Four Realms Cracked

About This Game

Remember to try the Demo first.

Join the menagerie in Four Realms, an action-strategy RPG in an animal filled fantasy world. Customize your Spell Book, then construct contraptions, transform targets, sling spells, and summon creatures on a quest of grand adventure.

An unnatural force commands the Wild Magic to creep across the land, causing beast to turn on beast. Only a Warden can unite the animal kingdoms and put an end to this menace.

Features

- **Customization:** Personal spell lists in the spirit of collectible card games.

- **Action:** A grand adventure with combat, puzzles, and platforming.

- **Variety:** A large selection of playable characters and spells.

- **Replayablility:** Randomly generated world with rogue-lite qualities.

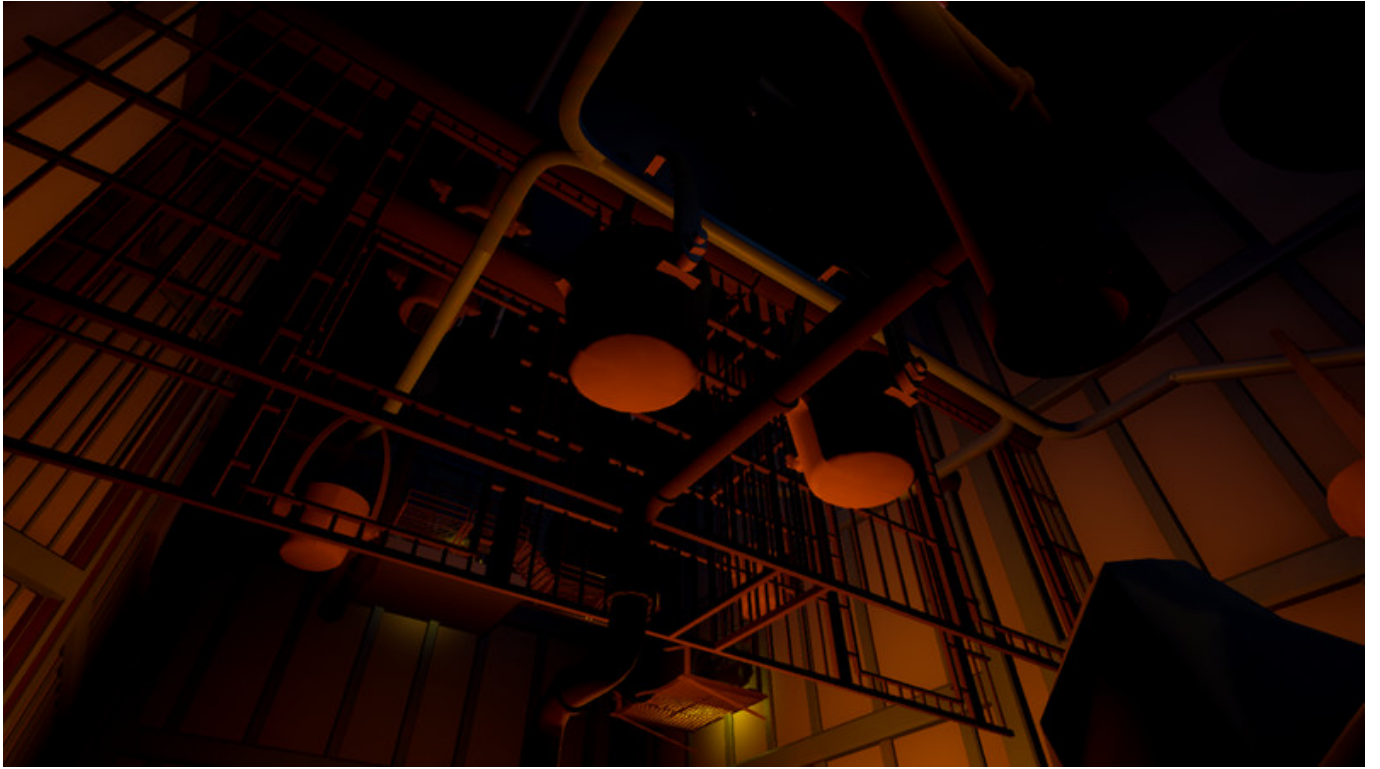- **Personalization:** Equipment to tailor-make unique Wardens.

