



Download ->>> <http://bit.ly/2NCHOP2>

About This Game

Cross of Auria is set in a world where the memories of all the inhabitants were wiped out by a plague known as the Scourge. This plague throws our hero's consciousness into the realm between worlds - the Veil, forever establishing her ties to that land and ability to cross into it. Now, a girl who would have led a normal life is given the gift of electrogenesis- the reason for which she must uncover.

About Cross of Auria: Episode 1

- *Cross of Auria: Episode 1* is the first installment of a new RPG universe. The story is told from the hero's perspective and focuses on the early days of the most recent Scourge outbreak. While some cities had prepared strategically placed information to help residents find their purpose after the memory-erasing fog, most of the world wakes up without such help - leading to panic and chaos. Man, monster, and Gods alike fell victim to the loss of all that made them who they were.
- Each chapter of the story may be released as a living project. While the project is live and in development, all updates and additions are free of charge.
- *Cross of Auria: Episode 1* is no longer a live project and no longer receives content updates, bug fixes, or other patches following any schedule.

About the Gameplay

- *Cross of Auria: Episode 1* features classic style turn-based combat in a fantasy world.
- A number of puzzles can be found throughout the game including during combat. It is important to try different approaches to each situation.
- As the player, you control the main protagonist Ruby in her efforts to reclaim her memories from the Scourge and the evil force which created it.

Features

- A new story crafted with the intent to create the next long lasting comic book style universe.
- A story that starts in the first few days of the world's memory.
- Optional side-quests and bosses.
- A bounty/hunt system inspired by various RPG series'.
- An arena where the party can revisit previous areas at higher levels for better rewards, inspired by MMO group dungeons.
- Achievement Support for Windows.

