
Tale Of Enki: Pilgrimage Download For Pc [Torrent]



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About This Game


*"Every Ogre must make his own path outside of the clan, but always pay respects to where he came from." - Overlord Gruuga
Wrathsin*



Overview

Tale of Enki: Pilgrimage is a story-driven RPG that tells the tale of a young Ogre, **Gargan**, who's kicked out of his house by his father for being a layabout. Gargan is determined to prove to his father that he's a true Ogre and sets off on a journey across the country to retrieve a relic from an ancient Ogre hero. Gargan is joined on his journey by: **Rook** the aspiring paladin, **Drusilla** the cruel demon witch, **Twostone** the rocky cyclops hermit and **Ka-gu** the reformed villain and current necromancer. They all have their own reasons for joining the journey, but it's never smooth and they don't always get along too well.

Features

Tale of Enki: Pilgrimage is a turn-based RPG with **no random battles**! It has influences from both Western and Japanese role-playing games as well as influences from classic pen and paper games like Dungeons and Dragons.

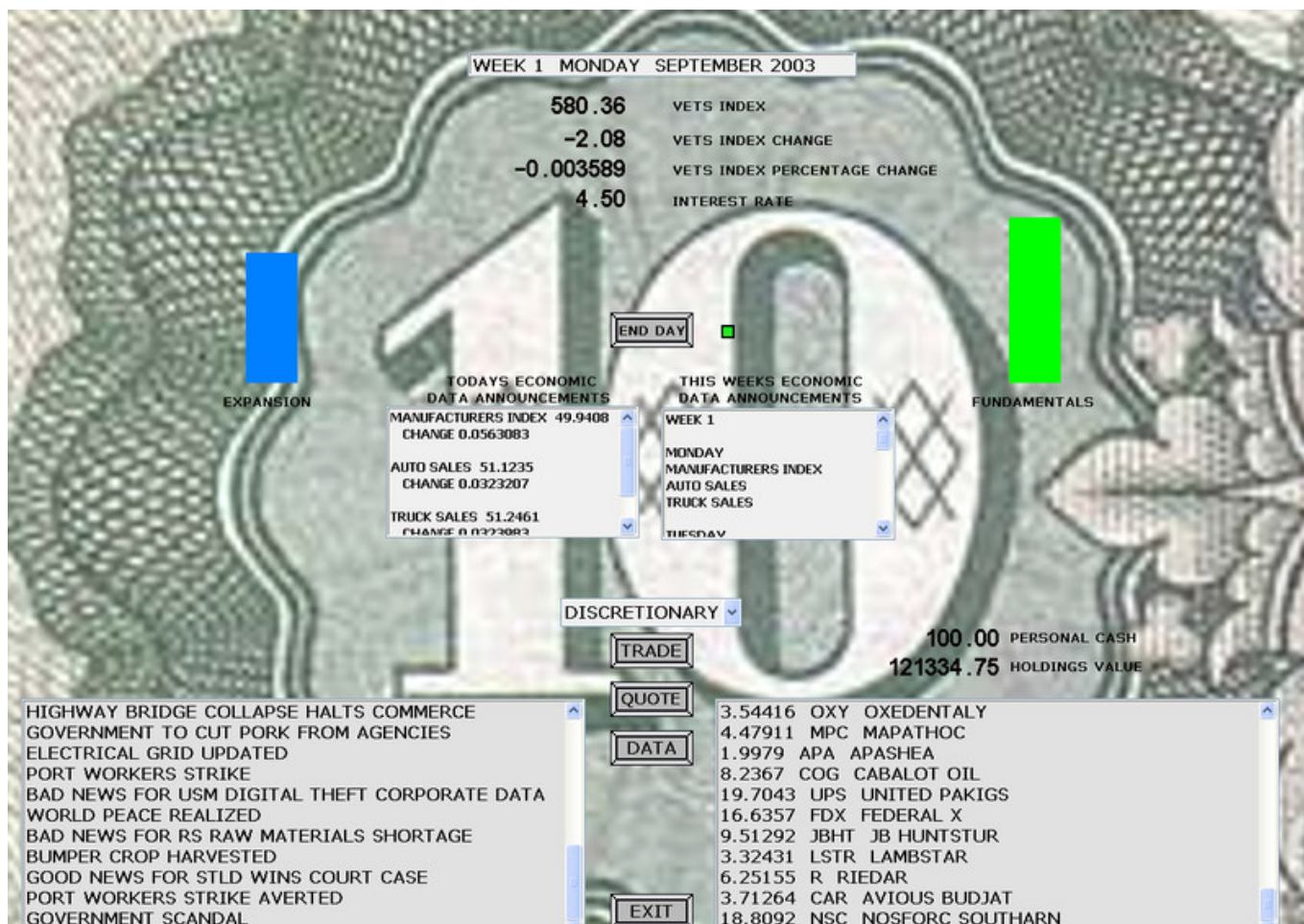
- Character-driven plot that won't have you saving any worlds for a change.
- Fast-paced battles using our custom Stamina system that lets you take multiple attacks per round.
- Over 120 pieces of equipment to use ranging from swords to spells to armour.
- Over 50 enemies and bosses to slaughter along your journey from bugs made of fruit to demon lords to the ghostly spirits of your ancestors.
- Dozens of quests where you can help the good folks of the land or abuse your power.
- Original art and story all put together in our custom engine.



