
Tale Of Enki: Pilgrimage Key Serial Number



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About This Game

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

TALE OF ENKI

PILGRIMAGE

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.



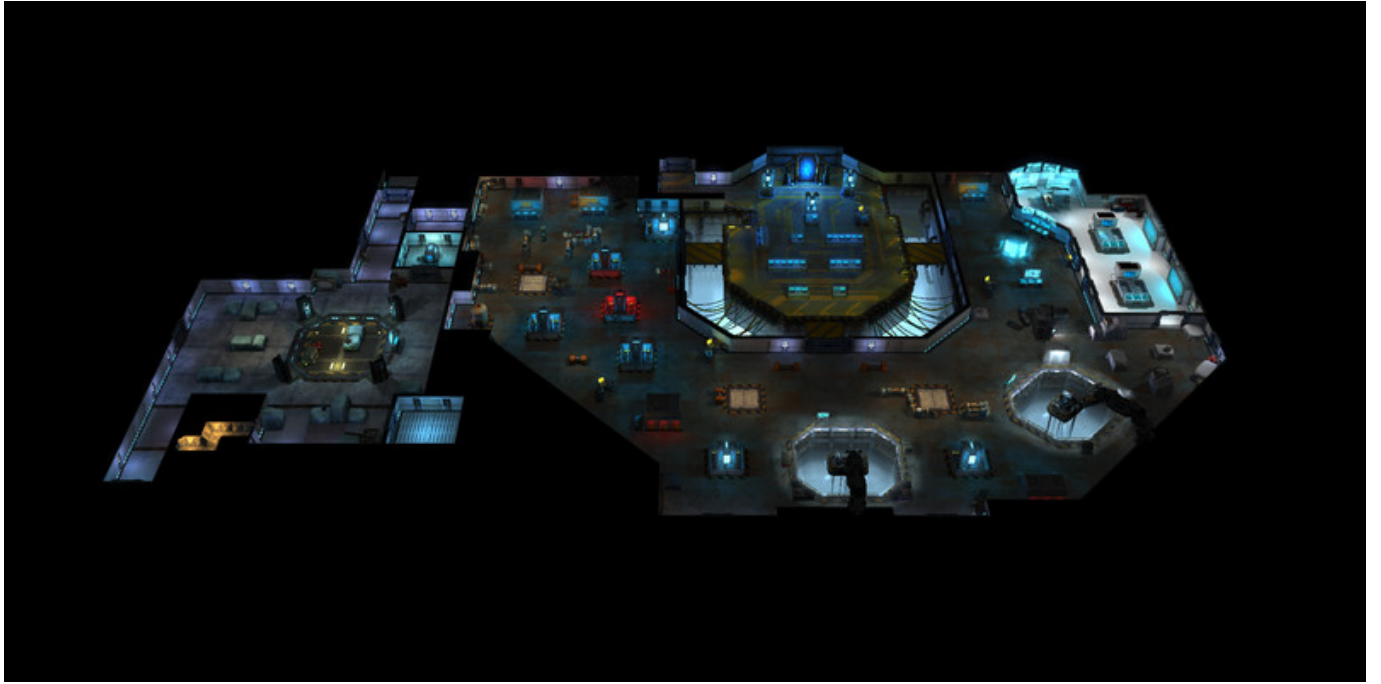
Title: Tale of Enki: Pilgrimage
Genre: Adventure, Indie, RPG
Developer:
Jordan Allen, Howard Ross IV
Publisher:
Jordan Allen, Howard Ross IV
Franchise:
Tale of Enki
Release Date: 29 Jan, 2019

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English







Bought this game for about 1\$, had to take my dollar back. I knew this wouldn't be a great game, but I still thought I could have a bit of fun playing it. God was I wrong. You can't do sh*t, you have one attack and the game is soooo slooow. In brief, bad gameplay, poor UI, ok graphics? Fine music.

Don't waste your time, you already wasted enough reading this review for this game.. every thing about this is mediocre and the game feels unfinished. the fighting is a bit bland and the 9 H-scenes are drawn nice but you don't get very many and it's only one of each girl. it's nice they have different outfits (so you can look like the other girls) with their own hp that will tear after taking damage and different weapons that can change play style. it also has flaws like you can not see what sub items do when not in your inventory also some descriptions are wrong. all "shops" are rng (give them x gold\items for a rng weapon\sub item). some item and text are still not translated. it just feels like it needs more work.

