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About This Content

Gather your party and venture forth, leaving the tavern behind as you descend into the ancient catacombs and dark halls under the earth's crust! Composer Joel Steudler brings you six atmospheric dungeon tracks will give a spooky and subtle ambience to long abandoned places and stygian chambers. When you've tired of the dark and dreary, two upbeat town themes round out this small but potent music pack. Look out below!

Features:

- 6 BGM tracks for dungeons and 2 town themes!
- .ogg and .m4a formats included.
- Royalty free music to use in your RPG Maker MV projects.

Tracklist:

- 1 - Dungeon - Dark Catacomb
- 2 - Dungeon - Into The Underdark
- 3 - Dungeon - Memory In Stone
- 4 - Dungeon - Paths Long Forgotten
- 5 - Dungeon - Royal Ruins
- 6 - Dungeon - Sorcerers Sanctum
- 7 - Town - Tavern Time
- 8 - Town - Town Square

Title: RPG Maker MV - Ancient Dungeons: Forgotten Depths

Genre: Design & Illustration, Web Publishing

Developer:

Joel Steudler

Publisher:

Degica

Franchise:

Maker

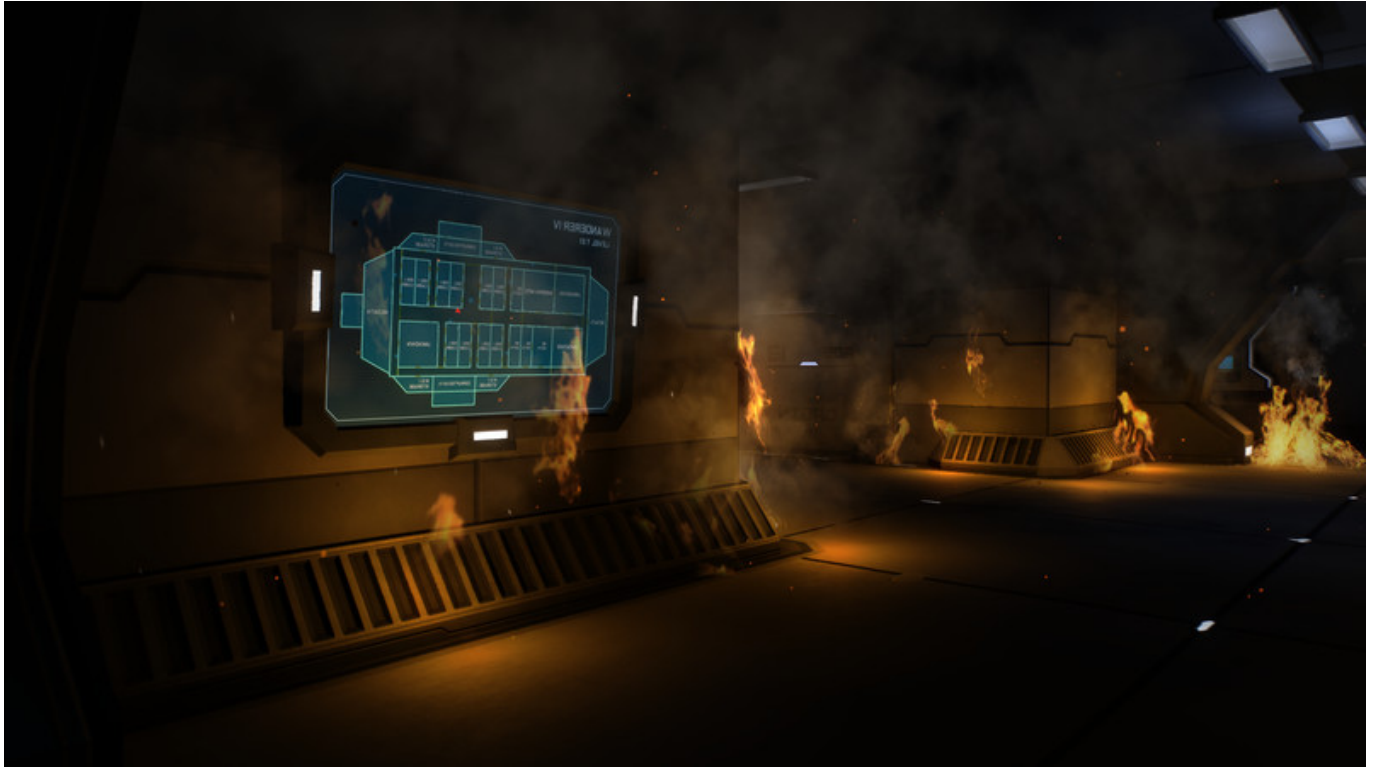
Release Date: 7 Jun, 2018

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English,French,Italian,German,Russian,Japanese,Korean,Traditional Chinese,Arabic,Simplified Chinese







This is probably my favorite of the Midnight Mysteries games. The resolution is very good, and the puzzles pretty well tied to the Houdini theme. If there's one complaint, that would be not enough Hidden Object puzzles in the story mode. I like this series, and hope they make more.. (Ignore my play time, that was actually a lot more)

The story, though pretty short and simple, is something you should experience and discover yourself.

