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About This Content

In response to the overwhelming demand for more elemental magic animations, we are proud to present the 3rd Animations Collection featuring screen-wide effects that will further power-up mages in your game.

With Animations Collection III: Thaumaturgy, you can now give your casters' party-wide spells the stunning 60 FPS full-screen animations they deserve. In addition, the pack also comes with a dozen casting animations for your mages to use before they wreak havoc on their foes (or vice versa).

Take your game's spectacles to the next level and give your players the power to annihilate their enemies in style.

Features:

12 casting animations.

3 status effect animations.

11 full-screen magic animations.

60 FPS and 30 FPS versions of each animation, for a total of 52 animation sheets.

Title: RPG Maker VX Ace - Animations Collection III - Thaumaturgy
Genre: Design & Illustration, Web Publishing
Developer:
Andy Chen
Publisher:
Degica
Release Date: 30 May, 2018

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Minimum:

OS:Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

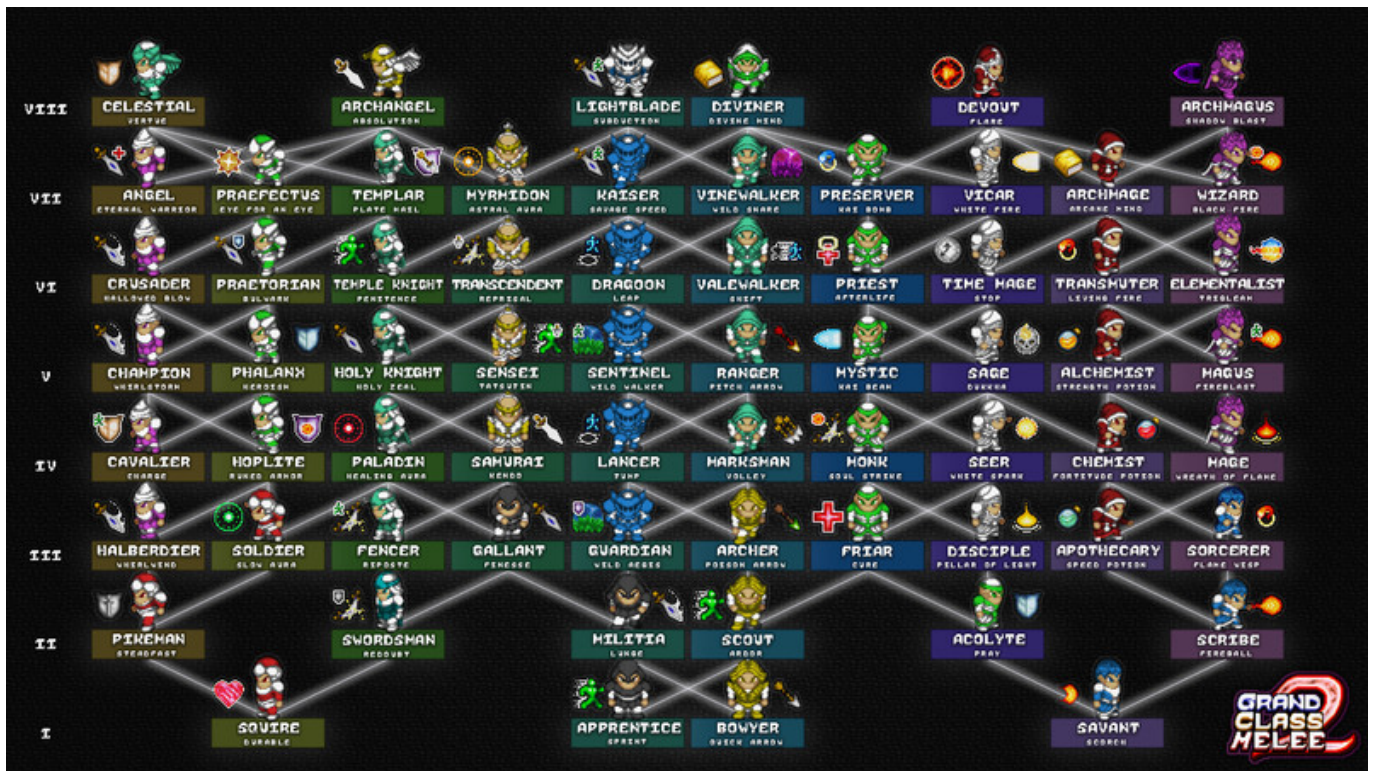
Processor:Intel® Pentium® 4 2.0 GHz equivalent or faster processor

Memory:512 MB RAM

Graphics:1024 x 768 pixels or higher desktop resolution

Hard Drive:400 MB HD space

English,French,German,Italian,Japanese







Ever wanted to play a facebook game on your pc instead of facebook? I don't either. If for some reason you like facebook games however, here you go.. Was fun for the first few rounds. Once you acquire the best combination of pets it's just the same thing repeated, but each round takes longer than the last.