Title: Tale of Enki: Pilgrimage
Genre: Adventure, Indie, RPG
Developer:
Jordan Allen, Howard Ross IV
Publisher:
Jordan Allen, Howard Ross IV
Franchise:
Tale of Enki
Release Date: 29 Jan, 2019

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English







So I have a lot of games in my library, but to be honest very few are what I consider good games. Bethesda Studios is hands down number 1, but I have to tell you as a solo game *Strange Brigade* is just jam up perfect.

Pros:

Controls are easy to learn and responsive.

Gun action is good.

Graphics great.

levels are huge.

Narration is a blast.

Just a damn fun game.

Con:

You lose the aiming cursor in certain backgrounds.

The Blue Cat does not always spawn, and sometimes does not spawn until you walk past it.

Could use a difficulty setting. I have hit a road block on the Stone Guardian, so I guess after 9 hrs of play at mission 4 my game is now over.

Well worth the money if a difficulty setting is added. Sorry, I did find the difficulty setting. Game on!. Duration 4 hours

Some games age well, this one hasn't. The environments are very plain. The combat is horrible. Why is there even combat in the first place? Same dogs, over and over. I believe the sequel has removed the combat, excellent choice.

Story was ok. But to put this in perspective, *Half-Life 2* was released in 2004. This is 2007 and looks like something from the 1990s.

I'll probably play the sequels, as this was relatively short. But I can't recommend this game in 2019 when there are games like *Soma* and *Alien Isolation* you can play.

4/10. An x-com style turn based game without the research or base operations. You get to pick from a pool of characters who have different weapons and abilities. Can't go wrong for the price.

really well written. Hi. Great game but I would use possibility to move building and think somehow cause if u missplace something or wanna change it later u cant do it anyhow. Plus some building pictures are wrong too. But i understand it just early access so its fine. Great game again :)

I have to say, I wasn't sure how I'd like this program, but I've been playing around with it... the documentation is currently sparse and I haven't figured out everything... but I LOVE this program. It has been working really smoothly, and I'm enjoying learning how it works.

I judge it a good buy, especially on sale as it is. It's great already, I think it'll be what I generally use, unless a specialty function in another program is needed...

Update: One minor thing (since I suspect it'll be added to later) is a limit on layers. I found I hit a hard limit, and this was a bit of a pain for me. I still think it's worth it, and suspect they'll add more layer capabilities soon.. HAHA NO JUST NO. I've been trying to play this game and I really want to enjoy it, but it incredibly complicated. Too many commands and command key combinations for all sorts of garbage actions, it will take you hundreds of hours to learn.

I don't know why they decided to to that for this game. If I want to enjoy playing the game, I have to go through the lists - YES plural list of commands (like 8)- and customize everything. And by customizing, I mean using the standard action keys of most shooter games.

Bought during discount weekend for \$10. Not a big deal, but I wouldn't purchase at higher prices.

. Nice little well written choose your own adventure game but compared to f.e. "Choice of Robots" the decisions you make dont feel like they impact the game as much as I would have wanted them to.

If you are new to the "Choice games" I would still recommend Choice of Robots or Choice of the Deathless over this one because they are a bit more complex and offer a bit more feedback on how your decisions impact your character stats but if you allrdy playd a couple of Choice games this is a good addition to your collection if you are into the setting.. first game i purchased <3. Well i wouldnt recomend this game for modern gamers but back then was good. either way Still better than I:Rome.. Sad ,that there are no achievements in steam. But otherwise good game.. Sadly, the developer for this pack chose to ignore a significant flow of constructive criticism offered on Paradox forum and released it as is. I purchased it to support Paradox for making amazing games but that's it. I disable this pack in my games because I can't stand looking at this monstrosity.

North and East African units are a disaster (save Morocco and Nubia). Tunisian and Algerian units are especially tragic given their super dark skin color and rag like uniforms. Such a great opportunity missed.. This game is really interesting becuae it offers a literal buffet of choices and paths. Although I can appreciate the freedom of choice, I didn't end up sticking with this one. This game can probably work for others, but the pacing was too fast, and keeping up with all the choices was difficult and chaotic. I still recommend the game since all of the endings do provide a sense of completion. Please if others can enjoy this game, tell me what I'm missing.. This game sucks.

Cool if you like bad farming games though. Like me. Idk.

There's no indifferent option.

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