Blake And Mortimer: The Curse Of The Thirty Denarii Download] [License]

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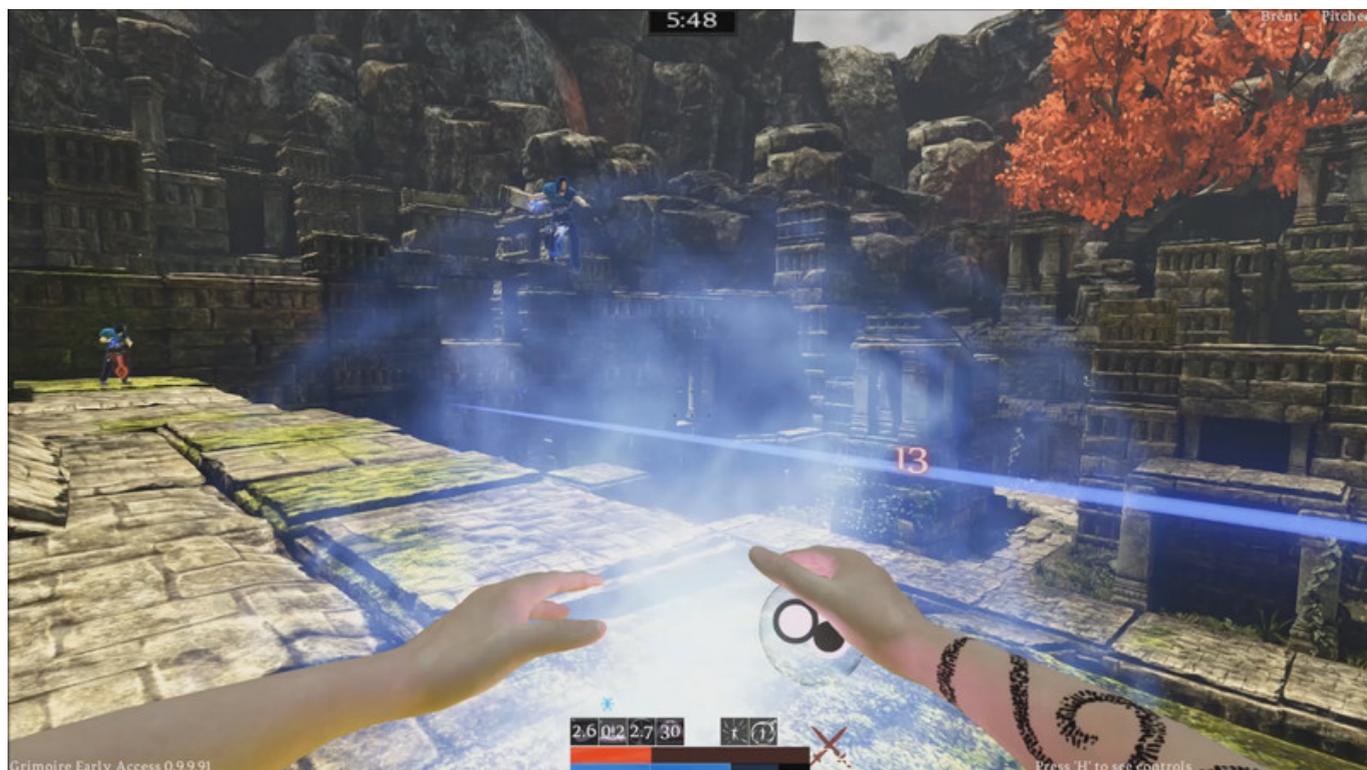
About This Game

Mortimer has just been contacted to inspect a huge archeological discovery in Greece: Judas' thirty denarii! Nearly 2000 years ago, the apostle Judas betrayed Christ to the Romans for thirty denarii. The silver coins contain a deadly curse to anyone who touches them. In the wrong hands, such a dangerous artifact could spell disaster for the entire human race… Blake and Mortimer must find the missing denarii before any blood is shed again.
Fearless as always, Blake and Mortimer return in this thrilling new adventure!

Useful helps :
Take advantage of the zoom x2 to take a look right into the scene and use the tips you acquire to get the hidden objects.
Need tips or time ? Unveil the hidden bonus stars to gain some.

