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About This Game

Combat, romance, adventure, and of course—magic! Master four elements and take on fate itself in this epic, interactive fantasy tale! Six possible endings. Four hours for a single playthrough. Three love interests. Countless choices. Male or female? Leader or loner? Good or evil?

What kind of mage will you be?

"Fatehaven" is a 110,000-word interactive fantasy novel by Devon Connell, where your choices control the story. It's entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

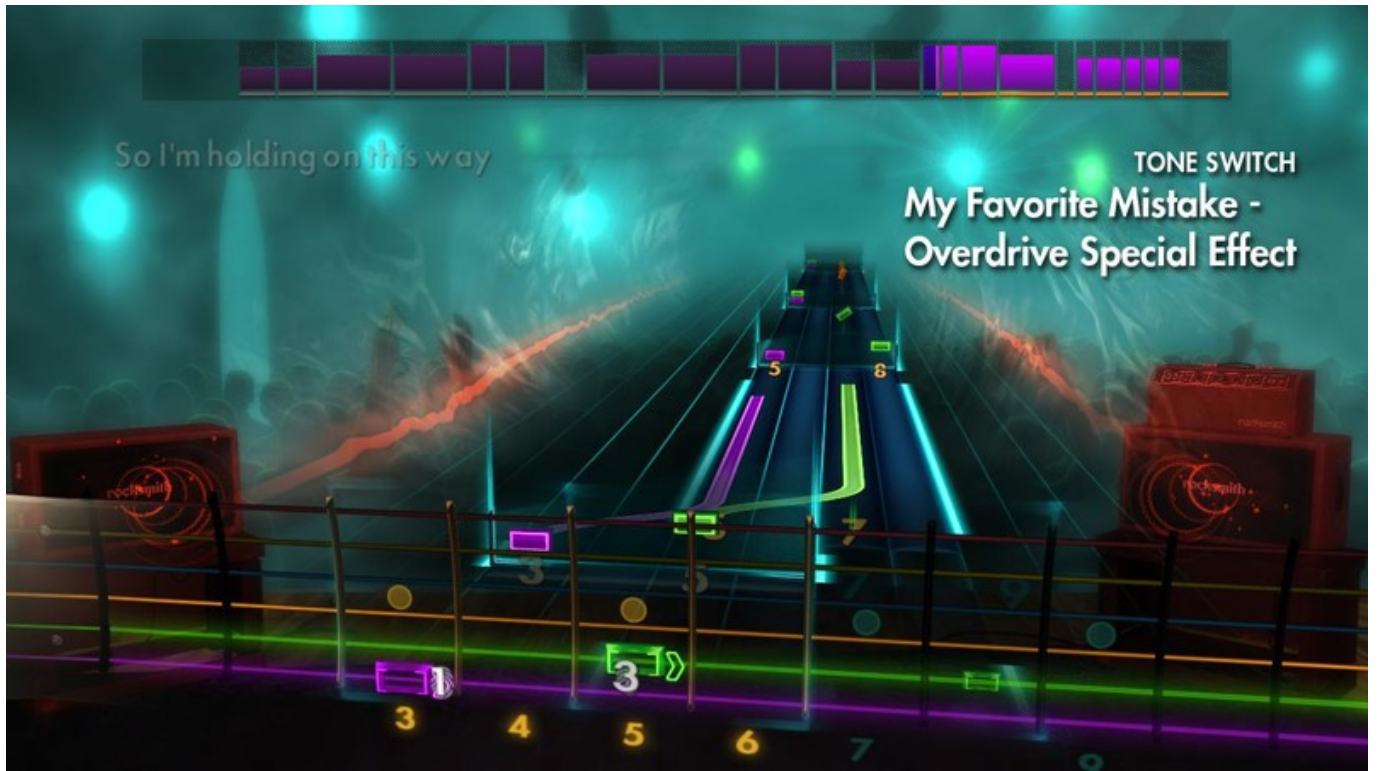
Title: Fatehaven
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 8 Aug, 2014

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English







interesting gameplay and visually stunning. many hours' worth of puzzles to solve, some of which are quite easy, others are quite hard. with the countdown clock always ticking, I frequently get sweaty hands under the pressure of solving the puzzles in time. lots of strategy involved to rush in, get the job done, and get out.. Good music and visuals but boring as hell and has terrible controls.. I bought this thinking i would have access to all online areas as it states. But once i bought it and launched the game. It didn't do anything. What a waste of money.. Extremely short, but interesting. I do like how the story surprised me a bit. I thought it was just going to be a slice-of-life story, but the ending(s) changed that. I do wish it had been longer and that the choices didn't just lead to two different endings (a good and a bad one). Overall, it was enjoyable but could've been better.

The artwork was very pretty.

I recommend it as long as you're okay with short VN's.. Damn, where to start. I have a bit of a soft spot for Ant War because I kind of grew up playing it so I guess there's a part of me that liked it as a kid. Now as an adult I look back and think, "Man I had bad taste as a kid, because this game sucks."

Ant War was one of those games you played on the early web because there was almost nothing else to play and you were too poor to afford those fancy computer games they sold at the Best Buy. Point is, you played this game because you couldn't really play anything else. Yes, it's badly made, overly simplistic, and a pointless grind fest, but it was also an early flash game made by hand using the limitations of early flash technology. So I can forgive it for being... you know, bad.

What I can't forgive is charging \$3 for an offline port of the same game with no update or modernization. I want to support this game, I really do, but charging this much for the same product that we can still literally find for free online? For shame. Supporting the developer means nothing if the developer isn't putting some effort on their behalf. I'm not saying remake the game, but couldn't they have least added a few extras? Maybe some new artwork, or a new location, or a maybe a new ant species to play, something. Heck, I'll settle for just some Steam achievements.

All I'm saying is, if you're going to charge us for our childhoods at least give us something new to justify the charge.. Nice graphics, good story. A nice game for a casual player a free evening. This experience offers very nice and relaxing environments for a very cheap price and if you like to watch your YouTube-Videos (or music) in a different surrounding than this experience is very well suited for you! Since its release there has been already one major addition and if the dev is continuing to update this experience then this is going to be something everybody (who likes relaxing environments) can enjoy!. This game was recommended to me by a friend, and all I have to say about this game is wow. for how short it was for what it offered it was just amazing to see someone pore so much of there heart into something is fantastic to see. And to see what is created from what I could only guess is hardship is a tremendous experience that I would recommend to all that may come across this. It plays the mind and shows are flaws as people, but it is so well built that for a short time it is here in your mind, and as you play it shows you something varies deep and can only be experienced by playing. This is one of the few games that has left me without words and was just an excellent game. No matter how it was made its story graphically puts something I just can't put my finger on, and I love that. For this game to be such a short dose so well with the time you're in its world. And it leaves you with wanting more but at the same time not wanting anymore then it has to give to you. So for the price this game is a must play.

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