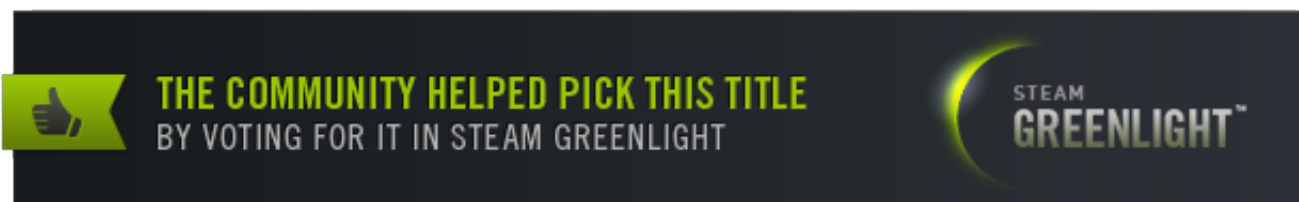

TRANSCEND Download Without Verification



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About This Game



Transcend is inspired by the unconventional mixture of Ghibli Studio's work and James Cameron's "Avatar." In this refreshing 2D world, you will live the story of a "Spirit" who was given the path of the "Warrior." In order for him to become this "Spirit Warrior," he will need to prove himself by *transcending time, worlds, and even dimensions*, to challenge the greatest warriors across all existence. You will learn to live like one of them, you will train with them, learn their strengths and weaknesses, and ultimately... you will challenge them. Every decision you make in Transcend will have an evolving effect on the game-play and story.

The story of Transcend is its core feature and it starts from the very beginning... birth. When a new spirit is born, it makes a voyage to what's called the "Spirit World." During this voyage, spirits are assigned a role they are destined for. This is where

your journey starts. In Transcend, you will play the story from beginning to end of a Spirit named "Hero," who was chosen to be a "Spirit Warrior." In order for him to fulfill his destiny, he will go through a series of trials and challenges to prove himself. Most of these challenges will revolve around him learning what being a "Spirit Warrior" truly means, and what is required of him. Hero will travel through time to visit some of the greatest warriors EVER: the mighty Spartans, the berserk Vikings, the honorable Samurais and many more... They will learn to use the shadows in the Ninja world and travel across the galaxies to new worlds and civilizations of sentient warriors. Each timeline/world will have its own story/plot, and with each, a lesson Hero (you) will learn.

Transcend's game-play/plot could be described as a mixture of the original Zelda games (with its rewarding yet simple combat/visuals) and Assassin's Creed (traveling through different eras and timelines). This game is being developed by a team of one (myself, Ynor), for the last three years. When I began working on this project, I originally intended to release the game in chunks (I wanted to release the chapters as I finished them), similar to a show or T.V series. This is something I am still really hoping to do. I believe it will give the players a quicker and more rewarding return for their investment, while also allowing me to receive input and shape the game with your help as I go. However, I understand this is something that may sound very unconventional, since it hasn't been done before (that I know of, there are probably other examples). Feel free to let me know how you feel about this idea.

Title: TRANSCEND
Genre: Action, Adventure, Casual, Indie, RPG, Early Access
Developer:
Ynor
Publisher:
Ynor
Release Date: 5 Dec, 2017

