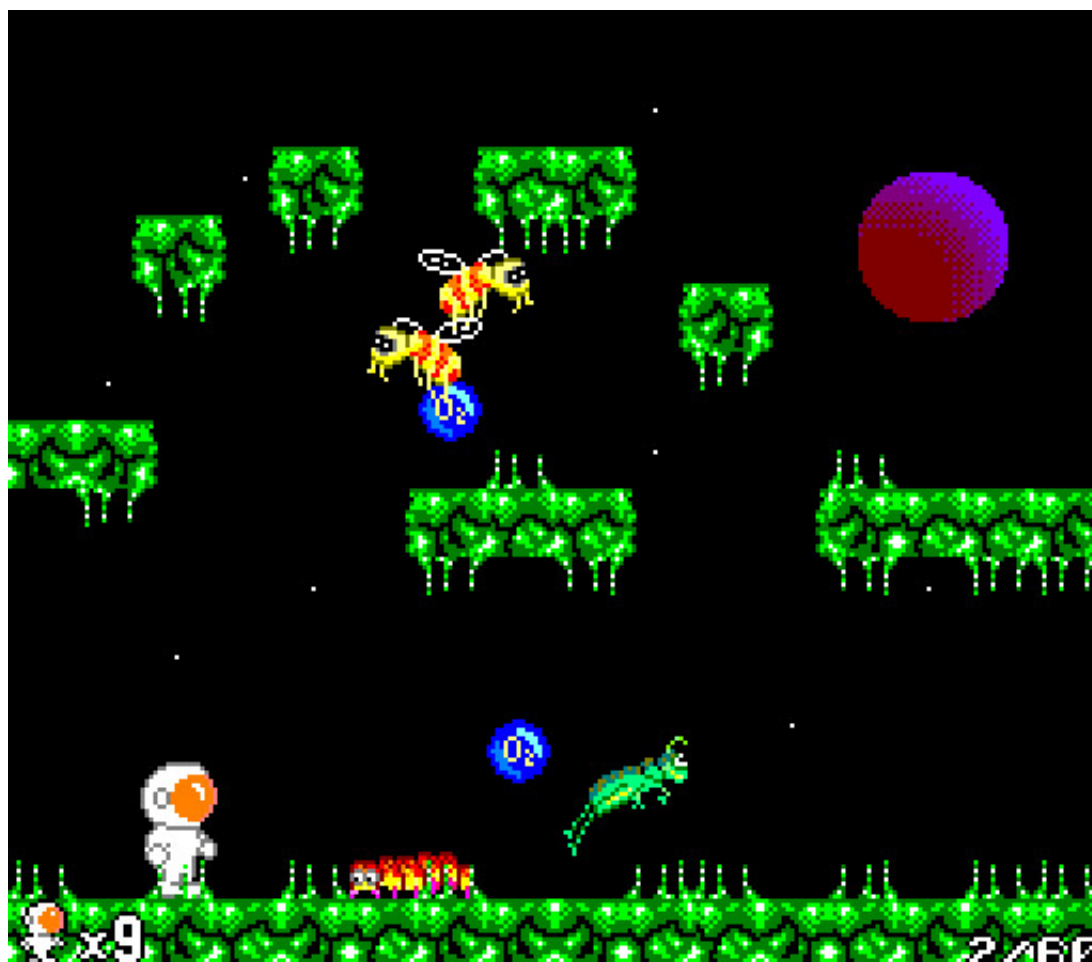

The Superlatives: Shattered Worlds Download Requirements



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About This Game

Conquer assassins and alien invaders in Superlative London! Defend Earth and negotiate interplanetary peace as you race to rescue Queen Victoria in this thrilling sequel to [The Superlatives: Aetherfall](#).

The Superlatives: Shattered Worlds is a 218,000-word interactive novel by Alice Ripley. It's entirely text-based, without graphics or sound effects, and fueled by the vast, unstoppable power of your imagination.

You are the Arbiter, a planet-hopping operative assigned to stabilize a peace summit between Mars, Venus, and Earth. But when Queen Victoria is targeted for assassination, you must find her killer, unmask the Mysterious Officer he serves, and stop an otherworldly invasion before it's too late! Armed with powerful aetheric artifacts and your own wit and skill, you'll fight alongside your allies to unravel the mystery of this new threat, defend your home planet, and face a final foe both strange and strangely familiar.

