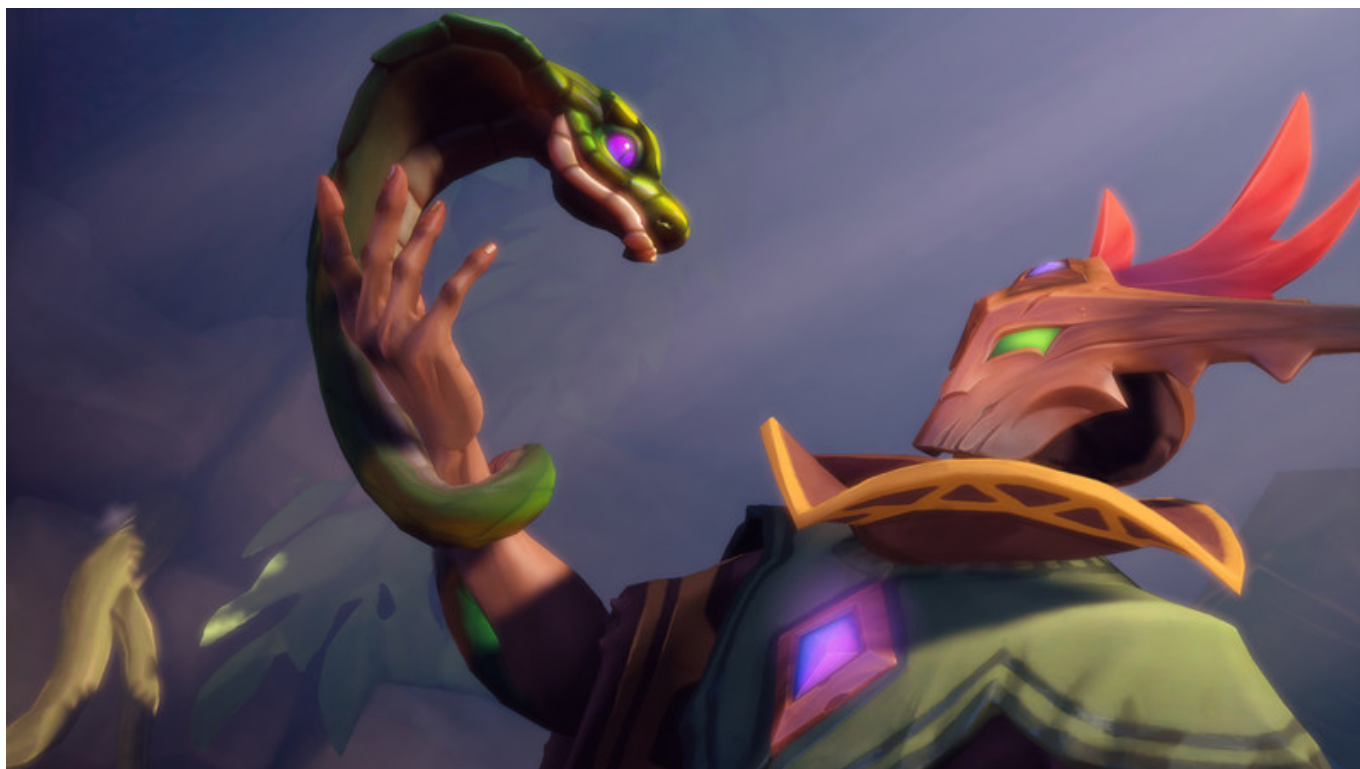


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Andoran Skye 1.5 Update 8 Download



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## About This Game

Andoran Skye 1.5 is the huge new update of the original Andoran Skye released back in 2013. Dive into the world of Andoran once again with an all new 2.5D art style. Your goal is to tame the entity that harbors itself within the center of the planet. These entities are known as Skyes. Mortal beings practice a sacred art taught by guardians. Only they can tame the Skye into submission. These mortals are Staff Wielders: Generational warriors that step up to take charge. As you explore the world, you will face many obstacles leading up to the ultimate challenge: A vicious tyrant ready to steal control of the Skye before you do. Forget what you know about turn-based RPG. Andoran Skye 1.5 focuses on real time battles so you can stay in control 100% of the time. Whether you are using Chain Techniques to cut an enemy off or deflecting attacks, expect to be kept on your toes.