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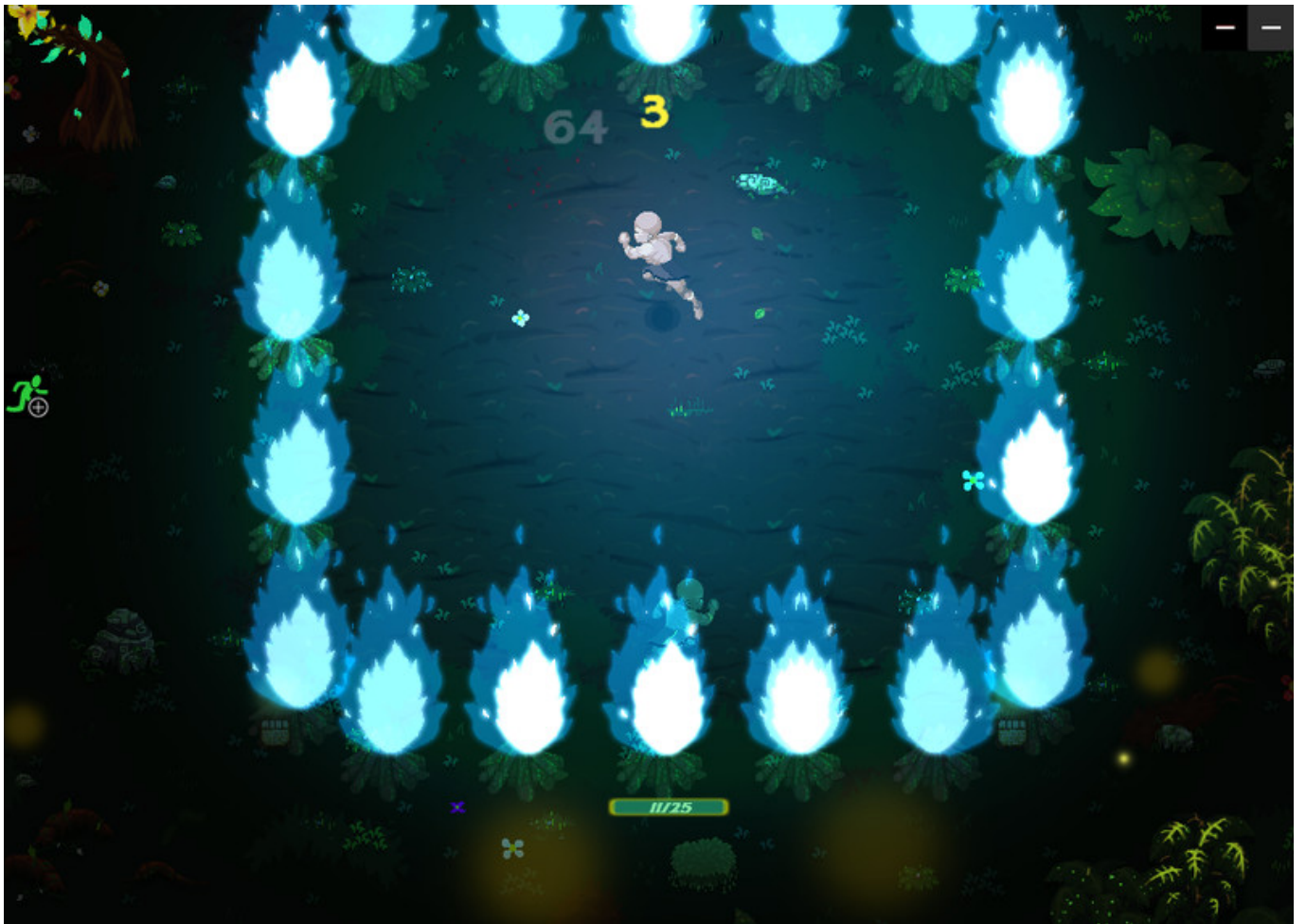
English

Akú



Why did you choose "Hero"?

What happens now?





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Gotta support indie creators. There's a lot of great talent out there. A beautiful game.. Picked this up earlier today and am glad I did - it's a fun and visually beautiful game. It's easy to pick up and the art makes it just incredible. Two thumbs up!. This is a very very very very very very early access game

this is more like a game that might be a game in some time, a few years or so.

the entire thing is just an early, amateurish attempt at a game.

there is no resolution support, you have to use CNTRL and the scroll wheel on your mouse to "sort of" get the screen a little bigger than the postage stamp size it runs in (in glorious fullscreen, which you can't turn off) so you have a gigantic black void, and a tiny little screen in the center at all times.

the game runs at a poor frame rate that is highly inconsistent.

The game takes about 3 minutes to do a fade to black transition to bring up a new screen, in the same location.

this runs more like a free RPG maker game, but it's made in Unity? this is just not even fit to be called early access with a price tag that high, I'm sorry.

