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## About This Game



The king is having a huge birthday celebration! Five days of dancing, festivals, and drinking, culminating in a grand masquerade ball. It just so happens that Rivian Varrison, the introverted son of a famous nobleman, is forced to attend this giant event by his father. By chance, or maybe something more deliberate, he runs into a host of colorful and shady characters, all with their own stories to tell.

But when a sudden and mysterious crime happens on the second day of the party, Rivian finds himself thrown into the middle of it, and has to discover the truth behind what really happened -- and who the people around him really are.

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## Features:

- 125,000 words -- 12+ hours of gameplay
- 3 BxB romance options (+1 unlockable route!)
- 9 endings
- 30+ CGs
- Full English Voice Acting
- 14 track OST
- Windows/Mac/Linux/Android platforms

*For those unfamiliar with visual novels, they are primarily 2D narrative-based games that present the user with important choices that alter the story's path. For Chess of Blades, mystery and intrigue are a central part of the story, but there are also three prominent romance routes that significantly change the later portions of the game.*



**Play the demo through the "Download Demo" button to the right!**



## Argent Games

**Argent Games** is a 2-person team comprised of a writer/programmer/designer (Dovah) and a producer/manager (Gamma). Bonded together over a shared love of things such as games, anime, and Yaoi, we formed Argent Games in 2016 to launch our first title, [Requiescence \(also available on Steam\)](#).

Chess of Blades is the second **Boy's Love (or yaoi) mystery/romance visual novel** game developed by Argent Games, and

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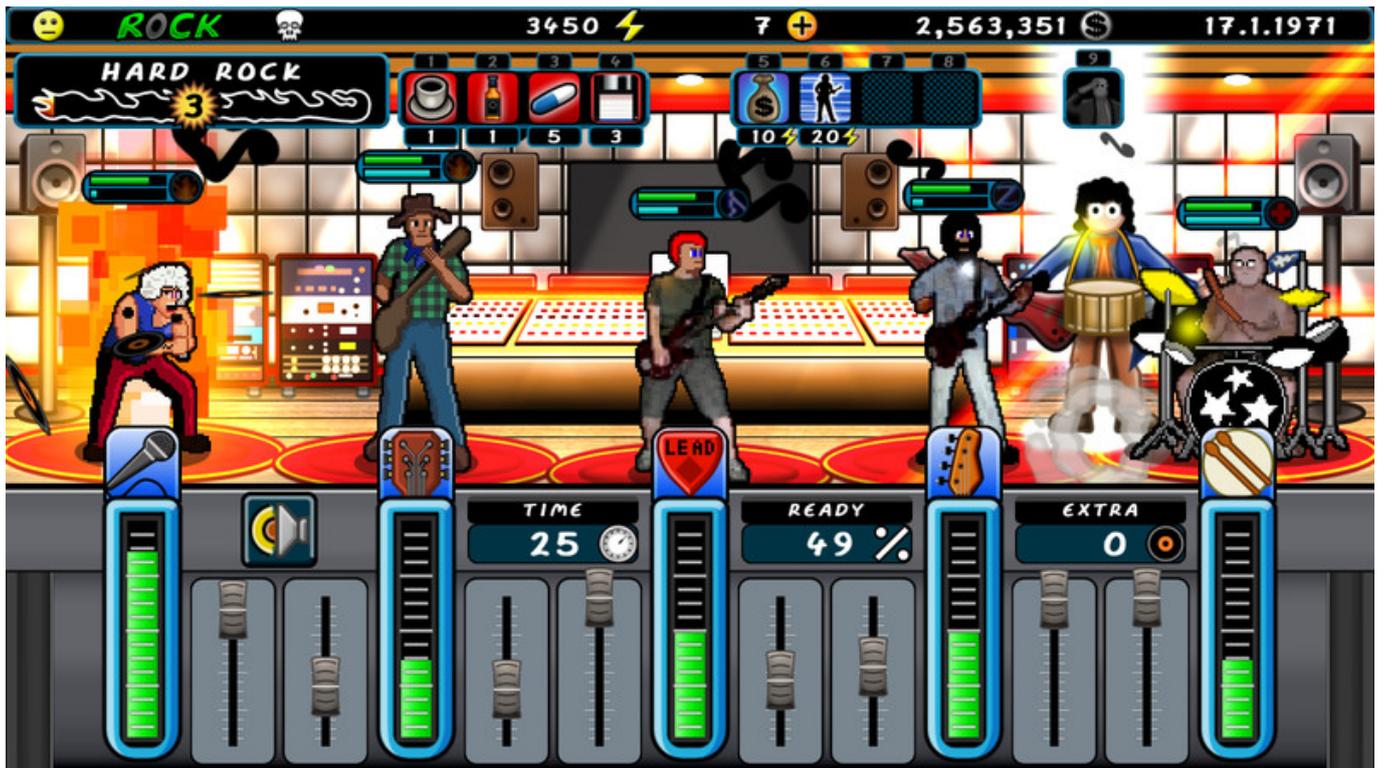
many more are planned in the future!