Your employers, the shadowy body known as the Divergent Conclave, are dedicated to maintaining peace between the planets. Impress the Conclave and its members might help you protect Earth—or recruit you to serve their personal agendas. Will you manipulate them to gain their support? If the peace summit falters, will you placate the parties, or choose a faction? How will

you stop the impending invasion? And who will you romance?

What started as a job of politics and diplomacy could end in murderous chaos. Face aliens, automata, and whole new worlds on a quest to save the solar system!

- Play as male, female, or non-binary; gay, straight, bi, or aromantic
- Import a Superlative character from The Superlatives: Aetherfall, or create a new Arbiter character from scratch
- Wield your very own invisibility cloak
- Uncover a double agent within the Queen's Superlative Service
- Charm a menagerie of aliens, from multiform, jellyfish Jovians to miniature Mercurians to furry Saturnians
- Play as a battle-loving brawler or persuasive pacifist
- Romance a driven detective, stylish secret agent, or your violent Martian secretary
- Solve murders, negotiate with pirates, and uncover interplanetary conspiracies
- Cultivate your reputation among cats...or is it just one cat?

Title: The Superlatives: Shattered Worlds

Genre: Adventure, Indie, RPG

Developer:

Choice of Games

Publisher:

Choice of Games

Release Date: 28 Mar, 2019

b4d347fde0

English

0.01 Adventure Background

Forstor Nagar is dying. It is a man str... bleeding out... The Hungering Legion... Carved City, the Grinding Ice... intends to con... Nagar in a ritu... grant its gene... making them... known world... the Legion's... pointed the fe... Company" at... priests, crafts... sculpted walls... the Legion se... them into a b... brutal Legion... carved fresco... Legionnaires'... rubble down... once-wanted... dangerous tra... doomed atten... However, the... approached fo... of a butcher... siege of the c... onslaught has... savagery. The... quarter of the... foe. Those un... fate as the liv... None are qui... they are a my...

0.02 Adventure Summary

After arriving outside of Forstor Nagar, the characters either infiltrate or force their way into the City of Grinding Ice, circumventing pickets alike to navigate the... They arrive at a Diplo... the Legion's elite troo... the enemy lines and e... adventurers face to f... broken metropolis the... Here, they meet Math... morality that the oth... if they can convince h... characters learn of an... teleportation ring bet... Forstor Nagar. Leading... escapes, the party m... reinforcements to the... unscrupulous opportu... banners press closer... bring unexpected ch... creature's life is wort... surrounding regions... the group into the tu... glacier, racing to reac... Legionnaires can cat... luck activate the sec... even as the ice crashe... death rattle.

0.03 The Hungering Legion

The Hungering Legion is the looming threat for this adventure and the primary source of trouble for the PCs. The backstory behind the Legion can be whatever works best for your group including the following possibilities:

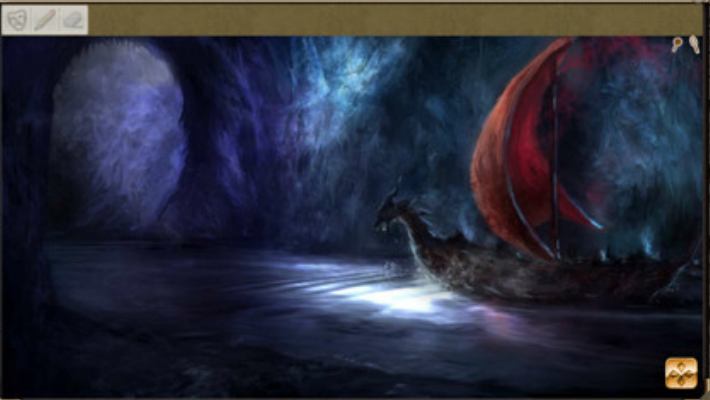
- They're a remnant b... cannibalism and slave... and now does these...
- They're a warrior my... believe they find eni... through the consump... flesh.
- They're a corrupted... shock troops for a te... love their work.

The provenance of the Leg... is something you can adjust... integration into your camp... small, they may be region... the sea in distant kingdom... siege of Forstor Nagar, an... parties are going to have a...

Why are they human like Yetis?

Making them transformed nature. What if the Legion with mothers, sisters, fathers, this flesh-hungry force the defenders and told "You m... they be replaced with som... there are... the..."