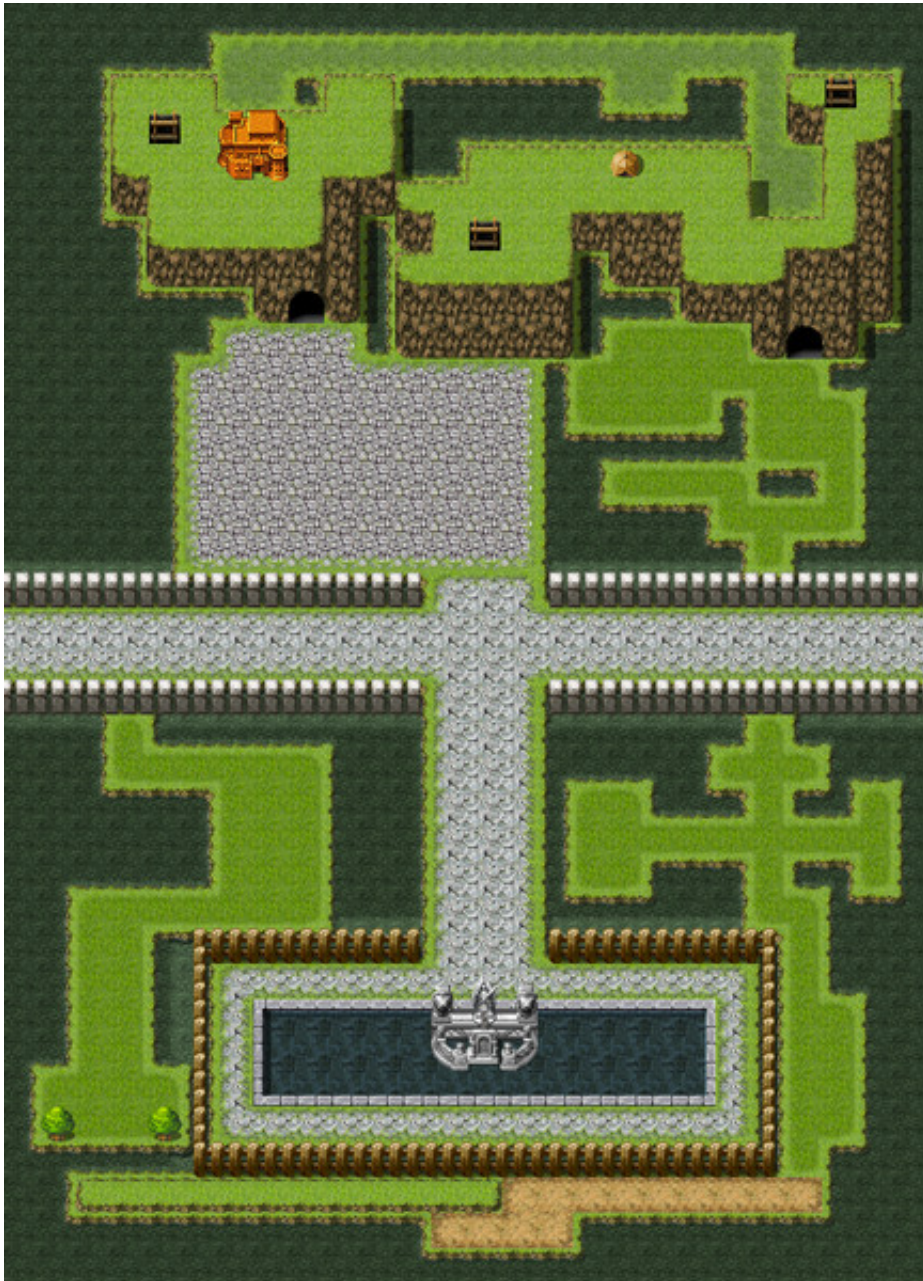
Additional Info

- The completion time for a new player to finish all content within the game, both main story and optional, is roughly 7-9 hours, provided they don't skip dialogue and complete all available quests.
- While the game was in its living state, players received patches and content updates at no additional cost. New players just picking up the game will have access to all content deployed during the entire lifespan of the game.

Title: Cross of Auria: Episode 1
Genre: Indie, RPG
Developer:
Hardytier
Publisher:
Hardytier
Release Date: 31 Dec, 2017

b4d347fde0

English







A big "thank you" to Jargonaut for the excellent review, which decided me to buy this game.

I am a big fan of old-style RPGs and especially of RPGMakers, so this is just the type of game I like to play. I am not much of a reviewer, and just wanted to say that I find this to be a very nice and - so far - easy enough to play game. I prefer this type of game to difficult games with impossible battles, and recommend this game to players who also like to play games that aren't too stressful and complicated.. RECOMMENDED : Ratings 7/10 (Interesting Game Mechanics)

This game is indeed a surprising "GEM" which I enjoyed very much. 2 days ago, I bought it for a surprisingly low price of under \$1, and it was not even on sale. That was the day that it was just release on Steam, and there were NO user reviews at all. The graphics looks ok, but I cannot tell by looking at the pictures if it would be a good game at all. There were also almost no information about this game, except for a facebook account with some info.

I bought the game, and since then I have been playing for more than 12 hours. The story is kind of interesting but complex, with some dream sequences that I do not understand. However, I can sense that it is a well thought-out game, with a huge game world, and a developer that is actively working on additional contents which would be released "free". That is great!!!

The game is a typical RPG Maker game, with some interesting twists in game mechanics. You can buy weapons and armor from shop, but monsters will also drop new schematics and new crafting parts which you can use to crafter better weapons and armors. Similarly you can also craft certain spells and powers from assembling various battle drops and chest contents. This will make detail exploration of the huge game world extremely important, as you can get a lot of goodies and powers if you meticulously look through every nook and cranny.

There are many types of quests. Beside the main storyline quests, there are contract quests from notice-board, side quests given by NPCs and a place called the Rabbit Foot that provide a series of additional quests. So far, after 12 hours I am not far from the start of the game, and will update my review as I spend more time on this game.

The steam achievements are also well made as well. I spend 12 hours and managed to get only 4 achievements, so the game really makes me work for them. That is great.

Anyway, for 99 cents, this is definitely a game worth getting. That I have no doubt.

Update 0.0.80 (Class & Adv) (15.05.19)::

- New Class added.
- Z15 added at stage 385.
- New Exp Bait, Perk Bait and Adventure bait available (bait 12+ fish target reworked).
- Slime Lab bonuses greatly increased.
- Fishing Rod & Bait art removed.
- Classes Trait explained in info.
- Baby Fishing Endurance reworked (Fishing skill x5 is the endurance gained).
- 2 Soul Items for Classes & 1 Potion.
- Plenty typos fixed.

