short. It took me like 30 minutes to beat all 12 levels even with the annoying controls, and after that I just played it a while longer for the cards. The last level changes things up with a flamethrower and no powerups but it's not really any better. Really not worth the money it's being sold for, or any money at all in my opinion..

4 сбитых дедов морозов из 5. Game is cheesy in a good way. The Hidden Object scenes are fair if a little easy. The puzzles are mostly good although there was one which failed to mention what the goal of the puzzle actually was.

There are also extra hidden things to find for achievements - plants, masks and money. You aren't cut off from any part of the map during the whole game so you can go back to find these.. Dong Bai defeats everyone and unites China, just to get her petty revenge against Zhang Liao. Four mostly-voiced, totally-serious campaigns of subjugating all your favorite musou warriors as Dong Bai. Her moveset is fun and she has the best musou moves. 10/10 would Bai again.

Oh yeah, there's like, 3 other characters too.

(But if this isn't on sale just get the season pass, it's only \$1 more). Can't call this a simulator like Euro truck simulator 2 or American truck simulator... I wouldn't even call it an arcade game, I think that would be an insult to arcade trucking games such as Big Mutha Trucker, 18 Wheeler: American Pro Trucker, Hard Truck, etc etc.

Pros

(Within the 20 minutes I attempted to play this I can't really find many to be totally honest)



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- Vehicle damage both player and AI
  - Police chases

#### Cons

- Controls are clunky and unresponsive if using a controller, not much better using the keyboard
- Visuals aren't too good, reminds me of an old PS2 or original Xbox game
- Confusing and no help on where to go once out of garage, this is of course after the 5 hour long unskippable cutscenes
- Not worthy of being an arcade racer (in my honest opinion)

#### TL;DR

Don't waste your time with this, even when its on sale! Just spend that little bit extra and get either Euro truck simulator 2 or American truck simulator by SCS.. Fun for like 10 minutes but then you've kinda done everything.... So what do I think of this game?

Well let's start with the pros.

This game takes a different approach to strategy games with the focus being upon ant colonies. And it's a surprising and fun concept at that. There's the usual resource gathering and upgrading and what have you, but it has a great replay value along with the formicarium mechanics if you will, using royal jelly to upgrade your ants and all that. It's simple to manage your pheromone groups (though it could be improved by having ants respond when you move the marker instead of the drawdown with a few still going to the old location). The map is clear and manageable, the day/night system is also a nice touch.

There's not that much to the game as far as pros good, but the pros are done RIGHT.

The cons.

Well let's start with the AI. Not that there's much of a problem with it, but being a bug world I would expect there to be a more realistic depiction for immersion as opposed to a challenge. For example, I'd expect the Wolf Spiders and Hermit Crabs to fight each other, even if just for a while. The same for the other ants in Queen of the Hill and even the challenges, just a nice zest of reality of a bug's world being without mercy where you take what you can get to survive. (This could be tied to difficulty levels if you will)

I believe this game is still developing? I don't recall really, but one flaw is the lack of content... well actually levels. There's only two levels before you have to take a Formicarium challenge, and sure there's the difficulty multipliers for rewards and the challenges too, but a few levels a story does not make. Perhaps it could be 3 or 4? More options and fun along with replayability.

Ant types:

More of a personal thought but the variety of ant options for the formicarium and levels, mostly for terms of the player, is rather underwhelming. There's the black ants, the wood ants, the leafcutters, and that's about it. Then there's the army ants, the trapjaw ants and slave driver ants but they only appear a couple of times.

Challenges:

This is my biggest gripe. The game does the challenges both right and wrong. There's the right, in levels like the European mole crickets and tiger beetle larvae, then there's wrong in the formicarium, particularly the third challenge. Wouldn't it make sense for the challenge to reflect the difficulty you choose? As I attempted easy twice with a fairly large army of level 2 and 3 ants, but it does little against the other army anyway, the population limit and **ESPECIALLY THEIR VARIETY** is rather infuriating. If you allow difficulties to reflect the challenge, be a bit more accurate on how hard it would be. Wouldn't easy be a breeze? Granted I've only played this game for a few days, but I think there's a point as playing on easy should be... well... easy, especially when the only way to get more resources like food and royal jelly is to replay the missions and you don't feel like upping the ante. And yes there are players like that out there. And for the love of god that second scientist is annoying. I believe the game could do well without him interfering every 5 seconds.

That's all I have to say. Is the game fun? YES. Is it worth going back to. DEFINITELY. Is there still a ways to go? Of course. The game is great, but there's a few edges and bumps that need some smoothing over.. Quite as delightful old-school (Ultima) style RPG as it's sequel. The game focuses more on the story and exploration than on ceaseless combat - the areas you clear out STAY cleared out.. If you like performing micro controls on every single unit, this is a game for you. Personally, I regret purchasing it, even at 50% discount, a nice dinner for two could have been far more enjoyable than this experience.



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