Also requires more clicking than is probably healthy.. Well, after some clarification from a forum member, I can redact a lot of what I said and make this review a more positive one. First and foremost, this DLC does NOT have Alex's SV_Actor. Instead, he's hidden away in the RTP. The rest of the DLC returns a good batch of the old RM2K heroes, converted to MV format, including old RTP facesets + MV style ones. The busts are also well done. This DLC resource can now receive the upvote it deserves. Hopefully they'll consider a second pack that has the other 15 RTP characters.. Just not something that reached out and grabbed me. It reminds me of the book "turn to this page for this descision" games I used to play in elementary school.. Match 3 about nothing and full of lies.. I do NOT recommend this game to ANYONE!!!

First of all, its not "translated" to PC version, all ingame explanations are for game pad/vjoystick.... game is TOO expensive for what it offer.... damn it Im sad.... Hacía mucho tiempo que no disponíamos de un juego así y que suponga un reto no solo para nuestros dedos, sino para la mente. Hay que ser muy rápido y hay que decidir las diferentes formas de afrontar las situaciones con una intensidad que nos pondrá realmente a prueba. He visto gran parte de la creación del juego desde el principio y tiene mucho futuro, por lo que ya solo me queda destacar la historia que seguro que también nos dejará atrapados.

From many time ago I hadn't the oportunity to play a game of these properties that suppose a challenge not only to my finger, although also for my mind. We will have to be quick and take decisions to front the different ways with a intensitive that will test our skill. Being from the beggining of the development, I have a lot of expectations in this game.. super fun game i cant wait for more content my only complaint is there are huge limits on how many fighters/ships you can have i hope they increase the amount you can have and i also wish it would save my ship disigns for the next sector battle to save time oh and please add all the ships from battlevoid i really enjoy this game it feels incomplete but its still early in the release really looking forward too seeing the new fixs and stuff they will add i feel it is definitely worth ten bucks. Archangel is a marvellous idea over a weak gameplay. Your mech is just outstanding, great design and details, massive scale proportion. In the intro/tutorial you feel so powerful and the indirect hand control of your giant robot works as it should.

Sadly, this is the peak of the game. Many complained about being on rails: great arcade games are usually on rails, I'm perfectly fine with this as soon as the gameplay is fun and compelling.

In Archangel you have to do four actions:

- 1) shot with crosshair (60% of your time)
- 2) to use your shield to block enemy shots (38% of your time)
- 3) to punch something (1% of your time)
- 4) to grab something (1% of your time)

If it wasn't for the story and the huge mech, Archangel would be an extremely boring seated shooter. And the story is not that good.

Is it a disaster? No, I don't think so. It very depends on how much you loves robots, I like them a lot but love also good games. Here you get just the robot, at this price doesn't worth for me.

First of all, the game is interesting with its physics, then a pleasant visual comes, further relaxing music, there are minuses in the game, I would like to see more various figures, for example. I just finished my first playthrough, excellent story so far. Others have complained that you don't know if you can do something until you fail, but this adds more risk to the game, it's like in dnd trying to do something and not knowing what you'll roll. Unlike other choice of games I have played (A Study in Steampunk, Choice of Robots, Choice of Romance, and Pendragon Rising) stats are everything in this game. There is no "right" option to choose from if all of your stats are mediocre, and there seems to be no way to perfect every skill, adding more tact to the game as well.

In short, fun game, especially if you like dnd and would prefer a more difficult text adventure.. I just came to say thanks for this free DLC. Can't recommend this game enough.. Wow, what has happened to you Rainslick? You were interesting once. With your funny and well drawn cutscenes, unique gameplay that was different and more casual for those not interested in Final Fantasy-esque turn based combat. You were fun, funny, charming.

Well obviously that's not what this is.

I don't know what happened, but long story short, Penny Arcade didn't want to go Rainslick anymore for some odd reason, so the guys that made Cthulhu Saves the World, were called upon to make the 3rd and 4th games of this series.

There is nothing good about this game to me. First off, Pixel graphics. While it CAN work depending on the game and how it's used (See Papers Please), here it's just used as always used, for a Final Fantasy knockoff. The combat is not exciting, nothing moves except for characters and enemies to get into place.

BUT the worst sin this game made, was one that made me give up on everything about the rest of this series.

Ok, so you're in a bank looking for a portrait, when you're exploring vaults and you think you're gonna find jokes. One of the "jokes" is so horrible that it forces you to play it until completion.

A FULL ON FINAL FANTASY 1 PARODY!!!

And then into Star Trek.

And the game forces you to stop and play all of this for no reason, when I could have gone into the right vault and left. It's only there for grinding that's pointless.

Go play Rainslick episode one and two, and try not to cry at the end of two, because then you'll think about how it got botched and replaced with this garbage.. Game-breaking bugs. I was a huge fan of this game, I really love the design and concept, but after I unlocked Super Velocibox, collision detection errors basically ruined the game. literally 50% of the time the cube just passes straight through pickups and obstacles with no consequence. Very disappointing. If not for that, I would wholeheartedly recommend this game, but as a reviewer before me pointed out, that's 100% of the purpose and content of the game, and if you \u2665\u2665\u2665\u2665 that up, it's not really worth playing.

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