
ReignMaker Download]

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About This Game

ReignMaker is a match-3 game with tower defense, city building, and political strategy elements. From your capital city you lead your Kingdom against the i 5d3b920ae0

Title: ReignMaker
Genre: Adventure, Casual, Indie, RPG, Strategy
Developer:
Frogdice
Publisher:
Frogdice
Franchise:
PrimordiaX
Release Date: 16 Apr, 2014

Minimum:

OS: Windows XP

Processor: Intel Core Duo or equivalent

Memory: 4 GB RAM

English

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It's not the best game in the world, and there are a couple odd things about it that I don't understand, but it's pretty enjoyable. It doesn't suck you in for hours at a time, but it's great to play a few levels, upgrade your city a little bit, then put it away until you're bored again.. ReignMaker is an interesting take on the match-3 genre, adding a whimsical personality to a game-type of which many may have thought no new game needed to be made. Well, ReignMaker did. Matching tiles means something: you are defending a world from hordes of evil. And not only are you defending it, you will see it grow and care for its inhabitants, as you run your own little town in this world. The town is a major part of the game. Here you train units to help you in your battles, create equipment and research spells. And you produce the resources with which to do all that. But more than that, you make decisions that will make the town feel unique: whenever you beat a new level, a policy decision will be presented to you, asking you to guide your town. How do you handle crop failure? Do you let that reknown berserker settle in your town? What do you say about theatrical plays that corrupt our youth? All these decision will affect your town one way or another. You may get a free scholar to help your reseach. You may end up with more rabbits around your town or piles of purple fungal mold. And your citizens may live in a republic or end up in an oppresive tyranny. It is up to you. Either way, it will be cute and humorous. Just don't listen to the random citizen who will want to move to Troj. There is always one person like that. Can't please them all. One warning though: this game gets really tough.. A pretty fun game; a few of the mechanics are a little aggravating (IE waiting for lumber mills to produce wood), but besides that, the gameplay is okay. It's somewhat of a grind at first, but there is an element of challenge when trying to acquire the achievements.. I wanted to like this game. The mechanics sounded like a nice twist on the Puzzle Quest type game, but in reality, it feels clunky to me. I didn't get too far into the game, admittedly, because the 'Policy' windows hung up on me every time, so I had to force close the game to keep playing. Could be a fun game, but it just isn't quite there.. I like it. It's an interesting combination between match-3, tower defence, questing and city building. The core concept is there: match runes to defend your town, harvest resources to upgrade it. It's still heavily unpolished: the graphics aren't very clean, especially for the runes, and city building takes a long time. It's clearly still in alpha.beta.testing phase, but at this moment the developers are responding fast to problems and pushing out fixes.. If you like Match-3 games you'll probably like ReignMaker. The meat of the game is in the battles, where you play match-3 on one side of the screen while monsters attack on the other. The matching is pretty straightforward (you get some spells you can cast to shuffle or destroy tiles, you get bonuses for matching 4 or more at once, there are locked and frozen tiles, etc) but the combat side is pretty interesting - at first I just ignored it and focused on making matches at the bottom of the screen so that matches on top would happen automatically, but it's actually worth paying attention to where monsters are and trying to line up matches in the right place, especially against later bosses when you need to keep them stunned to avoid being hurt. Also, items can be used on the battlefield side to deal with monsters, and they drop a lot of loot and collectable scrolls that are worth getting. The town part of the game has good parts and bad parts. Resource production happens in real time, so you can just leave the game running and make as much ore and wood as you need (though money only comes from battles). This is where windowed mode would have been nice. After every new level you beat, your town faces a new dilemma you have to choose the outcome of. The dilemmas are well written but don't seem to have any actual gameplay consequences. Steam says I've played 4 hours, and I've beat almost half the levels, so I'd guess the total playtime will be 10 hours for one play-through. There are different towns you can play as but they have only minor differences so replaying with a different town wouldn't be too different of an experience. Update: Frogdice thoughtfully contacted me and corrected some screw-ups I made. The big one is that there IS a windowed mode, it's the last option on the options screen, and I managed to completely miss it. Another one is length: I've now done 34 levels (out of 50) with 8 hours played, so the game could end up being around 15 hours in one play through, not just 10. There's also an infinite tower after beating the game, but I can't speak to that.. A great little time waster wityh a decent amount of variety and challenge for the match three crowd. The RPG elements and resource collecting are minimal but fit the environment and mostly don't get in the way of the core gameplay. Thumbs up!.. I wanted to like this, as there are many puzzle/RPG games I've enjoyed, but no such luck. The gameplay is repitive, with almost no strategy involved, and boring levels. It's not even difficult. That, at least, would provide some distraction from the sameness of it all.

