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## Ghostly Horizon Torrent Download



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## About This Game

Ghostly Horizon is an intense 3rd-person spell-caster on spherical worlds. In a cute low-poly environment you enjoy crazy battles with 30+ different spells, preferably together with your friends.

Focus is placed on both player-skill and teamwork in this matchbased game with quick rounds.

There is no story to follow and the aim of the game is to have fun and become a better player to be able to defeat the different game modes in a harder difficulty!

And to top the Leaderboards of course!

## GAMEPLAY

Ghostly Horizon provides intense and thrilling battles with a focus on player-skill and cooperation.

Combat feels dangerous and your winning streak can quickly go down the toilet.

So get ready for some awesome battles and clutch saves in this fun and crazy matchbased game.

2 Main Game-Modes: **Invasion** and **Survival** that can be played in both Singleplayer and in Co-op with up to 10 players!

3 Minor Game-Modes: **Battle Royale**, **Conquest** and **Training** Arena where you play either Free-For-All or Teambased PvP.

## SPHERICAL WORLD

The world in Ghostly Horizon is a round (spherical) planet with completely free and open circumnavigation. There are no

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borders or restrictions for player-movement.

The planet features full day/night cycle with one sun and two moons along with a variety of biomes, including: Desert, leaf-woods, pine-woods, arctic, lakes and more.

## **PLAYER SKILL**

All players have the same amount of stats, what matters is how you allocate them to suit your playstyle.

Depending on your allocation of stats your character gets adjusted traits such as movement speed, jump height, cooldown time, status effect duration, etc.

This together with choosing your spell-elements wisely during gameplay to accommodate your own personal playstyle is what gives you the edge in battle.

## **SPELLS**

The vision with spells in Ghostly Horizon is that there shouldn't be two spells that work exactly the same. There are many types of spells: Projectile, Bolt, Spray, Slash, Ray, Instant, Self-targeted. All of these types have a number of spells in them and each one is unique. There are 7 different elements with 4 spells each. A player can have 2 elements active at one time, each element has its own style and which ones the player chooses will alter the playstyle of the player.

There are plans on synergy-spells that will arrive in an expansion after release. The player then gets a unique spell that is a merge between the two elements chosen.

## **COOPERATION**

A large part of Ghostly Horizon is cooperation, some game-modes require cooperation to be able to take objectives, others don't enforce it. But nonetheless working together will give your team the upper-hand.

Healing-spells are designed mainly to be used on your friends, your survivability will most likely raise if you work together and heal each other, before it is too late. You can also work together by casting a boost-ray on your friend to make his spells do more damage, or cast a boost-AoE to make all your allies damage more while inside the area of effect.

Fast travel with teleports that are created by 3 or more players casting boost-rays on each other in a circle to conjure up a teleport. It might be risky though, there is a hidden science behind teleports and you might end up popping out of the enemies teleport if you don't know what you are doing.

## **GRAPHICS**

Ghostly Horizon is presented in a low-poly style with a mix of hard and soft gradients in textures. The aim is a stylized, beautiful and cute looking game that makes the intense gameplay and cut-throat battles come as a surprise.

We aim at an effortless feeling with a flow in both world-design and graphics-design.

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Title: Ghostly Horizon  
Genre: Action, Adventure, Indie, Early Access  
Developer:  
Bit Nurse  
Publisher:  
Bit Nurse  
Release Date: 3 Apr, 2018

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel i5 1.8GHz

**Memory:** 2048 MB RAM

**Graphics:** Intel HD 4000

**DirectX:** Version 9.0c

**Storage:** 400 MB available space

**Sound Card:** Any Stereo card

English









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Battlepillars is a tug of war kind of game where you make up to 6 segment caterpillars with different unique parts , like shell for more armor , legs for more speed , a ray gun for area damage , or even a bazooka why not?.

This game was originally a mobile game and you can really tell the amount of microtransactions it had , luckily for pc you don't have to pay a dime other than to buy the game , but max upgrading your favourite part, base or even buying a premium skill like instant wipe enemys deployed require a giant amount of apples (the previously currency bought with cash) and the multiplayer of this game is dead but you can still play with your steam friends if you want to.

The game consists of 50 levels with a boss every 10 but the gameplay gets repetitive quite fast, this game is definetly not worth 5\$ but if you find it on a big discount sale or a bundle you might want to get it for an hour or two of fun... and steam trading cards! everyone loves those.. No amount of people would ever bet so much before the flop without at least having a pocket pair of a face card. Funnish game, the betting of the AI is definitely EHHHHHHHHHHHHHx100. I got it on sale, probably not worth \$20.. Wouldnt even play this if i was paid for it, it's just that boring.. Back to when i was kid love It.

2.0

- Still playing it, also still fun.. One of the best hardcore representations of tabletop wargaming i have ever seen in digital form. From the visual dice rolls to the perfect implementation of cards for giving commands to the movement and combat of units everything feels spot on perfect. Even artillery is handled with tabletop excellence with setting up one's target on a different screen before giving the order to fire into enemy trenches or the open battlefield.

Oh and did i mention the very boardgame centric rich visuals of intro screens and gameplay giving one flashbacks of opening freshly purchased wargame boxes with that smell that says minty new.

Music is very well done adding a sense of tension and heroic conflict as one can just imagine infantry rushing the open ground in hopes of not being taken down by a fuselage of enemy fire or a artillery barrage.