But i should also talk about the gameplay. This is probably the weakest part of the game. Or maybe not. Really, it depends on what you expect from the it. The puzzles are simple, and it's more about finding the pieces than putting them together. The rooms are varied, and nothing feels cheap.

Finishing the first (and currently only) chapter takes about 40-60 minutes.

But what made this game so special for me is how it feels.

I can't quite put it into words, but everything is just so... warm. And it made me happy. So happy that i replayed it at least two times. And i really hope the second chapter comes out soon.

I don't know if this game will have the same effect on you, but it's worth trying out.. the game will make you sick in under 5 min.. What is this crap?

No tutorial, no story, very very very very very (etc.) bad controls, op zombies, unplayable.

Got it for 0.08 euros, but even for free it would be too much to pay. Give me back my 5 minutes of life pl s. I give both of my thumbs up for this detailed and historically plausible and immersive game. Negative reviews for it are motly not justified. Note that I bought the game at first directly from Slitherine so my played hours are higher then the ones logged on Steam.

Game puts you into the ancient generals boots and immerses you within the obstacles and opportunites those strategos faced and you start to really see how other such games really lack many realistic layers that AJE provides.

The basic premise of the game is that you chose any of the many available campaigns (some are rather short played on smaller map theaters, some are epic time and space-wise), pick a faction (each comes with it's historical challenges it faced back then), and then you are taken to the map. You need to then superwise what army assets you have available, what units and where you can train them, how long it will take them to train and become useful militaristic asset, how good your generals are, what traits they have, what map regions you own, how many cities you have, how well defended they are, how the supply picture is, where would be best to attack/establish defensive perimeters, where your enemy's army is. You also pick which political decisions and map cards you will use this turn (and reap rewards or misfortunes next turn or later down the timeline). You plot where you want your armies to go and in what combat stance, etc, etc.

When your brilliant strategical thinking is done, you press on the next turn button and wait as the next 30 days, that the turn constitutes, resolve. In this time you have no direct control over your army. Things happen, many things. When next turn arrives you continue with the previous process anew but of course you don't have to re-evaluate everything, just what matters in the given situation according to events that took place in those 30 days that just passed. In order to better understand what was going on while you were waiting for the turn to resolve you ALWAYS need to check the game's log and see what traspired and then plot army movements, political decisions and whatnot for the next turn. So the most gametime you spend plotting for the next game turn, then you await for the next 30 days to resolve, read the game's log, plot again, go with the next turn and rince and repeat until you are victorious/defeated.

I had Alea jacta Est some time (I own all DLC's for it) but had a hard time getting into it due to so much information one needs to understand to play it well. I knew based on what I read that it is THE ancient strategy warfare game to play. It was my first AGEOD game so naturally I had no previous basic knowledge of the games mechanics. At first I was quite cluelessly moving my armies around the map not knowing which is stronger then others, which traits each has, picked political decisions just to observe how much they would influence the situaton without neccessarily deciding to go with certain decisions only when the timing was right for them, etc., I was pressing the next turn button a lot without reading the game's log of what event's happened and thus not understanding what really transpired and what was going. 'Cos I didn't understand much of what the game threw at me I got frustrated and dropped the game but there was always this itch for more so I returned to it time and again.

In-game tutorial is simply not enough because it ommits many aspects of the game and especially it leaves you fully in the dark when it comes to strategical choices you must made as a leader of your faction. There is this guy Charles Cummings who made Alea Jacta Est Tutorials on Youtube for every aspect of the game's many layers but I was struggling to watch him mumble his way across many game mechanics (sorry Charles, you did your best to help, I know). Best way to learn the ropes with the game if you are a beginner is to watch a Let's Play videos from someone who knows his trade around the game and also explains what

he is doing and why. Watch him play some turns of the game and then fire up the game, play the same scenario that he does and that is what made me finally grasp the whole thing. Keep the game manual open in the back and return to it while you play to clear out the things that are not understood. Included guide is quite good and definitely helps but reading it from start to end and then trying to play the game is probably a no go since there is so much information one needs to remember.

I still am not fully knowledgeable on some aspects but base is covered and now I can fully enjoy the game and appreciate its amazing historical detail.

What kept me off of this game at first was a problem the game's old DirectX8 engine has with a certain hardware/drivers combo where if you play with the borders shown on the physical map the map scrolling comes to a virtual standstill so I now only play with this option turned off. It's not ideal but switching back and forth the different maplayers helps. It is not exactly known what hardware/drivers combo creates this issue (developers are in the dark here) so it is a bit of a gamble if you will be hit with the issue too or not but again, it is not a game breaker at all.

OK, I think this should be enough info for you to decide, strategos. :D

. For about 4 dollars I'd say it was worth it, there was times when it was a challenge (in a good way) and times when it was just 'I'm bored, I should play Pokemon this is so bad'. The side quests were hard to do due to the low drop chances (or my horrible luck) and the random generating was so random I found the fairy 10 times and the cave once before giving up.

I'll give the story a 6 out of ten, but I played as Griselda and was confused until I hit the end of the dark dimension. I like some curious plot twists but I got a little lost there. In the description even it said something about a love story. I didn't see it at all besides the weird flashbacks about someone who wasn't even my MC.