Title: Four Realms
Genre: Action, Adventure, Indie, RPG, Strategy
Developer:
Hugebot!
Publisher:
Hugebot!
Release Date: 24 Oct, 2016

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English

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Now after putting more than 115 hours into this game, I shall update my review. I'm also one of the best players in the game, so I shall also base my review upon that aswell.

This game on itself is really well executed, it takes party\/couch games to a more competitive play.
Although this is also enjoyed on your own, playing with other people is also amazing. so I'm happy there is a discord for this game, so you can talk with other players who have the game.

Pros:
- Controlls are smooth, and easy to learn
- The community around Lupinball is great
- Game setup is easy and you're able to join in a game really fast
- The developers are active, if you have a bug you can message them
- It's quite easy to become somewhat good at this game, Even though I'm nearly the best player I get wiped every so often
- the game is nearly bug free

Cons:
- Peer to Peer can sometimes mess up the gameplay, but most of the time the servers run good

To summerise this, this game is well worth the \u20ac10, it gets a sollid 10\/10 from me. even if you are considering to buy this game Do it! Take part in the community that are the Lupin-ballers, the game's controlls and gameplay are smooth and easy.

So as I said I put more than 115 hours in the game, because this is the first game ever that I really wanted to become good at. And look at me now, professional Lupinball player.
and like I also said I still get my butt kicked sometimes.

Now let me end this with a message to the developers Micheal Ventnor and Christopher Stritch:

"Thank you, for making a game that allowed me to talk with a community and play a game I love, when I first saw this game I wanted to play it, even before release, and still when I'm outside or at school I want to return home to play this game. So from the bottom of my heart, Thank you for making this game <3". Very easily moddable - highly recommend cutting VP costs by roughly two thirds so that the AI selects higher end ships, and so that it is possible to build larger fleets.. I had really wanted this to work. It looked like it would be awesome but it didn't make a very good first impression on me.

It's supposed to be like having an array of virtual monitors to display all of your content Instead what I was met with upon

loading it up was a mostly black screen (some stars too so it's not an error) and then this tutorial window pops up. I look at all the stuff you can do according to the tutorial and it seems to work ok. After the tutorial I see an infinite mirror of everything I'm doing and I have to question why.

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That's a huge turnoff right there. I tried to turn that off and then there was nothing to do but look at a severed hand floating around in front of my face. Where's the ability to open a window? Do something like they show in the video? It's very poorly explained.

I remove the headset and look at my monitor and apparently that's showing me on my 4kTV everything that I'm doing, and bringing up the desktop is showing me that over and over. I couldn't get it to minimize so I could see my actual desktop. I had to remove the headset, load up a page in my browser, then make sure it was on top of the fullscreen view of what was going on inside dreamdesk, then I put the headset back on, watched a video with TONS of lag. Audio came through 1\/3rd of a second before the video.

Everything was horiibly aliased and hard to read (Virtual desktop sorta suffered from this problem as well). There were no options to increase the resolution. I think it was basically taking a crappy resolution and then upscaling it poorly to fit the virtual screen. All in all it was a wreck...a disaster. A dream? No, a nightmare... Ok, no it wasn't that bad... but I felt like it was a waste of money.

$15 for the promise that this eventually won't suck...I don't think I have that kind of patience. I'd rather pay $25 for something that doesn't suck now than $15 for something that might not suck later (or might suck worse).

Pros:

- It has a lot of promise if they can ever live up to it

- Everything the tutorial promised I could do was pretty easily doable, though it still requires a mouse and keyboard
  Cons:

    - It's horribly unpolished

    - It is confusing to try to get some real use out of it

    - Laggy

    - Poor resolution so that text is hard to read unless you zoom the screen up to a huge size

    - Clunky interface with the half\u2665\u2665\u2665\u2665\u2665\u2665\u2665vive controls
      If you have faith and patience, go ahead and spend $15. If you want something that works well right now, then look elsewhere. These guys need a lot of work. As I said before, I'd rather pay more now for a good product than less for a product that may or may not work well in the future.