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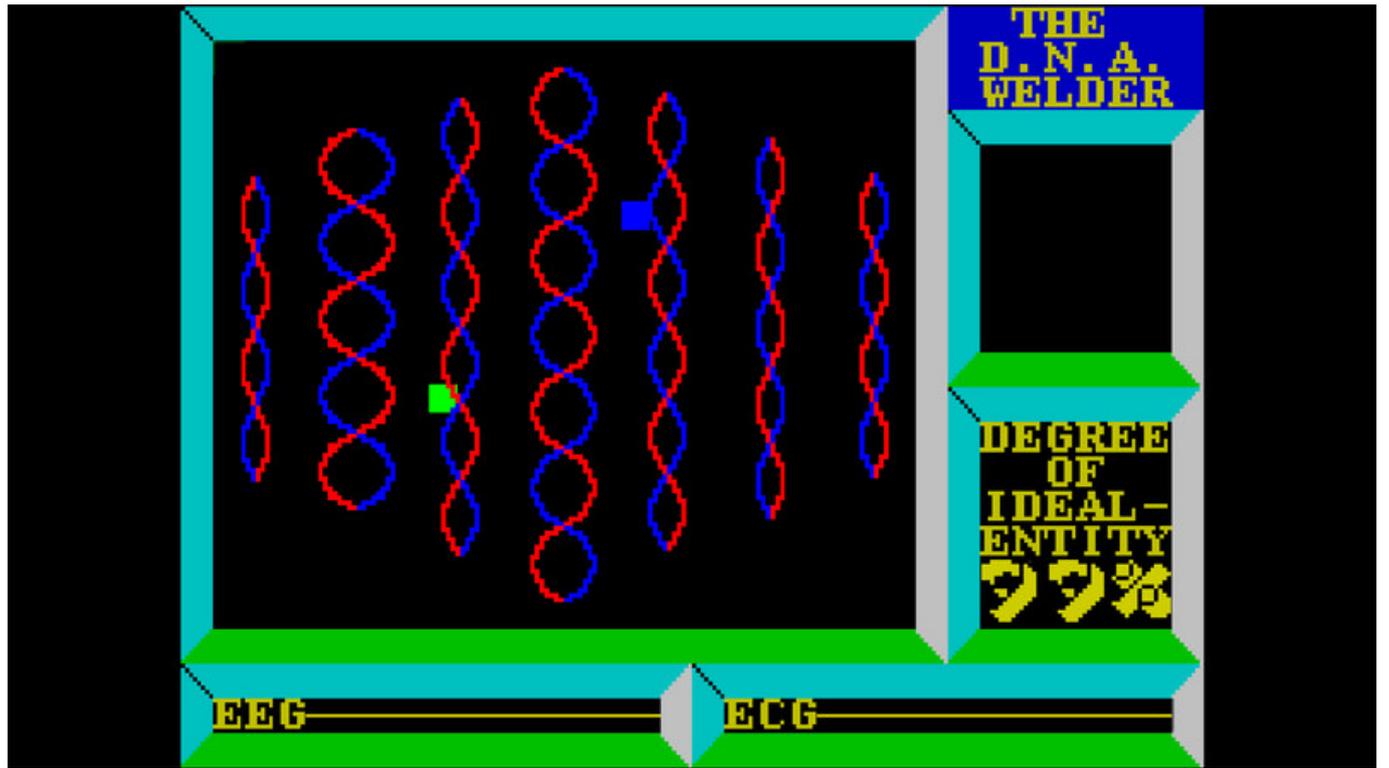
Title: Chess of Blades  
Genre: Casual, Indie  
Developer:  
Argent Games  
Publisher:  
Argent Games  
Release Date: 5 Jan, 2018

