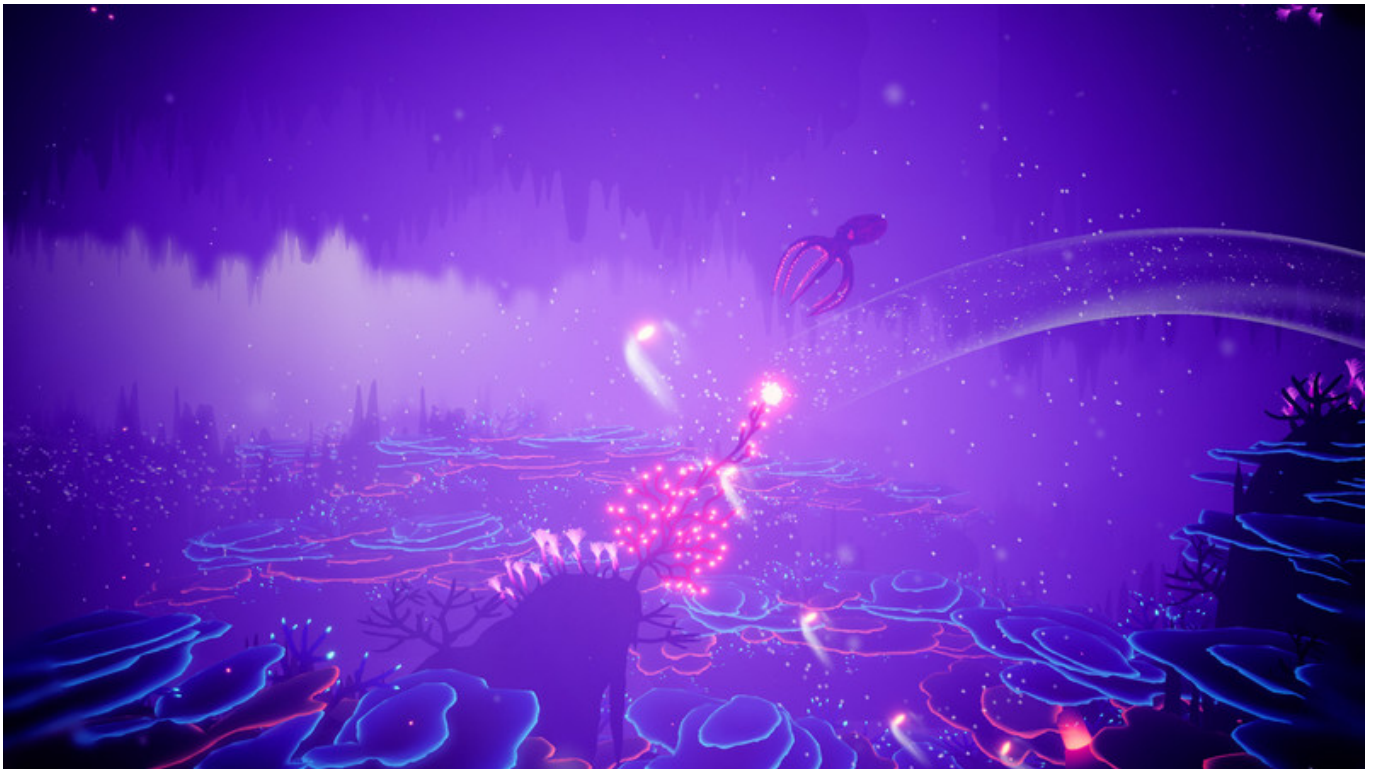

Shardbound Torrent



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About This Game

Shardbound is a Tactical Collectible Card Game. As you play, you'll collect hundreds of units and build armies to compete head-to-head with other players in matches of cunning and skill. Use positioning, the terrain, and your units' unique abilities to achieve victory.

In the world of Shardbound, a great land rush has begun: the shards of an ancient, broken world are falling from the sky. You'll establish a Noble House alone or with friends, then head Shardbound to complete objectives and secure riches and fame.

If you're watching somebody streaming Shardbound on Twitch, their Shardfall will appear in your overworld, giving you access to special Twitch objectives and content generated specifically for their viewers to complete.

Title: Shardbound
Genre: Free to Play, Strategy, Early Access
Developer:
Spiritwalk Games
Publisher:
Spiritwalk Games
Release Date: 6 Apr, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 7, Windows 8.1, or Windows 10

Processor: Dual-core Intel or AMD CPU, 2 Ghz or faster

Memory: 4 GB RAM

Graphics: DirectX 11 compatible graphics card

DirectX: Version 11

Storage: 5 GB available space

English







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It took a lot to change from a negative to a positive on this because i played the older version and the release version was a night/day change and i had to relearn the whole game (which seems to have very little guides as it is).

This is a very cool concept but....it's still got bugs. It's playable but yeah, bugs.

The main reason i went from negative (to a positive) on this is because it seems the developers are listening and responding.

The next update will let me know if they really listened.. The front and back won't line up correctly they are a bit out of place so you actually have to cut in one of the sides. I have tried on 3 different printers stil the same problem, the guide don't have any other fixes in it incase of this happening,. 1-10 i give it a solid 1. Game is trash only 15 levels and if ur looking for just a lil bit of strategy it not here. u have 3 units to choose from Axe Spear Bow. Just use the Axe guys you will beat the game in 8min. No content what so ever just a money Grab.. This is one of those heartbreaking games where you really, really want to like it. I'm glad that I only paid a fraction of its cost, though. That is to say, I paid a fraction for the bundle, and all of them seem to have just one flaw that wrecks the game - and TW3 is merely the least annoying.