For 4 bucks if you're bored enough to waste 7 some odd hours like I did, I recommend it (Kinda). But for something to play over again to see it through the other characters' stories? Nope.. I purchased this game for my youngest nephew, but I play it more than he does. The game is extremely addictive. Lots of levels, the graphics is good, good music and high replayability. The puzzles can be challenging especially for younger players. Good game.. Tycoon serisine bir ilk daha ger\u00e7ekle\u015ftir. Webcam k\u0131zlar\u0131, sanal ortama ta\u015f\u0131nd\u0131 ve \u015firket olarak biz, Webcam k\u0131zlar\u0131 i\u015fe alarak ba\u015fl\u0131yoruz. Takip\u00e7i kasarak daha fazla para kazanmak ve iyi bir yere ta\u015f\u0131narak daha fazla yay\u0131nc\u0131 ile kar\u0131la\u015f\u0131m hedeflemek. \u0130\u015fimiz bu. Oyun i\u00e7erisinde yay\u0131n yapan kad\u0131nlara e\u011fitim vermek, yeteneklerini geli\u015ftirmek, aktiviteler yapt\u0131rarak takip\u00e7ilerden gelen hediyeler ile para kazan\u0131yoruz. Oyun farkl\u0131 bir konsept ile muhte\u015fem oldu\u015f. Oyun i\u00e7erisinde grafikler \u00e7ok tatl\u0131 ve kad\u0131nlar ise g\u00fczel tasarlanm\u0131\u015f. Farkl\u0131 tarzda sim\u00fclasyon d\u00fc\u015f\u00cnceler, kesinlikle denemeli! Oyunu 30 dakika i\u00e7erisinde g\u00f6zlemledim bu y\u00f6nde. K\u00f6t\u00fc bir oyun de\u011fil ve geli\u015ftiriciler. \u00c7ince bir yap\u0131m olarak g\u00f6zlemledim de ingilizce aray\u00fcz ile oyunu anlayabiliyorsunuz.

Bu t\u00fcrde olan korku filmi izlemek isteyenlere de

<https://www.imdb.com/title/tt8361028/>

[linkinden inceleyebilirler.](#)

My first foray into the Nancy Drew game series, and I'm impressed so far. The puzzles were interesting without being frustrating. Their solution led to advancements in the mystery in a natural way, promoting a feeling of cleverness.

The voice acting was more than adequate, and the interface was well designed for the simplicity behind the point and click game mechanics.. Amazing flight dynamics, and so fun! Get it if you love flying!!!!. Im really happy with how this game turned out and yes its New therefore will need some work on it but with some advice from the community and some nice Update this game could become something HUGE and so give it time and i promise this game will improve. But the game is well made and im proud to support the Devs on Massive and i hope you are too!. ---
Delivers what is promised

If you want a quick-access to Medic-pouch (3x Field-dressings per spawn, which is resupply-able at health V med-supply-boxes), then this a good inexpensive skip.

Otherwise you will have to first spend 9K-credits on a single-usage-pack (resupply-able also at med-boxes), and then heal-grind enough for the pouch-unlock which itself costs 30K
((self-heals also count for ribbon-progress, but only gives 50% of soldier-rank-exp -> less credits back per bandages used)).

---. This game is a decent RPG. However I would wait until it's on sale.. A compelling horror/mystery visual novel. Your protagonist and his double with almost his same memories, confront each other in his living room, accusing each other of invading his house. Like the "who's the imposter?" TV trope turned into a mystery thriller.

Getting all nine endings took me under two hours, but they were well spent. And it's free, too!. Surveys in game while playing asking you if you'd recommend it to your friends, bad voice acting and boring gameplay. The bow mechanics are unreliable often shooting way off from where you're aiming. Also, the positive reviews listed here all have each other on their friendlists and most have only reviewed this game, the reviews may have been manipulated guys watch out.

Refunding this one asap.. Awesome in concept, buggy in practice.

I love this game, it's got a great combat system, pretty well balanced arenas and it looks great. Only problem is it lags most of the time which makes you watch your character attack with no result and then get creamed as it catches up with what actually happened. When it's not lagging there's game breaking bugs, like spawning in with no weapon or you have a weapon but no shield, or equipment just decides that it's both equipped and not at the same time ruining your characters defence. Good game but wait and see if they fix all this♥♥♥♥♥before you buy it. If they fix these bugs I'll fix my review but for now DON'T BUY.. I enjoyed playing this game, as a fan of tower defense and RPG's. However there are issues within it that i would like to address. This game can rely on luck, something that is not desired by this player. Resources (including randomized weapons) and especially money is not easily obtainable. Money is used to upgrade towers and purchase weapons and artifacts. This game also demands much from the player, from defending against attackers to mining resources to slowly moving your way around the map. However, i still enjoyed my time playing this game because its success for me lies in its experimentation. Tower defense is one of the genres i have not seen much experimentation in, and this one is certainly a fair start.

6/10, but i would still recommend.. not bad i played for 107 hours on record so i'd say i liked it

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