. Wizard And Minion Idle Update 0.0.83 (Adv, Gen & Stuff) (28.05.19)::

- Zone 16 (stage 400) & Boss 3 item 4 added.
- New Generator bonus unlocked at stage 375.
- Slime Lab 3rd & 4th bonus can be unlocked via alchemy.
- Slime Lab now defaults to the amount of food available.
- Soul Limit is now 10k daily from Spell (it doesn't have the 500k level limit anymore but the amount has been lowered to an average of 100 soul per hour when all spell make 50 lvl per seconds) / Demons / Conjuring / Town feature (reset with daily reset).
- Beastmaster exp gained has been doubled (SZ7 require also beastmaster lv50 for people that were below 250 on the classes update).
- Conjurer exp required above 200 has been increased.
- Minion PF & Rarity Upgrade cost above 500 increased, Drop Upgrade cost above 1000 increased.
- Dynamite fish increased from 16 to 20.
- Gathering potion got some new bonuses to cover end game bbing with speed.
- Cooking Slime Drop Rate run faster when time is on.
- JaduMantar & Shaba bonus added into the formatting.
- Adventure item filter now sorts (mostly) alphabetically. You will likely start on the 'wrong' filter.

-
- Alchemy Lab now will clear the current mix if the queue is empty and you click a slime juice.
 - Fixed Alchemy Lab sorting.
 - Fixed the idle fishing mastery gain display (it wasn't showing the bonuses).
 - Fixed fishing bait 15+ display that was slightly off.

. **Update 0.0.75 (Z13 & Fix) (21.04.19)::**

- Z13 Added with a full set of 9 items.
- Fixed a bug with exp x5 showing x10 on kill.
- Fixed a perk tooltip displaying the wrong price.
- Fixed a bug with offline gathering not triggering properly.
- Improved tooltip on slime juices, now shows the current amount (instead of the very rounded short display).

. **Update 0.0.75-1 (Hot fix) (21.04.19)::**

- Fix alchemly lab bonus display was wrong. Dan did a dumb, sorry.

. **Update 0.0.78 (Classes) (05.05.19)::**

- Classes has been added when you reach stage 225.
- New special recipe added to Alchemy Lab, Minor Prestige (unlocks after 6th prestige). All the recipe resets you could possibly want.
- Z14 / SZ7 & Boss 3 item 2 added.
- Z14 Bait + 2 Perks Bait has been added.
- Z13 Slime Exp increased.
- Color Blind Mode added for Alchemy Lab (and Slime Adventure).
- Individual checkboxes for each dungeon when using auto dungeon.

Fix: No reincarnation challenge time is fixed.

Fix: Capt Morgue (Z13 slime) adventure bug fixed.

Fix: Slime juice appearing in wants before stage 275 cleared.. **Update 0.0.74 (Slimes adv / Alchemy Lab) (18.04.19):**

- Added Slimes Adventure. This is unlocked after beating stage 275, you can send your Slimes on adventure (praise dan for the nice art).
- Added Alchemy Lab Feature. While the Slimes are adventuring they will find different colors that can be mixed into 500+ Recipes to gain different bonuses affecting every part of the game (they aren't all unlocked right away).