5/10 but i'm going with a negative as i feel with these kind of games the worse the game play is the more H-scenes there should be and vice versa. i feel it needs more of one or the other to be a better game.. I slept with my raptor to spite the god of shadows and monsters.

An interesting game that takes parts of Pokemon (you capture dinosaurs to fight for you), FF (your weapons and armor customize your class), and MMO's (you auto-attack and manage MP for critical fights). The game follows an interesting story of an unwilling protagonist trapped in torment by the god of shadows and monsters who is trying to break free but just keeps dying. So don't be afraid to die as the story is told through deaths and repeating the same initial areas but constantly expanding into new territory.

The controls are a little confusing but once you get used to them, you keep pushing further and further into the world to figure out what is going on, and trying to craft better equipment from recessed dragons that have a personal grudge against you. It's an odd sensation of guilt and curiosity to see how it progresses.. In this game, play the role of a brave ant that passes boards using weapons on the back you can improve the weapon for the points gained. The game is not long and difficult, but it is pleasant to gamers.. Tropic 3: Absolute Power takes what was already an excellent base game and improves on it in every possible regard. The Loyalist faction adds another layer of strategic depth, the new Garbage Dump building allows you to manage pollution more effectively, wind turbines allow you to generate clean and cheap electricity, and even the Garages are now reasonably-sized. The Advanced Tutorials go into further detail than the original tutorial, and the almanac now explains how to deal with your people's numerous demands. The Campaign mode has some wonderfully silly missions, which include faking a cryptid to boost your tourism industry, stopping an alien invasion inspired by John Carpenter's 'They Live', and escaping from a temporal loop.

The only downside (aside from a few minor bugs) is that due to the weird way the DLC was integrated back in 2010, you can't play Vanilla Tropic 3 if you also have this expansion pack in your Steam library. Fortunately, you can still play through the original campaign with the new buildings and Loyalist faction, and having played Tropic 3 without this expansion pack, I have never regretted the upgrade.. Fantastic atmosphere, graphics, audio and visual effects, gameplay and map design. I really enjoy the overall design and high levels of polish on this game, however there are a few issues that may need to be addressed.

Onto the♥♥♥♥♥♥♥♥

Bosses will sometimes spawn underneath or several pixels away from you, and you're pretty much ♥♥♥♥♥♥♥♥ed if that happens.

The wall jump has been much more of a hindrance than a help, where i find myself bounding in the direction i was trying to flee.

The camera sucks, and you're far more likely to be killed by something that had barely entered your screen while your character was barely on your screen than anything else in the game. This can be mitigated by playing slow as ♥♥♥♥♥♥♥♥ and inching your way around, but that really takes away a lot of the fun and intensity of the game. There's really no reason the camera should be as much of a problem as it is.

I've had several crashes midway through a bossfight, when it starts transforming. Will probably be fixed over time, but very frustrating.

With that being said this game is real god damn fun, and dripping in style.. I'm not gonna lie, this might be one of my most

favorite games of all time right here. It has what I love about Terraria, but I also love the traveling through solar systems and meeting other races. It's so much fun. I was absolutely crushed when it seemed that development had stopped. But to my surprise, patch 1.4 is still coming. Everyday as it gets closer, I get more and more excited to have another awesome play through of this game. The workshop is great, as it has so many wonderful mods that expand in so many aspects on this game, and overall, improves the quality. I'd give this game a solid 9.5/10, and my only complaint is the amount of time between updates. It feels like I've been waiting forever, but I know it will be worth my while to wait!. Well there aren't any negatives, It's nice, apart from the price. But I got it in the sale so all is well. I'm kind of a poet but I didn't know it.. I Really love this game,soo Much Fun and it gets better with each patch.

Then Multiplayer will be available its gonna be even more fun.

Playing with friends and trying to get the Best of them is always the most fun.

As a long time gamer on all them other guild games i can say iam really Happy with this one.

It still lack some of them Old fun things,but i hope they will get in later as a dlc or something.

This game tend to be a bit laggish after some time.

It still need a lot of fixes and Love,but iam sure its gonna be Great in the End.

Trials Rising returns to make some of the best trials gameplay since evolution. Gameplay wise, it is everything you want from a trials game, with tonnes of complex, beautiful maps, challenging expert levels along with the introduction of new "ninja" levels. Track central is filled with amazing tracks that rival the quality of the main game. Unfortunately this beauty is marred by questionable UI and leveling choices which only serve to put you off and frustrate you.