A group that may be "rescued" and reh...



0.04 Hooks

What brings the adventurers to Forstor... such an inauspicious time? The city is ren... travels slowly from within its borders.

- The party is seeking out Mathinder... Mathinder is a master of a particular... needs, and he knows the methods... easily produce the desired item... should likely be artistic and not e... fabricate or another magical sp... Mathinder is the keeper of import... instructor capable of teaching a p... or feat a party member desires fo... Prestige Class or to decipher som... esoteric codex. He is the last kno... knowledge.
- A third party desires Mathinder's... City of Grinding Ice. This patron h... the sole purpose of infiltrating Fo... on the orders of a paladin's super... by a wizard's former master, or a... directed by a monk's abbot. Altes... might be an old friend of a chara... figure out of a character's backgr... receive a point of honor or obligat...
- The PCs learn of a prophecy requir... attention to the characters' bas... may not be aware of the prophec... his response when the heroes ask... accompany them.

1.00 A Bridge Over...

The Setup

GM Warning: This encounter (and the entire module) is highly involved; it is strongly recommended that the GM thoroughly understand the entire scenario beforehand.

- Beginning the Encounter
- Handout - A Bridge Over

The Environment

Light: The area has bright illumination.

Wind: Strong winds (13-20mph) disadvantage to ranged weapons (Perception) checks for hearing flying creature must land or fly.

Temperature: The general temperature is cold.

12



CHRISTMAS

10
2770

BLUTERBUSS
0 / 35

If you liked XCom you will like this. The gameplay is very simple to learn and the tutorial is well done. There are numerous characters to use and you can switch between any three in-between every mission. There are lots of upgrades as well and thank god they aren't pay to win upgrades. You earn in-game coins and spend them on upgrades. I really enjoy the graphics for this type of game as well. Not too realistic but not too cartoony either.

If you are a fan of turn-based strategy games then there really is not any reason not to buy this game especially considering it is so cheap. I have not put much time into this game but I can say from the short amount I have played I really enjoyed. I plan on putting many hours into this as I am sure many of you will.

-Casey. WMR USERS!

There is a beta branch to opt into that allows for thumbstick movement so major thumbs up for that.

I can see this game becoming a huge part of esports if the devs keep adding more maps/courses whatever you want to call them.

Your objective is to beat the other player to the other side, sounds simple right? Wrong. You can not just run straight to the other side.

On each course there is something like 4,5, or 6 stages i don't remember exactly. In each stage you have to complete an objective while shooting and blowing up things that are trying to kill you. During these stages there are also obstacles to overcome that are quite difficult until you die a bunch of time and get the hang of it.

The final stage is a boss fight each very unique and different from one another in the 2 courses i tried so far. Lots of fun and also hard till you know what to do. During all this time your opponent (another player) is on the side of you running the same exact course. You can see their progress just by looking at them.

There are different light and heavy weapons to unlock each with a secondary fire mode and gadgets also.

I ran into some performance issues so that can be improved upon.

I hope this game does not get abandoned because this has soooo much potential. There's a weird bug(?) where other farms in multiplayer show the banana bunches it drops as candy as well, even when that person doesn't have the skin. But other than that it looks dank.. THE SOUNDTRACK HAS A SIMPLE FIX:

Go into the steam music library and click the plus sign

Go into your Portal 2 steamapps folder and look for the soundtrack folder and select it for use as an album

And I found this out myself. If only you would put in two seconds of effort.. I Totally Recommend this game to anyone who's from 90s and early 2000s it's a Old game with Old mechanics, that requires Skill and Teamwork, One of the best FPS-Tactical Game i've played, same to Rogue Spear Series, if you don't like FPS-Tactical without cover a.k.a "Rainbow Six Vegas 2" you might not like this, it's a VERY OLD GAME, and the Servers aren't dead, community still playing and they are friendly, Adversal (PvP) or Cooperative (PvE/Co-Op) are FUN ever heard "The Art of 'Serious Fun'" this game it's one of 'em, have fun if you buy it =)

P.S: Sorry for Bad writing it's Deslexia doesnt help.