-
- Fishing skill maximum has been raised to 100 allowing you to catch more fish.
 - 11 Bait added to the fishing, some can't be unlocked till future update for balance reason (they will unlock as people progress).
 - 16 Fish added (1 or 2 can't be caught before next update) to go with the new skill limit and the different baits.
 - 22 Cooking recipe added (yes not less, some are hidden and need to be unlocked with a high fishing skill).
 - 38 Perks (new kind of perks) added to the plaza shop with a cost scaling unlike the usual one.
 - 9 Unique Perks related to Slimes / Slimes Adv / Alchemy Lab added.
 - 2 normal Perks also...
 - 3 Exp Misc purchase related to Slimes / Slimes Adv / Alchemy Lab added.
 - 1 Dungeon as reward for completing OPM2.
 - 1 Generator after stage 350 is beat.
 - Blade Storm Challenge got new reward for completion 2,3,4 & 5.- Level 15 Training allows you to slowly change your slimes personality to be more aggressive or more tame.
 - Slimes now earn offline time that can be used with the Exp Injector, slimes gain their full experience and training experience.
 - Slimes wants are now more limited based on your progression. They still will want some things you have not unlocked yet.
 - 2 Potions been added, 1 to increase the slimes exp, slimes adv exp & slimes juice and 1 to increase the perks earned when prestiging or with baby.
 - 3 Items in the Soul shop related to the Slimes Adventure & Alchemy Lab.
 - 2 Idlers also added related to Slimes Adventure & Alchemy Lab.
 - Soul Shop Slime Potion has been added into the Slimes Wants (the 5k flat potion has been removed and every unused one has been refunded).
 - Auto Conjuring can now turn on/off each conjuring individually by right clicking on any of them (red = off / green = on).
 - Auto Plaza is now twice as fast at least until you run out of mana.
 - Offline gathering was limited at 2 days, now it doesn't have a limit anymore.
 - Offline boss auto allow limit raised to 100 (50 previously).
 - Reincarnation bonus after doing TL3 are now correctly saved (also fixed a bug with the 4th bonus).
 - Fixed steam chat not notifying you of disconnections (hopefully).
 - Fixed the cooking recipe STR/DEF now should show OFF/DEF.

-
- Fixed a display bug with Gold/s Exp/s not counting OPM/NRC reduction.
 - Fixed a display bug showing the wrong perk earned from prestige if you had bonuses.
 - Fixed the offline battlefield dungeon not working.
 - Fixed Bait 11 not showing Equipped when selected.
 - Fixed the Exp shop still showing Training Crossbow (it will now display the new Spell unlocked).
 - Fixed the Inventory width is now remembered.
 - Fixed the Inventory sort filter should now properly restore on loading.
 - Fixed a bug with the Stage Auto not going back to the proper stage when dying.

. Update 0.0.77 (Slime lab) (28.04.19)::

- Slime Lab has been added (stage 360+ to buy the recipe, it require a lot of pet food so be sure you got high level perk on pet food).
- Fix: Perk and exp buttons getting 'stuck' fixed hopefully.

-----Hot fixes since 0.0.76-----

- Improved: Can now enter 1.23e6 or 1.23m style values in the mana input. Short scale only goes to decillion.\nq = quad, Q = quint, s = sextillion, S = Septillion.
- Improved: Click and hold on perk purchases to buy multiple quickly.
- Fix: Notifications no longer fade in, it always just looked like a 'glitch'.
- Fix: Can not mix spam if you didn't have enough of the third color in a mix.
- Fix: Alchemy lab tool tips (several small issues).
- Fix: Slime bonus bonus now updates the total and not just the current value (no more 103%/100%).
- Fix: Exp x5 Perk T3 Tooltip showing wrong price is fixed.

. Update 0.0.82 (Gen v2 & more) (22.05.19)::

- Generator V2 unlock at stage 380.
- Replaced the Baby Endurance for balance reason and to lower the active time needed (something else will come for Fishing endurance later don't worry).
- Can't tell if your slime has a double stat? It now has a + after the bonus name.
- Dungeon auto now switches dungeons offline as well.

-
- Sort filters added to alchemy lab.
 - Fixed mana refill bug from cooking perms.
 - Fixed offline DE from baby not applying for the Reincarnation bonus.
 - Fixed Exp Injector not being usable with certain cooks active.

[FNaF Franchise Bundle key serial number](#)
[Circuit Loops crack google drive](#)
[Jigsaw Puzzle Pack - Pixel Puzzles Ultimate: Santa Free Download \[portable edition\]](#)
[Guild of Dungeoneering full crack \[Xforce\]](#)
[Psychopathics crack with full game](#)
[Planet Smasher key serial number](#)
[The Unwelcomed download direct link](#)
[Sandmason Torrent Download \[key serial number\]](#)
[XCOM 2: Resistance Warrior Pack patch 8 download pc](#)
[Freezeer Free Download \[Crack Serial Key\]](#)