Seriously, if you like trials, or like the look of trials games, the gameplay is more or less flawless (in my opinion). However the terrible world map becomes an abomination once you've completed every map. You can sort and hide tracks but it isn't intuitive or fun to use it. A menu system similar to the previous games would have been so much better. You could have integrated a difficulty sorted menu into the world map in a much better way than what they have achieved.

Levelling is the next major issue with the game. It is not based on skill or medals earned, it is based on "experience points". You don't actually get much experience from completing the tracks and so you are essentially forced to play contracts to level up, whether you want to or not. Some contracts are fun but sometimes you just want to play the next set of tracks. If the contracts were actually optional in terms of progression then they would have been better. A better system would be to use the old style where your progression was tied to the medals you have, leaving contracts as an optional fun section.

Track central's menu system nearly hits the mark but just falls flat. From my 60 hours of gameplay I have yet to see any indication to show which tracks you have played. Instead I have to "favourite" tracks I have completed so I know which tracks to ignore in the list. To add to this, when you complete a track, you are sent back to the main track central page. So you then have to go back into the new tracks list and scroll to where you left off. It's so simple I cannot understand why they missed this. Customisation is good, it's basically the Forza method of stickers. However loot boxes are a complete and utter joke.

This is getting long, one last thing. The game seems to focus on racing other people in real time. I didn't like this. I don't want to see ghosts of other people. Perhaps some people do, but I prefer to be on my own whilst trying to complete an extreme track, because when I do eventually finish them I absolutely do not want to have my own feeling of relief followed up by another player shaking his head at me with mocking music playing. Thankfully you can turn the ghosts off so you can't see the other players. If I want to race other people I can turn them back on, but if I'm playing a track on my own, I want to be on the track alone.

With all of this said I have no intention to stop playing the game. As a trials game it is amazing and the track design is head and shoulders above the previous games. It is a shame that the game is let down by terrible UI & progression systems. It's like the team involved with UI, loot boxes and progression just had absolutely no understanding of what would actually work. But if you can look past this, underneath it is the trials game I have been waiting for. Most of these issues only really come to light by the time you finish the game so it is a brilliantly fun game, but in retrospect there are some glaring user experience issues that I cannot understand.

The trials gameplay & tutorials are leaps ahead of the previous games, but in other aspects they have taken steps back.

I'm only up to lv 20, but do rather like this game. Since I buy a lot of games for my grandchildren this is exactly what I wanted. No violence, no adult content, and everyone can have a turn that lasts 10 minutes. Also, for kids anyway, replayable. And the price is right too. What do you expect for \$1?

For me anyway, a great buy. Recommended for Kids.

EDIT: I have now finished the game, and yes - it didn't take too long and was not at all difficult. But just yesterday my 3 year-old grandson came by and he played the first 3 lvls several times and loved it.

* No penalty for mistakes or hitting the walls.

* No time penalty or limit.

* Even the HARD lvls are easily understood if you just look a little bit ahead. That means that dead ends are not too far from the places where you can choose which way to go. And that means a much lower amount of frustration for young children.

The only thing I didn't like was the black screen with white lines which I found hard on my eyes.

Also I wanted to note that when I checked the Achievements - only 5.3% got even the first achievement, which is for STARTING

the first map. Not too sure where all the negative reviews are coming from - you get what you see on the shop screens.. The bad news is they took the same lazy shortcuts as all the DLC thus far. There's no new voice acting, a few new enemy models, one new dungeon tileset, and the entirety of the content is spent slogging through the exact same dungeons you've been slogging through the whole game. I say "slog" because there's a new grind that literally calls itself a "slog". It's as if they're rubbing it in your face how the post-launch content for this beautiful core game has been nothing but recycled missions and textures. You actually have to do 6(!) fetch quests to even being the DLC proper.

The good news is there's a much more pronounced emphasis on story and the lore of the game in general, so if you're into that, you'll find something to like here. You go down various "memory lanes" that flesh out half a dozen characters a little bit, and it's far more satisfying than the previous DLC in that regard. (It also takes the time to fill a few plot holes here and there in the process.)