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Title: Andoran Skye 1.5  
Genre: Action, Adventure, RPG, Strategy  
Developer:  
OMAG Official  
Publisher:  
OMAG Official  
Release Date: 20 Nov, 2016

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**Minimum:**

**OS:** Windows 7/Windows 8

**Processor:** 2.0 GHz or better

**Memory:** 4 MB RAM

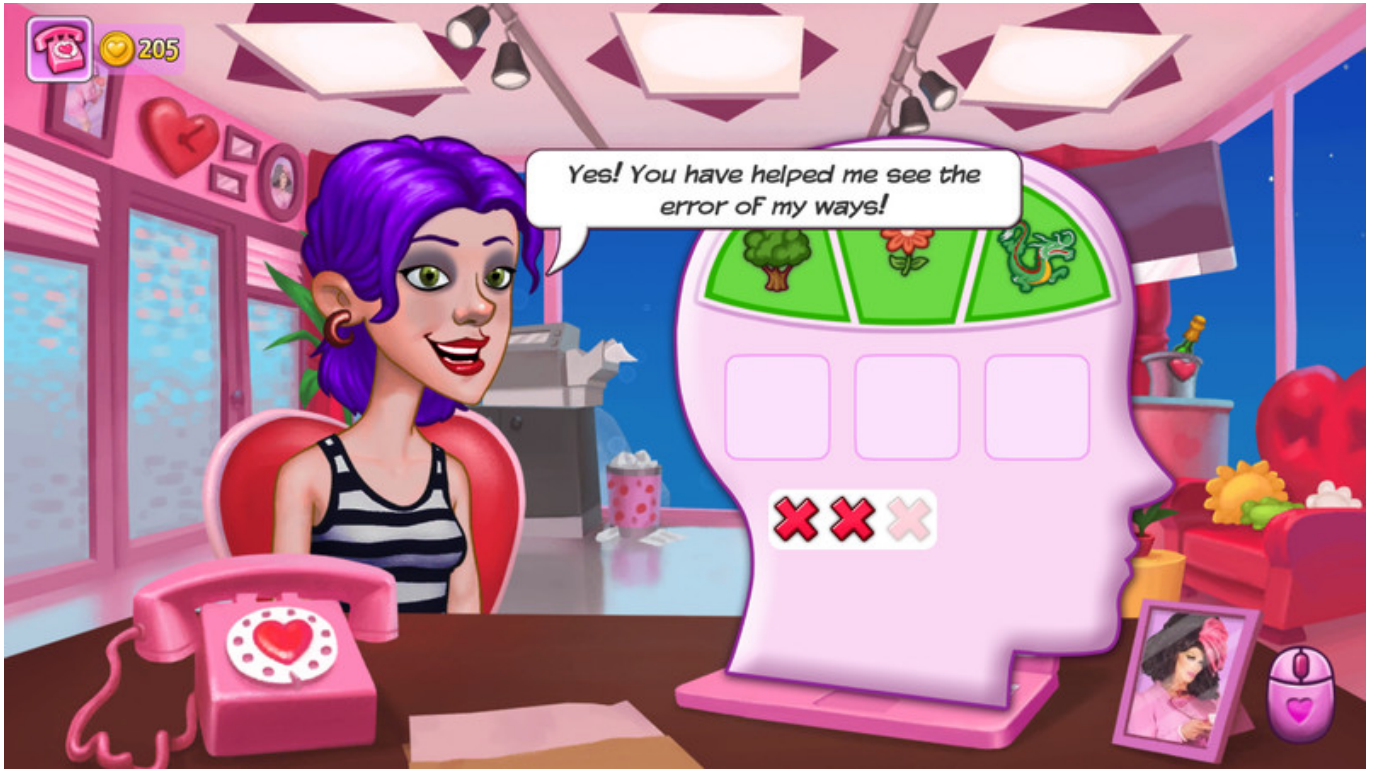
**Graphics:** GeForce 7900 GTX or better

**DirectX:** Version 11

**Storage:** 1 GB available space

**Sound Card:** Any

English









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For now the game is not worth the money in my opinion.

The mid to late game is very shallow, and it pretty much become a click game (to maximize the profits with expansions) and steamroll the other families when you got new caporegime\soldiers.

Having said that, I see that the devs are still working on it (in my opinion is more an early access game than a finish product). I could change my review if some (many) improvement are done in the RPG aspect of the game (politics, diplomacy with the other families, diplomacy and betrayal inside own family) and late game objective (it's very easy, maybe way too easy, to build a Casino and late game facilities).

. The Concept Is Good. Just need a more Players, but good job developer :D. This is just too twitchy & requires way too much micro and quite frankly, the "recipe" is pretty stagnant (get reinforcements, max out eco, build & research, destroy research station, etc).