-Ryan. This game lacks depth. Very little customization and extremely limited in almost every area that makes a CCG worthwhile. I have yet to run into a battle that has present the least of what I could call a challenge much-a-less any threat of actual defeat and the story looks like it was written by a highschool student in a introduction to computer programming course. Bottomline this is just another game that is one notch above a basic flash game you can play online for free.. Take a look at Biglands here <http://youtu.be/MuFEMWrCROE.1V5>

[First and foremost I find the title of the game misleading. Just looking at the cover you would imagine the game follows some character who lives a double life: one as a good citizen, the other a darker kind of villain. I was expecting something along the lines of a Jekyll and Hyde game.](#)

Instead you play as two independent characters one an Irish rascal, the other a straight-laced English policeman. The game doesn't involve any problem solving but more like going from one place to another clicking on different things, and figuring out what to do next. The story is enjoyable whilst you're playing it, it unravells nicely and keeps you gripped.

Nothing however can really compensate for how poor the ending is. It's not simply that the ending is an unhappy one for both protagonists but it renders the whole story pointless.

There is one stupid part where you have to steal the ledger from a shop associated with the villain. This involves:

1. Walking outside from the church
2. Walking outside the main gates
3. Walking from outside the main gates to outside the shop.
4. Click on the door.

And that's it. After you click on the door you're automatically sent back to the church after a brief monologue and tell you're partner "Here you go, I've got the account book" (not the exact wording, but that's basically what happens). Stupid, utterly stupid.

There are far better point and clicks out there. Find another.. Lazier physics/engineering than the Challenger.

Maggie's apartment is not just simply a point and click but more of an experience, fine art in the form of a game, and a mini interactive movie with heavy cinematography elements all in one!

A carefully crafted masterpiece of a story that hides under cute and charming silly visual humour, symbolism, sexual innuendos, only to trick you so that it can grab onto your chest and punch the wind out of you until you feel what it wants you to feel. This is not your average point and click and is not afraid of going dark and realistic.

This game is not going to be your parent and safe guard you from serious adult themes, though at the same time it will also present those dark themes in a humour filled way. The contrast of quirky cartoony character designs on a base of very realistic mature story is what makes this whole game even more interesting look\commentary into human behaviour especially the more darker parts of it like emotional manipulation, obsession, emotional comforts, destructive fantasising, denial of reality.

This games ending left me speechless overly emotional and to the point of tears almost... everything about this game is filled with the contrast of humour and melancholy which gives a bittersweet vibe from the mid point up until the end.

Anatola Howard has truly made something special here and it really shows! it was worth every bit of the wait to experience such a powerful moving story presented with such flare and charm. Definitely going in my top 10 favourite games list I enjoyed every second of this and can't wait to see what Anatola makes next after this!. I had hopes for this game, but is unplayable, runs like crap, look awfull, and its not really fun.. Duration: About 20 hours.

Good solid scenarios as you move through Sicily and towards Rome. The small variety of US tanks misses a little and I didn't feel this DLC was as interesting as it could have been. Still solid, but not great.

7/10. beware when sumireko calls it in. Check out the full review @ <https://vivereport.com/2016/10/17/step-up-to-the-plate-in-pitch-hit/>

["Pitch-Hit". developed by Viewer Ready. is a super straightforward baseball VR game which consists of 6 different game modes:](#)

[Hoops](#)

[Catch](#)

[Ducks](#)

[Distance](#)

[Rampage](#)

[Space](#)

[All of which add up to make Pitch-Hit a fun baseball VR game that makes a great addition to any VR library and keeps you swingin' for the fences.. The graphics are nice. however, the puzzles are either super simple, or I fail to grasp what is even intended of me to solve.](#)

[The commentary however fails to captivate me entirely: bothering with questions and thoughts that are alien and incomprehensible to me.](#)

[It's not worth cheating the puzzles. to me: I'll just stop playing.. If you're looking to play alone in an empty casino, this game is for you! In all seriousness, Four Kings Casino is a interesting title that is very similar to the PS Home Casino. The developers are really nice and interactive. Slot and table games are very fun and fast. Why am I not recommending this game then? Here's why:](#)

[BJ and roulette completely lack excitement since the betting limit is under 0.5% of your start money. It's really hard to play poker when there's barely anyone online to play with and when there is they won't want to play with you. There's a VIP area which requires you to play approx. 30h/month to gain and maintain your VIP membership unless if you pay for it.](#)

[This game needs a lot of work still before it's ready for a release. For now: DON'T BUY THIS GAME! Play at a real online casino! Obviously the lack of players isn't the developers fault but there are many issues that they should fix.](#)

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