Paper Valley hits Steam for HTC Vive and Oculus Rift on June 6th! : Hey everyone! Were delighted to tell you that well finally release Paper Valley on Steam on June 6th! Now both Oculus and HTC Vive owners will be able to test their throwing skills and

watch the world of Paper Valley unfold before them. The team here at VITEI Backroom are really excited to see HTC Vive owners get their hands on the game as it was only available previously on the Oculus store. Paper Valley is a VR adventure game that challenges your ability to accurately throw paper planes. Skilfully glide and steer your planes toward targets across a beautiful fantasy land, and discover the mysteries of the sickness that has left it barren and desolate.. Sepia Tears Touhou: Scarlet Curiosity TripTrip Paper Valley Included in PC Gamer's most relaxing VR games list! : PC Gamer kindly included Paper Valley in their "The most relaxing VR games" feature last week alongside some truly stunning games! How cool is that!? Here's the full article: Plus, Paper Valley is also 33% OFF in the Steam Winter Sale. Update V1.3 - Bug fixes and Scottish English support?? : Hey everyone, We hope youve all been enjoying the world of Paper Valley! Weve just released a small patch fixing some minor bugs and they are as follows: Tweaked plane hiding so that your planes stay out the way better whilst you are making a shot Stop the new-plane bubble appearing in the way whilst you are making a shot In addition to these two fixes, weve also added in another language mode. Because 1/4 of the team are based in Scotland, for those of you familiar with the west of Scotland dialect, weve added in a special Scottish English language option. Press [S] to enable. If you come across any further issues in the game, please let us know in our Steam forum .. Paper Valley is out now for HTC Vive and Oculus Rift! : We're so excited to say that Paper Valley is now available on Steam for Oculus Rift AND HTC Vive! We hope you enjoy the beautiful world we've created and the satisfaction you get when nail that difficult long throw! In addition to adding HTC Vive support, this Steam release has also been translated into Japanese and Chinese (simplified and traditional). Plus we've got some additional updates in the works, including localisation into French, German, Spanish, Italian, Russian and Brazilian Portuguese! We've also put the Paper Valley Original Soundtrack, composed by our very own Alex May, up on Steam! Drawing influences from 90's ambient electronica, it was inspired by artists from the early days of sampling technology such as The Future Sound of London. All sounds were sourced from 90's Japanese hardware synthesizers. If you like the beautiful in-game music then please pick it up! Thank you all for your support and please do leave a review if you played and enjoyed Paper Valley. It helps us massively here on Steam. - The team at VITEI Backroom. Update V1.2 - We've added 7 new languages! : As promised in our launch news piece, we have just updated Paper Valley to support 7 more languages! That takes us up to 11 in total! This update includes: French - Franais German - Deutsch Spanish - Espaol Italian - Italiano Russian - Brazilian Portuguese - Portugus Korean - If you've bought the game since launch - THANK YOU! We're really excited to see people playing our game. If you've played and enjoyed Paper Valley, please consider leaving a review.. Flights of Fancy: Our interview with the Oculus Team : Before the launch of Paper Valley on the Oculus store, Chris sat down with the folks at Oculus to discuss how to build a world that no one wants to leaveand how many real paper planes it took to make the game! The full interview can be read below! There's just a week until Oculus and Vive players on Steam can get access to Paper Valley! Please add us to your wishlist ! - The Paper Valley Team

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