      Steam refunds, here I come.... New tricks aren't that great. Only good ones are for skiis and you can't tweak them on skiis or snowboard. Also adds an awful scanline filter and there's no way to turn it off without disabling the new tricks. If this was free it would've been fine, but how dare they charge money for this trash.. I really don't know where to begin, this game moved me the way only a few games in the past could do. It is a walking simulator \/ adventure game \/ horror-thriller movie with a detective novel essence. Incredible graphics, almost real life like, the soundtracks reminded me of the naive Miyazaki movies, a little sad deep inside, a little wondrous like a child. I played it like a tourist as well, took so many screen shots I almost felt like a Japanese tourist in Istanbul... And you would play this game even if it lasted 4 years to complete, it would be a hell of a journey... Buy it play it, digest it, remember it.... Very confusing not fun at all dont recommend dont buy it. Nice

game with some original puzzles and beautiful hidden object scenes. The story is a bit confusing at first, but makes sense as you play and the plot is well crafted.. Nah. This isn't even worth a buck. It's just a goofy little pack-in thats no better, or perhaps worse, than the Windows XP pinball game that came free with the OS. There's tons of better choices for Pinball on Steam, and even if you're a big Worms fan, I doubt you'll find anything fun here. It doesn't even seem like a well designed table.

I played this game when it was in early acces and when i saw the full release update i wanted to play again and see if they fixed some bugs and improved the overall feel of the game.

After playing for only an hour of the full release i was pretty dissapointed, you could still glitch the first level and not be able to complete it and a freaking quest log is still not added in.
So i listed a few things that bothered me about the game.
- Adding a quest log would make this game tons better, early on you get a lot of quests but since their is no quest log you basically forget all the quests you were given so your forced to write down the quests npc's give you.
- Adding in a difficulty meter for quests and giving enemies and area's levels(basically saying what level every enemie is on the planet) would also make the game better since its too easy to walk into an area where enemies can 2 shot you.
Also i still havent found a way to save the scientist in the first level which i thought would have been a quest.
- Armors should also be renamed and get different textures their really boring now only being call "armor tier 1" and having the textures the same for all, also would be better if you werent able to buy all of them from the beginning.
- You still cant add skillpoints to skills when you lvl up.

This could be an amazing game if it were given a bit more love.. This is one of the educational games that you barely encounter, but it's still a game. In this game you grow a plant and your goal is to grow as many fruits as possible before winter arrives. You choose what parts to grow. There are some nasty bugs who you got to shoo off and there also is blight.

Now for the real deal. This game isn't that good actually. The player has little power over what the plant will grow up to be like. There isn't much strategy, you just get enough resources and then grow a part and then repeat. And gathering resources is based on your clicking speed. This all makes the game feel a bit boring. Maybe you can get an hour out of it (I may or may not have idled most of the time I've played it) and after that you'll find out it's boring. Would be a lot more awesome if you determine what the plant will be like.

Lil' Sucky Gameplay to go with the review.
https://www.youtube.com/watch?v=U1xk_0iqfEw. The gameplay is almost equivalent to trying all possible combinations of connections, but indirectly (certainly not through the game's interface, because it's too annoying) so either in your head or through external means. The actual puzzles can *almost* translate to a problem on a graph, *oh* but you can't connect some vertices because the rails don't go like that -- and it's actually hard to see when the layout makes some things impossible, so even more trial and error.

So it's a premise that's just not fun, with a whole lot of artificial difficulty.

★★★★☆☆☆☆☆☆. As unlockable I would recommend it, cannot recommend someone to pay for this, it is outrageous. Instead of nothing when you find all secrets and 100% the game, you could get skins not pay for them.. Very lovely casual, yet addictive RPG that rely on simple mechanics with engaging randomly generated levels + characters. Well worth the asking price!

Characters are generated randomly before each run, with random assortment of skills and traits. There's a nice touch with the hub world (a but empty but nifty)

Graphics are simple and clean, with each monster bearing it's own personality. But don't admire them for too long, you'll be cutting them down left, right and centre!

Music is simple, changes every few levels. The first song in the early levels remind me of Maplestory, which is quite nice~

If in doubt, try out the flash version that's available online free to play, its obviously less polished than the current version, but gives enough away to help decide whether to buy or not. Hopefully there will be new additional content in the future! <3. I'm still laughing at the 36 year old crawling over the floor,
trying to hide behind the ruins of his once mighty snowfortress,
dodging snowballs in 21\u00b0 C.

That's right me!
I'm looking at you!. Good game, but the PC version of Trials Evolution: Gold Edition has a much more refined engine and all the levels of this game (plus many many more levels on top of that). Pick that up instead.