COMMAND & COLORS: THE GREAT WAR a exhilarating tabletop experience with the guiding intuitive hand of modern technology as your game master and host. Hexwar Games has truly delivered a priceless masterpiece with the amusing price of what we would probably have paid at a gaming shop.

COMMAND & COLORS: THE GREAT WAR, BUY IT! PLAY IT! and enjoy the rare taste of wargaming excellence.. 4/10.

Apparently developer's friends reviewed this, as only way I can see it has a positive rating.

Clear mobile port ripoff. No resolution changes. No customizable controls. Uses arrow keys (in 2015, rly?) and mouse and is super annoying to use. Every level the same. You just fly side to side on this same looking small map that has trees and a few areas where you pick up guys and bring them back. That is it, the entire game. You get 3 total weapons, 2 of which are just machine guns. The controls suck. One button moves 1 way, 1 moves the other, hold both same time to rise. Sometimes I would press sideways then press to the other side and my helicopter would just flip all the way over. Sometimes you just tap it and it overcorrects. You commonly catch a side when you are landing and just flip over. Graphics are terrible minecraft ripoff. You have to pick up guys in water but water deals damage to you for some unknown reason. There are trees, but its impossible to tell which are in your plane of map and which are behind or in front. The ones in front block your view when you need to land, leading to you to flip over, which is a stupid design decision. Barely tapping down hurts your helicopter somehow. This is just a repetitive uninventive bare-bones mobile port. Cute little guys you pick up though.. The Clockwork Man is an engaging and beautiful steam-punk puzzle game. Great for casual and serious gamers alike.. Good video game.. Best CRPG there is right now. Better than Baldur's Gate. The number of directions you can take characters is more than  $1 \times 10^6$  and you would require more time than you are likely to have in your lifetime to do enough replays to do all the combinations of choices. Don't get caught on the way a character bio panel looks at first, it will change three or more times as the story progresses and each character goes through various ordeals and twists. Consequences are often permanent, and your choices matter. You can definitely take too long to get to a quest, and it will have changed based on how long you waited to do it - that can be bad or good, depending on your perspective.

The writing is wonderful. There's more text than most small novels. This is kind of game where you can enjoy a break and read the books, read the scrolls, the letters, the diaries, the quest text, and often those are the clues you need to in order to get your bearings on what to do next without cheating via Google.

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The game is very close to PnP rules. This provides a lot of challenge and management of resources; you can't just spam fireball all day. If you play as if you're braindead then you might just do nothing but let your melee AFK attack stuff, but you won't do so well there. Instead, your spells will have a huge impact on the battlefield and on skill checks, but you can't spam spells, so play smart.

I recommend this for anyone who wants to enjoy a truly dynamic story that requires replay to get all of it, dynamic characters, challenging tactical battles, the pressure of leading a kingdom with limited resources and time is against you and intrigue is all around, the feeling of victory in the face of defeat, the primal emotions of loss or betrayal or trust or friendship, the pure fantasy of it all.

My dream job is screenwriter for video games, and from that perspective, I thoroughly enjoyed this game.



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If, like me, you have played Total War since before you can remember (and also re-bought them all on steam just so they are there) - then this is a game you will love.

It takes everything that Total War was, and improves on it by a factor of 10.

My only gripe is that the fighting between units is not as on par as with Shogun 2, when they do connect they are beautiful and fun to watch.

100% BUY IF YOU LOVE TOTAL WAR. Complicated but good. There is already some physicsy fun to be had but it has a lot of room to improve.

Graphics need some serious optimization, at points I was looking at a slideshow.

Music/Sound should be on by default.

Lots of maps and characters.

Maybe add some goals and funny quips similar to Goat Simulator.

<https://youtu.be/WS227ZSp87E>. It's a lot of fun, an interesting mix of zombies and puzzles.

[The PP Japan game is also fun!. Very relaxing... space tours are well crafted and educational.. Wow, this demo really impressed me. I downloaded because it was free and had a horseriding mechanic, which I have yet to see in any other VR game. All I expected was a \*\*horse riding\*\* game and that's what it was for the first couple minutes.... but after that... what I got was a cool "supernaturalish" type RPG with \*\*awesome powers\*\* and story with good potential. I feel that any future promotion for the full game needs to focus more on the powers and abilities so that people like me don't write it off immediately.](#)

[Now, this game seems like it could be really cool, but there are some things that bother me, especially the "fuzziness" of the environments. The graphics need to be much sharper. Also as others have said, the voice acting could be better and the characters lips don't move when they talk. The direction of the NPC's voices was always off, every time they would talk it would sound like their voice was coming from behind me or the side of me. The horseriding was good, and I'm not susceptible to VR sickness, but I could definitely see how the turning mechanic on the horse could make people sick easily \(it feels disorienting even for me\). Lastly, the AI in the "boss fight" needs some tuning, as sometimes I'd be standing right in front of him and he would not attack at all. That whole fight in general needs some more direction for the player, bc I wasn't sure if I was supposed to use telekinesis on him or use the shield to parry him. His armor and weapon were sick though!](#)

[Anyway, if this game has other RPG elements like weapons/ armor equipping and more powers then it would be an instant buy for me. TRY THIS DEMO! It's a great and it's free!. First challenging DLC out of the bunch. Mission takes place only during the first era. So you have to finish the mission before your mandate runs out. The randomness of the mandate length bonuses/penalties and the constant earthquake disasters make it a challenge.](#)

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