- Simple and intuitive hidden objects gameplay
- An interactive inventory
- A range of mini games: Puzzles, Match 3, Sliding Blocks

Sumptuous scenes :
From the Mortimer's desk to an enigmatic cave in Greece passing by a tub full of surprises, follow our two heroes in their thrilling adventure through majestic scenes.

Title: Blake and Mortimer: The Curse of the Thirty Denarii
Genre: Adventure, Casual
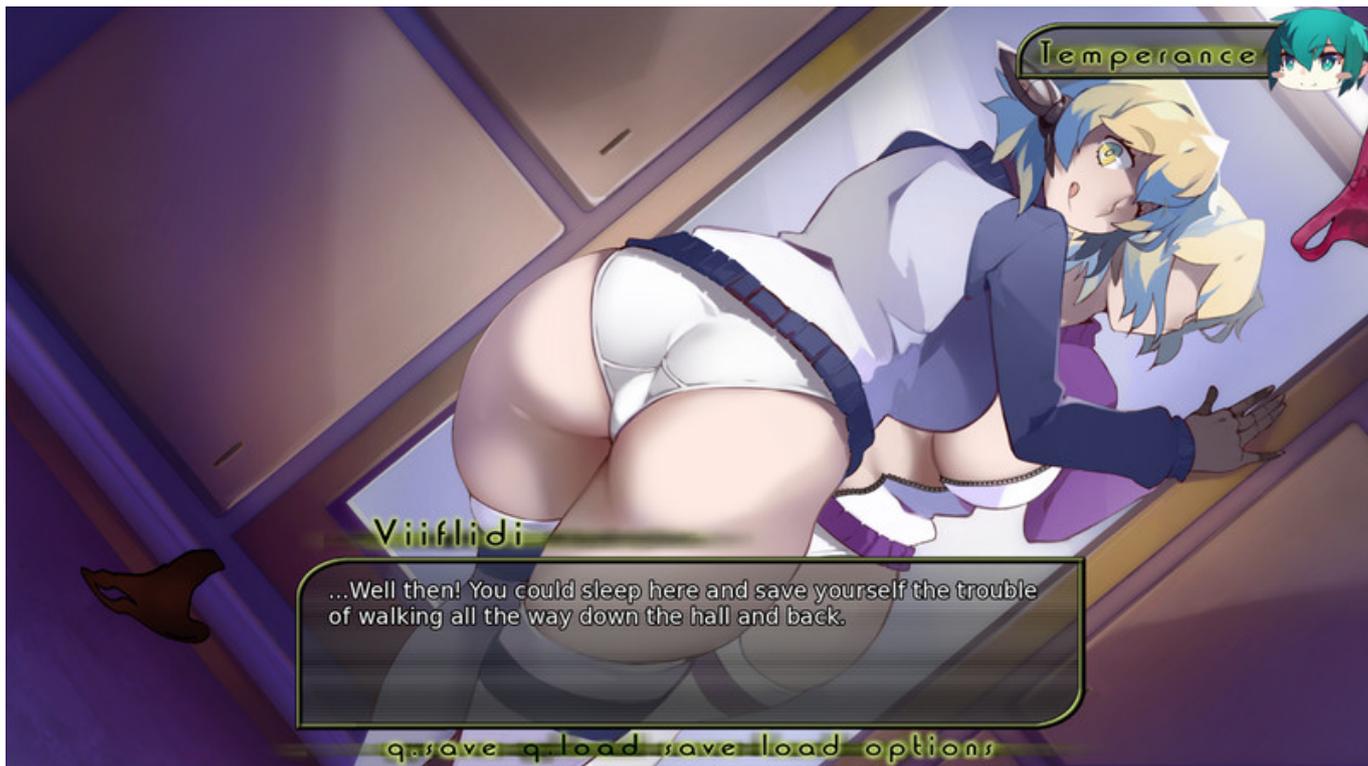Developer:
Mzonestudio
Publisher:
Microïds Indie
Release Date: 6 Mar, 2018