The first one was a nice proof of concept: military simulator without any of this 'ballancing' garbage. A Sherman is inferior to a Tiger, period. But its age makes it clunky and somewhat dull. TW2 was a vast improvement - except for pathing, which was lousy. Because the missions are not timed, all the panzers who cannot cross the bridge at the German spawn point stay there until you get bored and turn off the game. A flaw that makes it impossible to complete a mission? Fail.

So there is TW3: Korea, which isnt bad. It feels small, like the Korean conflict in Red Dragon - a handful of Korean tanks and a few platoons v. a similar American force - and if you win, their entire division retreats? And the flaw in TW3 is that you can no longer select individual personell. This is huge because that platoon of useless infantry could spare 3 guys to go man that 57mm and take out the imperialist tank - except it cant. Unless there is some 'break formation' command I havent found - the interface isnt exactly intuitive, so it may well be.

So, yeah, 7 bucks for the bundle, which essentially translates to 7 bucks for TW3. Its a fair price, wouldnt pay more, though.

-Don. UNPLAYABLE!!! There is a huge bug in the game that causes units to seem to stop, then reappear somewhere else on their planned path. Makes it impossible to play..... Let me list the reasons nobody likes this game:

1. technical issues- lighting is awful, collision? what's that?, hitboxes range from small to large with no consistency, fatal error when going into demon mode, fatal error when loading within the last 20 minutes, fatal error on a fatal error (i\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665you not), and no amount of bug fixing can fix this.
2. weapons- slower than previous games, weaker than previous games, one new weapon in ONLY levels 5 and 6 (so you'll never get to use it).
3. story- it's bad, voice "acting" is atrocious and Bill is a hitman that goes to hell because he kills people and must go through

and *zzzzzz*

4. you can't win the tarot cards without cheating- because enemies will frequently not drop souls nor can you find all the gold pieces cause they're out of the map.

Reasons to get this: never

if you do get this cause you hate yourself things that won't make you vomit: soundtrack is good (so youtube it), powermod for this makes the game a bit better (pkcards so all cards and pkweapons so you can use the new gun through the whole game), and the atmosphere is good.

overall: 2/10 one of the worst games i've ever played
with powermod: 4/10 still bad but at least playable.

this game would be fun if they would fix the warehouse it doesn't work and it sends an error code when you try to unload a truck. Monster Puzzle is a really awesome game!! Clever puzzles, wonderful art and interesting interactions.

It has a huge more value than the money you spend on it.

Totally recommended.. After playing the game through a couple times, and now the voice acting update has been applied, I feel it is only right and proper that I submit an honest review. Please ignore the hours played - I am writing the review on a different account xD

It is very rare that I purchase a game and then play it through completely from start to finish. However, this game by an independent studio hooked me from the first time I started it up. The 2D format, while probably not everyone's cup of tea, was very nostalgic for me. I will break my review into a few areas:

Game Mechanics: The game mechanics for me are straight forward and simple. The battle system uses a turn based RPG system, which is simple to operate and very strong reminder of the Final Fantasy games which I also enjoyed very much. The battles, while not complex in themselves, still need you to think of your next move and plan accordingly.

I especially like the open world aspect where you can go exploring. I found myself lost in side areas, due to my nature to want all the loots! Animation is good and while this may lack the visual impact of other games, I believe this is down to the limitations of the software used to make the game? Only my own thoughts however

The Storyline - Without doubt, I can see the creators of the game have done some serious thinking about the storyline behind the game, paying particular attention to continuity. I have no intention of spoiling the story for someone who wants to play this - the story kept me guessing until the end and some of the outcomes were interesting to say the least.

Music/Voice Acting: While I did enjoy the music, one slight critique I have is that the music was a bit repetitive after a while. I would possibly suggest changing the musics over so there is something a bit more unique about certain encounters but overall, I didn't mind it too much. I also give credit for the voice acting by all those involved - dialogue delivered crisply and one thing I especially approve of - feelings projected via the voices. Many times, voice additions can be bland and boring however this was not the case so all credit to the studio

Finally, I can say for sure that this game has a high replay value. I have played this through twice and have started a third time with the full voice acting. Keep up the good work and I look forward to the next chapter of the Ino Chronicles.

Rating:- 4.5/5 Superb work :)

. Loved it, so many choices, so many options your story can go, it's amazing.. it's a pretty good game other than the controls that still needs some work.. A good game but way too short finished in about 3 hours.. It had much potential for a longer story. Feel like they didn't do half the story they should have.. I just wish that there was an option to save after each round. I rarely have time to commit an hour for a game like this. And so far I've only played on the easiest map. There's no telling if the harder maps take longer.

And to prevent people from just loading a game after they fail, make the game delete the save file after one death.. Love this game. Lost for 250 hours there. The game constantly crashes when ever you try to change the display settings. Even if you are able to change them, you still won't be able to play the game because it crashes as soon as you hit New Game. Please do not buy this game its a waste of money and time.... if it was 99 cents it might be worth it but 2 dollars is just way to much. also this should've been in old gods

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