Not to mention the actual "gameplay" is about as fluid as playing Half life with an Atari controller.

(which is a real thing, btw)

except that the atari controller is more comfortable way to play.

half keyboard, half mouse ZERO gamepad support - and an awkward " tap the number of the skill you want, and then click left mouse to use it" every single time - and one of these "skills" is a dash move to avoid stuff - which is needed to be quick!

I could go on and on - the cherry on top is I can't even record the footage i mustered the strength to play through and get - it crashes OBS every time, and refuses to hook on any other recording software I have.

As soon as I saw the last "update" which promised illustrious features such as " resolution support"

was at the beginning of DECEMBER - I promptly hit the refund button. Not even worth giving it a chance in it's current form.

buyer beware.. This game is an unpolished turd. Early access or not, this is just bad.. This game I look at as a diamond in the rough. While combat is buggy and the aspect ratio will throw off some people. The game itself is worth playing. The music and sound effects are nicely done, atmosphere was created well with the visual. One of the strongest points is the storyline.

Transcend does not feature voice acting however it is not a game breaker nor is any other problem listed in this review. This game is early access so enter at your own risk. While Transcend leaves much to be desired in it's early state it has earned my money I am happy with this purchase.. Fun game. A game you have to experience for yourself (I recommend a headset) Great music and environment. Smooth game and fight controls.. Hidden Gem? Not to well polished? Combat is buggy and the aspect ratio feels off. Game idea seems intriguing . The music and atmosphere feels cool, 6/10

Follow my curator page here:

<https://store.steampowered.com/curator/33581320-Indie-Rulez/>

Knock Knock.

Who's There?

Game.

Game who?

Exactly. This isn't a game; it's a paid demo... What the actual \u2665\u2665\u2665\u2665?

I'm assuming this game is still a work in progress and more stuff will come out for it in time, but the way the game is made now, it might not be worth it.

I would hate spoiling this game, but unfortunately this game hasn't even gotten far enough for there to be anything to spoil CONSIDERING I was still playing the tutorial when the game decided to announce that the demo was over.

Why else would I not recommend? Well the fighting was actual unrefined cancer. The controls seemed like a bad hybrid of WASD and point and click. I say this because the game explains that in order to use any equipped power (such as a speed dash or spear throw), you have to use the num keys at the top of the keyboard, which you can't hotkey change at all so lol \u2665\u2665\u2665\u2665 you buddy.

The game is so short right now that I could actually play the whole thing and STILL get a refund. Which I'm actually perplexed by.

NOTE TO THE DEV:

I figure that since I have made games in the past, however not to this extent, that I still have the qualification to give advice on how I think the game could be improved.

Make the movement 100% WASD only, no influence from mouse clicks should move the character.

Change the running mechanic to be when shift is held down, this is tradition in games and makes the controls feel more controllable.

I do not quite understand the attack variety, it just seems to cycle through thrust, strike, and overhead. But I will say that it does not seem too important to emphasize which attack I am using, as the game never explains it but still has hud showing which one I'm using for some reason. Just scrap the idea and keep the animations whatever it is. Making it more simple would be better.

Rather than hotkeying the powers to the AIDS numbers at the top of the keyboard, figure out a better way to implement the feature through the normal keyboard, or even just add a feature that lets me change the controls. Some suggestions for power controls would be making the spear throw a fire and forget method, rather than press 1, aim, fire and forget. You could just make the spear throw fire where the mouse is currently. As for the dash, it could definitely be a situational key, like double tap shift, or even pressing shift in battlemode.

AS FOR BATTLEMODE AND RUNMODE, I DO NOT UNDERSTAND WHY THEY NEED TO BE A THING AS IT IS VERY CLEAR WHEN AND WHEN YOU ARE ABLE TO ATTACK AND NOT ATTACK, IT IS JUST AN EXTRA CONFUSING STEP TO BATTLING.

Make the character look, strike, block, and shoot at mouse position as to emphasize the importance of using the mouse to do these things. THE WASD KEYS SHOULD NOT CHANGE THE WAY THE CHARACTER IS FACING.