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English,French,German

Okey guys. Here is a thing. First of all, this game is♥♥♥♥♥♥♥♥♥anymore (When I started it, the actual "the slug" game appeared). But still this game is bugged. For those of you who are hunting for easy "perfect games" (all achievements completed) still dont play it. The reason for that is that one of the achievements is bugged and you will never make this game perfectly completed. If creator respect his players, he must fix it. That's it.. Super fun concept, great music!. just take my money. scroll back up and buy it!!!.......................

what are you doing still reading this go buy it already. Fell Through the floor a few times while in the courtyard, so a patch is needed but game is interesting. Plus, The player is completely naked........5 stars. Sleep Attack is a cute tower defense 'lite' with a twist... literally! If the game's core mechanic catches your fancy, you will definitely be addicted. At any rate, it's a decent entry into the genre that hits most of the basic marks. Sound, animation, and general atmosphere are all strengths. Also, this is one of the few mobile\/PC crossover games on Steam that is worth playing. Pleasant surprises all around!

I can't believe I got this game for only $0.21 as part of a bundle. What a steal! Definitely worth trying if you can find it on sale.. Old but gold.. The fundamentals are there but the execution is poor. Your character feels like they're running through peanut butter. The controls are just plain awful until you set them all up manually. The sound is actually worse than having no sound at all. The machine design is hilariously bad. It's like they looked at one picture of the machine and said yeah I can model that. The main missions are a joke. Heavy haulers don't dump ore in sea cans, and they don't use a crane to move those sea cans 200 feet. Shovel excavators don't break ice walls. Really a shame because they could have made an amazing game here. Maybe wait for a new version or a whole new game with the tech.. I do not like leather face I really dont
Pros:
A new charecter:
yay more charecters, this game needs more charecters.

Unique:
There are not any charecters like leather face, I really apreciat that.

Cons
Leatherface:
WHY DO YOU ADD LEATHERFACE IN? Searosly! You could add other people in, like people from Mortal Kombat, I want Kabal and Rain and Baraka and Stryker and Jade and Nightwolf and Syndel and all the charecters from MK9 that did not make the cut.

Bad:
A am really bad as Leatherface, it is really frustrating to play as him for me. What I mean by this is that I do not enjoy the way he plays.. Game is not bad. However, the fact that it is essentially a free-to-play game wholecloth ported from a tablet onto PC is not acceptable to me, not when I have to pay for it.

Main issues:

- you have to wait for hours for upgrades to finish, or pay real money
- you have a daily lottery system, which is a typical skinner box hook of free-to-play
- all upgrades, consumables and even experience of your heroes is purchasable with real money
- 2 of around 10 heroes are only purchasable with real money
- balance is such that you will have to grind to progress

If you get this game for free - it's not a bad game, you know what to expect. If you paid for it - this game is a disgrace.

[Initial review] I wrote English just for Devs or Publishers, what a Shamful dispray.
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Again a classic RPG game with classic Koei Tecmo Bad Port make it mix\u2665\u2665\u2665\u2665\u2665\u2665 But I`m still recommand if you didn`t play Arland series on console like me.
+Good characters and CGs from \u5cb8\u7530\u30e1\u30eb
+A nice second line or maybe third line? JRPG compare with Persona\/Final Fantasy 1-14\/Zelda

-Classic Koei Tecmo Bad Port
-Just simple key remapping to keyboard again
-No setting at all
-windowed mode only 720p and 768p (Fullscreen mode can use 1080p but I find others got problems with 2K 4K in discussion)
-micro stutter every 0.6s-0.8s with very high and stable framerate 60-75Hz during CG or Ingame (Can be fix only if I plug in my Xbox1elite controler, didn`t try with my 360 controler)
-Koei Tecmo sell this game with full price after decade (Just few month now) of first release, with no inprovement Again! NMSL KoeiTecmo
-When setting on English, all audio an VO also fixed to English can`t change it.(My mistake it`s can be change inside ingame setting)

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87\u65e0\u6cd5\u4fee\u6539(\u641e\u9519\u4e86\u6e38\u620f\u91cc\u8bbe\u7f6e\u53ef\u4ee5\u6539). A very good game !.
Just 4 buildings + 1 robot? You built those and then wait... Totally nothing happens in the game, you just wait for resources (of course there is no speed button) and build "new" buildings (there are 4 total). Also no load\/save.. My dark skinned cat girl looks god damn perfect with this, icame\/10. Well done Kurt!