But even with that, I find it very difficult to get a perfect run, sometimes repeating levels 5,6 or more times. This is because the battlefield is so condensed & is quite lacking in ability to see and control guys on the ground with sufficient detail, means you are losing guys all the time.

I stepped down to "walking on mars", or the easiest difficulty on level 10 because of said frustration and I'd say this is more appropriate with +1 energy as it gives a lot more options and you're not constantly destroying buildings to build something new.

However, then I started getting bugs, guys leaving their posts, chasing after zombies and getting crushed, enemy pathing that went through a mountain, regenerating shields on the fire walkers (I'm not even sure that last one is intentional or a bug because the lack of information on enemies is really frustrating - it just says mouse over, and there is nothing about regenerating shields, so is this a feature or bug? )

The developer said he spent 4 years perfecting the balance, and I'd say that after 4 years, you are used to the game too much and you need to have people who are not used to it give you a perspective.

In the end, there just is not enough variety to have fun. Instead, the campaigns have become rote exercises in frustration that just ends up being a time-waster.

. mod starts to work after high middle ages so it werent work at viking age and early middle ages please fix it. First of all, excellent value - 5 trains for \$13. Less then \$3 each.

Trains are excellently modelled, I like them a lot, and the only questions I have are:

1. Why the 33 has the driver in the rear cab? You can change that by flipping the loco around but then you have to drive in reverse. Perhaps they will fix it. Unless its how 33s were driven, lol.
2. The 73 only runs Quick Drive on 3rd rail lines. Why, given you can use it in desel only mode?. Well, this game has an unique feel to it.

The start up menu is kinda fun, for like a minute or so of [fighting...in](#) the main menu...

After that, the puzzles. At the start the pieces are big enough not to make a fuss about it, but as you progress in levels, more often than not, you click 20-30 times on the same piece, to get a different piece than the one you clicked at. And because they're floating around on water, the fun doesn't end! And when you accidentally do get the correct piece, and let go immediately, since it's probably not the right piece anyway... it can appear anywhere in the water, to make room.

It just makes you feel like there's some mechanic that you're missing to play the game correctly... I can't even imagine the frustration if/when you play the mode with zombies actually coming in.. Money you make in previous runs in zombie mode don't seem to cross over to next puzzles, so no need to do better, or do older puzzles multiple times actually, since no achievements are for finishing on zombie mode, why bother with playing with zombies at all?. its just like phone games. but its really fun. i have great time for playing this game so far. you should play too. lets build our own army and have fun :D

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A fun, creative, and exciting game. Immerses the player in a cellular world where you struggle for dominance of the cellular pool.

I loved playing it and loved the feeling of crushing my enemies when I have a large number of cells to control.

There are 3 bugs that annoy me somewhat:

1. When you have a large number of cells, it sometimes happens that one of the cells just decides to wander off and no matter what you do, you cannot control it. It simply wanders off into enemy territory getting itself killed.
2. This also occurs when the game has progressed a bit. When there are loads of anti-bodies on the map, the commands have a massive lag when interacting with them. They sometimes respond in 6 - 8 seconds after you have already given a command. This makes micro a horror.
3. The antibodies sometimes go smoothly around corners in the map and other times they get stuck in the terrain rendering them pretty much useless.

I am mentioning these bugs to drive at a point. The game is small and is not a technical masterpiece. What I mean by that is that you don't need to be a master RTS gamer to play this game. There are simple mechanics and the game is made to have fun, not to be extremely competitive.

That being said, I really enjoy playing this game. I feel that it would be a pleasure to complete it and at the end I would definitely recommend it to others.. A good solid entry into the Logistical game empire. Not the hardest, for sure, but there will be some limitations and challenges to keep you busy. And you get Scotland, so there you go. 10V10. Has more use than the Classic Fantasy Music Pack. I highly recommend you acquire this and not the other one. You'll find much more use out of this one.. simple game, gr8 music. NO MORE UPDATES - DO NOT BUY

Yes.

This game is fun.

It is very early in development and has bugs. Alot of bugs.

I would reccomend you get it around a sale because no one plays and theres not much in it yet.

Other than that. Its really fun and only made by two people. (From what I know). Fun game but I keep having issues with movement. I am constantly drifting which makes aiming and hitting targets very difficult. Would be great if you could fix the movement issue.. Saw this game played on game grumps, and looked interesting, and wanted to play through it and see what was at the end. It's pretty fun, and really friggin hard. Good value! Took about 30 or 40 attempts to beat it, and got multiple endings.

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