Verdict: this is the best NNK2 DLC yet, but that's not saying much.. I don't understand all the negative reviews. The game runs well on Win10 with an Xbox 360 controller and I haven't found more than one spelling error in the many German text outputs yet. Every ordinary newspaper has more of those on one page! Only my thumbs hurt after playing one hour and trying the very demanding levels over and over again. ;-). Now I remember why I have anger issues.. Game is good for that money, but need more optimization.

Actually there's not any difference when I'm change settings from low to ultra.

Intel i3 2120, 6GB RAM, GeForce 450GTS and game runs on 20 fps.. DO NOT BUY THIS GAME

Cool idea, has potential, but it's unfinished and abandoned.

Normally I hate writing reviews on games no matter what but here I go.

First time I saw this game, It reminded me of Overgrowth. Waited for a sale and bought it for 90% off. I bought the game along with a few other games and forgot to play it. 4 or so months later, the game hadn't received any updates since I bought it. Decided to give it a try.

Checked out the server list, It was empty even though it was the active hours for europeans. Created my own server, dropped me near a beach with no tutorials or anything that points you towards what is going on or what you're supposed to do. Walked a few minutes towards a town, view distance and grass density really hurts your eyes after few steps, found out there is an inventory and I have an axe and a pickaxe, got closer to town, skeletons, seems like I can take a few of them down, can't seem to attack with left click, apparently you have to draw your tool/weapon first, ended up dying after my first swing because the game doesn't let you move while attacking. Waiting for respawn, awkwardly watching skeletons, for some reason you need to press escape and click respawn to respawn, could have told me that before i waited 30 seconds for a respawn. Chopped some wood, can't move while chopping wood, mined some stone and ores, can't move while mining. Ores seem to generate once per stone pile, so you have to walk for a minute just to get to another ore vein. And you need a lot of ores to get the iron armor.

After wasting about 20 minutes doing this I gave up on this game and decided to not come back until the developer announced he is not dead.

Yes, many of you will think 20 minutes is not enough to judge a game but I do not think I can spend another minute in a game that is really painful to play and completely empty multiplayer game.. Video review - <https://youtu.be/vi9Xj5FcDwqQ>

[Have you ever wondered what it would be like if a mentally deficient baby made dark souls? No? Well i wonder about it most days, and thankfully I don't need to wonder any longer, cause here we have dark ghost rpg, a linear game where you play as a bald, chiseled proto-eunuch incapable of walking on anything but a completely flat plain.](#)

[After picking up the items on a table and wandering forth past hanging skeletons we find our first enemies. Now these enemies are really spooky right, because they've managed to copy and paste themselves all over every single level in a devious scheme to test your patience to the absolute breaking point.](#)

[Now the meat of this game is obviously the combat. And when I say meat I mean theres less meat here than a turkey twizzler. It's more just basic sinew and fat. Not even the kind of fat that lasts you through a cold, dark winter: the kind that clogs your coronary artery and leaves you dying in the high street, while cold and grey looking people in business wear walk on hurriedly in repulsion.](#)

You've got the standard dark souls lock-on feature, only this time it blocks your view of the person you're awkwardly swinging your sword at. Then theres your only form of defence: your roll ability. Unfortunately it provides no tactical advantage whatsoever. You cant block with your sword and the enemies swing so fast at you and you swing so slow and weirdly, its just the most awkward combat system ive ever encountered.

Visually, the models themselves look fine but I'll eat my left hand if the that made this created them himself. It says a lot about this game when my favourite part about it is theres a statue that looks a bit like Tim from Monty Python and the holy grail.

Honestly this game is pretty despicable, it's about as low effort as they come for steam new release trash, theres soo soo little substance. Theres less than half an hour of content here, I honestly reckon it's taken me more time to write this review than it took to throw this together.

And that's it. Once again the steam new releases has made me go from 'I want to die' to ' now I really want to die, but not before I kill the that made this sing game' Have a wonderful day everyone. A train that says it can only get up to 140mph, but easily gets over that, making it a more fun train than the ICE3 because of the tilting, and great passenger view. The sounds make me sick.. As soon as the game starts, right at the menu, CPU and GPU both go to %100.

Its as if the game is Mining through my computer. Everything slows down, and CPU heat goes wildly high.

Real Bitcoin Simulator.

Would break computer again 10/10

edit:

in comments people asked my computer configs (asked in their own strange ways):

CPU: Intel i7 5820K 3.3 GHz

RAM: 32 GB DDR4 @3000 Mhz

GPU: 1080Ti

HDD: 500 GB Nvme 2

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