MDK is a fast third person shooter that puts you inside Kurt's remarkable coil suit to fight against aliens that are trying to conquer Earth. For that, you're equipped with an infinite-ammo chain gun and a sniper rifle, combined with a lot of items (nuclear bombs, did I mentioned that?!) that can be obtained along the game (I mean NUCLEAR BOMBS!).

The campaign is linear, with six worlds to complete. It's a classic, tremendously funny. I still can enjoy it like I did in 1999. If you're not familiar with classic games, give it a try on a sale. Otherwise you probably already have it on your library. ;-)

NOTE: The Steam version comes up with some bugs on newer systems (such as slowdowns and missing textures). There's a [patch available that fix them all.](#)

. After watching Pinstar play his strategy & tactics on youtube, I couldn't hold out any longer and had to get it. For it to be in the early alpha, there's plenty to do and it's fun and so far I've not seen any game breaking mechanics or had any crashes. I'm looking forward to seeing how the design of this game progresses, especially as more cities are added.. This is a physics based puzzle game.

This basicly one of those wooden labyrinth games were you tryed to get the ball to the end of the maze without landing in the holes, but in this game you want to get the ball to the end and not break the ball from a too high fall. Flipping from side to side is how you give mommentum to the ball.

The open level system is kinda good. You can beat a level and open levels that are at a higher level then what level yourself is on, but that is because the level layout is like a maze.

Music, graphics and the gameplay is unintresting and you pick up mommenum too fast in my opinion.

This game has cards and badges, but no achievements.

It usually goes for cheap and even in a pack so if you want a casual physics based puzzle game, then this might fit you aslong as you are able to overlook the flaws.

Have fun, enjoy and watch out for the minotaur :). UPDATED REVIEW 24\/07\/2017

Just going to preface this: This was a skill-based game. Now, it is an unbalanced grind and a experience-based game. What do I mean by that? Once you learn what combos work the best, you basically just exploit them and wreck the other team. Here's some current problems:

1: Armour is basically worthless. Even if you survive a shot from a sniper rifle, it will likely make your character bleed out in 2 seconds. Armour doesn't prevent bleeding like one would expect.

2: Armour slows characters down to a ridiculous level because the devs replaced the 'weight' with 'slowdown'. So, if I wear some very light armour with speed bonuses, I can run around the map like a super soldier, which is really effective when you consider:

3: Changes were made without understanding the impact on a latency dependent game. If I run around like a super soldier, I'll beat everyone else because I'll have seen and started shooting at a player before their side even recognizes that I've appeared. And, if I have heavy armour, it takes longer for me to pop in and out from cover than it does for a player to reload.

4: Weapon balance is out the window. There are guys using LMGs, SMGs that have a 4x scope and virtually no recoil. Despite shooting from a distance or suppressed, those weapons only need about 3 body shots to get a kill even when wearing the max amount of armour.

5: Players who pay can skip the grind. It is still possible to get the weapons and unlocks, but only after months of playing and you wouldn't even get all of them. Why do I still play it then?

+The best gunplay I have ever experienced. Bullet physics including ricohets. I once got a headshot when I shot a guy with a sniper rifle, and the bullet hit his arm and deflected up into his head.
+Team-based. If your team sucks, you can still do well, but you probably aren't going to win.
+Not pay to win. The upgrade system benefits the premium players, but it's not an unfair advantage at all. It's paying to avoid the grind.
+Great anti-cheat system build right in.

-Not as many players leading to wait times to get into the game
-It is a huge grind. Think prestige-ing like 10 times in COD.
-Incomplete\/beta

I would really like to see some re-balancing. Here's some of my own suggestions:

1: Base the damage around muzzle meters\/second, the bullet weight, the ballistic coefficient, and the bullet type (AP, FMJ\/Standard, HP) HP would have best stopping power, AP would have the best penetration and standard ammo would be the best compromise.

2: Based around that, bullet physics is a lot easier to calculate around bullet drop, penetration, etc.

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