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English







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Disclosure: I know the author of this game, slightly. Ran into him recently and he mentioned he'd written a game; I asked to playtest it. He offered to give me a free copy; I declined and bought one for \$0.99 through Steam.

I like the idea of minigames-within-a-game. I love the premise of finding purposeful glitches. As it currently stands, it's more of a few minigames with great graphics than a single coherent game. Read on for details.

I tried clicking on the receptionist, the fountain, the pictures, some of the extra doors, some of the people and objects upstairs, and the two empty desks and the empty conference table upstairs, in the hopes of being able to interact with them; nothing. Would be really cool if some little stuff happened in the process, especially funny things, whether or not those things end up affecting the game as a whole. More texture. More things to discover. Suggestion: once the player gets upstairs, let them choose one of the empty desks to sit at; once they click on the computer (any part of it), then switch to a job-assignment screen and tell them to go to the end of the room and watch the video; then come back here to their terminal after each bug-testing run.

My favorite part of this game so far is the landscape in the trees-and-cows-and-mountains section. I love the openness and the layout and the fun feeling. Very pretty and colorful. Nice textures. Leaves probably wouldn't be falling randomly from a blue sky, but they look nice.

I didn't like how scripted (to use someone else's review wording) the action was. Yes, I could wander around at will a la Minecraft; no, I couldn't try things freely a la Minecraft. I didn't like being assigned specific actions to do until a glitch showed up. An improvement to this would be to have a list of things to do (vacuum leaves, put apples into basket, sweep) and several tools to choose from, and let the user wander around in any order and see what happens when they use the "wrong" tool to do something. It's pretty enough to want to wander in for a while - and I'm wondering what that bench up on the hill is for. Loved the look of the fountain. The glowing gold was neat but random - would be better if you could collect it here and use it elsewhere (like in the mine, or with the cows). The dirty fountain was funny.

My least favorite aspect thus far is the extremely slow movement. Felt like I was plodding along instead of moving at a normal pace. This was especially annoying when trying to vacuum leaves, as I couldn't get anywhere near leaves before they hit the ground.

I figured from the beginning of that section that it'd likely be vacuuming cows instead (as the glitch) but my first few attempts to vacuum a cow (or a leaf, or a tree, or anything else) did nothing. In fact, in that section I was doing nothing until after a few minutes a cow-vacuuming was finally successful, which was boring :( The zombie apples were funny but nonsensical - and as a programmer I can see the appeal of showing a self-counting bin - but this bit would be even funnier if you were to feed apples to a cow or a horse or if the bin were to change and look zombified at some point. Take the humor a step further.

Wasn't sure what the point of the platform-jumping area was. Other than one jump that made it to a nearby platform, I always fell down and then reappeared at the initial spot. Thinking that perhaps the glitch would show up if I were to jump in a different direction, I turned around and walked off the side or back of the initial platform. I fell down, down, down... looked up as I fell and saw the platforms receding above me... but no glitch report. I didn't fall into a void, as in Minecraft; I didn't fall through to somewhere else; I didn't bounce. I just stopped. At that point I could "walk" but everything looked the same on the ground, so there was no apparent point. I tried hitting "F" to file a bug report and was told there weren't any bugs to report. Could not seem to get out of that part of the game with "Q" or ESC or anything; had to quit. Seems to be a gameplay bug.