From there we should talk more about the story so far:

Upa is our rival, but he feels more like a husk of a human being than an actual person that was resurrected like you. I feel like it was wasted to skip ACTUAL YEARS of training with this character and really dehumanizes this important character. Perhaps add a few dialogues with Upa between the text about training for years and have them talk about their past lives and how they don't understand why they have been chosen to come back to life as these people.

Anyways that's all I plan on writing for now, please contact me if you want to know anything else, for now I'm gonna have to not recommend the game though.. Intro:

I found this game through BYOND a game developing platform. If you are familiar with this platform you will know that few games from there look this awesome, also since the game is practically solo developed which must have cost years of work i can't help but back this project.

Gameplay:

The current game is still very short with 4 chapters of stream lined story containing next to no replayability. Giving you a great experience for about 30 to max 60 minutes if you follow the story line and explore everything there is to see. Having said this the game trailer, story progression, graphics, music, inventory options and many other things give me hope that this will become an awesome and polished game.

Pro's:

- 1: Graphics (amazing)
2. Sound (simple yet fitting)
- 3: Story (interesting)
- 4: Combat (fleunt)

Con's:

- 1: Gameplay lenght (currently 4 chapters, expected to improve over time)
- 2: No full screen optimizations (offers a control + scroll option to zoom in but when doing this for a full screen you lose the ability to see the entire screen including story line text. Also when interacting with the story text this must be done with the mouse which would be impossible if zoomed to full screen.
- 3: Adding onto con number 2 are setting options in general (hoping for this further down the line)

Suggestion/Bugs:

1. When i started my journey some text that was supposed to fade did not fade at all until i restarted the game. I needed to wait before reaching a save location. The text that didn't fade was "New". I'm not sure if this has a 100% occurrence or not and it doesn't make the game less awesome.
2. i don't know if "Interface coloring" was supposed to look good in other colors other than black but from what i could tell so far i don't understand why it is an option.

Conclusion:

Overall the game looks great and with promise for the future. Despite the criticism i had about the gameplay lenght [9/10] and in the future might be ten out of ten :). I would like to play the game because it sounds interesting, but I can not play with W, A, S, D (need arrow keys to play) and the game does it every time I move Screenshots !!! so that you have tons of screenshots. The developer does not answer or does nothing, although the game is in early access.

Ich möchte gerne das Spiel spielen, weil es interessant klingt, aber ich kann nicht mit W, A, S, D spielen (brauche die Pfeiltasten zum spielen) und das Spiel macht jedes Mal, wenn ich mich bewege Screenshots!!! so das man tonnen von screenshots hat. Der Entwickler antwortet nicht oder tut nichts, obwohl das Spiel im early access ist. The story was fantastic and how the characters developed was great. The retro feeling the game gives you really hit a sweet spot with me. The first forty minutes that is available right now as of 12/28 shows a lot of promise from the developer. Can't wait to see what else comes out! I'm glad I waited until after finals were done this semester because I would've been hooked on the game and been craving for the rest of the release.. Great job for a 1 man project. Game has great potential, not much to do though. All you do basically is fight with the fellow training partner. It took very little time to finish chapter 4 which is the last chapter up to date. Adding some kind of fighting with random monsters in the environment would give the player more to do. Maybe when its completed it will be much better.. so far bad and blocky mechanics and really no story at all yet, also this isn't an actual game it's a paid demo whatever the hell that is supposed to be.

this game developer needs to think before they put their product out on the shelf, there is no mention of a demo here in the description so it's effectively worse than no mans sky presentation wise.

i will be letting steam know what this is so they can have it removed hopefully, it does nothing for their image to allow such low effort stuff sold.

as for the devs statement on being a one man project with little time, maybe he should focus on that other stuff and save his efforts till the game is actually done instead of scamming people like this, it makes the dev look like the way people look at EA right now.

out of 5 stars i can't give this game even one, there's really that little here right now as of this post and being this was released in

dec of 2017 i don't think it's gonna get any better.

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