Another minor glitch: if you look down at the ground, you can see the shadows of the items you're holding, such as the leaf vacuum, but you yourself don't cast a shadow. Would be nice for the character to cast a shadow.

I took a bunch of screenshots with my Mac, forgetting that Steam has a different screenshot procedure, and can't seem to upload the screenshots I took to the game. Happy to send those directly to the author (you know who to ask to get my contact info, or LMK here and I'll send them via that person).

Would like to hold off on my recommendation until the author has had some time to revise and improve it. I know he's somewhat new to this field and I can see he has a lot of great ideas. I really did love the fields and cows and the humor in that whole part of the game. So - great start; it has a lot of potential. Please first speed up the walking!!!! and add some more

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variety/flexibility and I think you'll have something. As it is right now, it's not quite a recommendable game yet - feels a little too incomplete and disjointed. But very close. Update and improve it a bit and I'd feel happy recommending it.. 2 euro for a swimsuit pack? Come on? You think we guys would totally buy this cuz this pack shows some skin?  
Sorry but i... \*

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Compa Swimsuit Set.... Compa.... Swimsuit.... Set.....

\*Breathing intensified\*

\*softly strokes the screen\* For so long.. Compa... i have waited, sooo long.  
Game, after game, after game. I have waited. My precious.

Buy this. 10V10. You guys are funny for complaining about the grind, as if that really even matters in the scheme of enjoying the game. What REALLY ruins the game is the desynch/netcode issues. Most of my friends and I desynchronize the MAJORITY of games. Waited for a patch for this before neg reviewing, but after waiting a month, and the patch is for steam achievements; I'm done waiting. Game is unplayable, don't buy it.

BTW most brutalities still dont work, about 20 people in lobbies at any given time because they're all sick and tired of desynching.. This game is like a 90s DOS game smoking PCP. It's an unpredictable, violent, industrial-strength hallucinogen only meant for those who truly hate the world around them, and indeed, themselves. 10V10 don't leave me.. Lots of fun and easy to play. Events a little tough but I think that is the point. I play everyday.. Really fun and addictive as hell... grate game!!! i really enjoy it!!!

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This game's price point is exactly right. It's pretty poorly designed and really simplistic.

But isn't it worth 99 cents to bumblingly attempt to figure out a game with no manual anywhere and no tutorial, laughing at how confused you are and how stupid everything is all the while, then figure it out and facepalm harder than you ever have in your life?

If you want to have fun with this you will. Get ready to laugh. And chop down. Always chop down.. I have 2 screens for video editing, This game will not work and keeps trying to switch between the screens

I have tried a bunch of things to fix it but haven't been able to play the game. Great painjobs pack but doesn't work for 8x4 trucks. :( Love the aeroplane and the way it flies. How do i change the color scheme?????. To be honest I thought the game would have more to it.

Way too much combat.

It wasn't what I thought it would be.

Thought there would be more research, weapons, ships etc.

The game is pretty much a kill fest and no thinking.

The graphics are good, sound is good but play wise not so good.

If the game was more than \$9.99 I would have asked for a refund, sorry :( First let me point out, yes i am clicking NO on recommending, but if there was an indifferent option i would choose that. But since i don't, No is more valid than yes.

Reasons in point form, explanation after.

The Pro's:

- Little to no bugs.
- Solid building system.
- Decent physics.
- World is HUGE! (also a con, reason given below.)

The Con's:

- World is HUGE! (also a pro, reason given below.)
- easy to dig up terrain, is required in many aspects, cannot replace or flatten or smooth or slope terrain for driving use what so ever)
- single digit amount of total AI creatures, NO humanoid interactable AI what so ever.
- AI for combat is almost non-existent.
- Tool to fight is same tool as digging V breaking V repairing blocks, making you trash the terrain when trying to target. (actual gun avail very late game)
- Driving over enemies kills them almost instantly, vehicles take 0 damage.
- Needed resources all over the HUGE! world, but end game vehicle speed at best setup 72V/kph my world dia approx 60km took me hours just to fly around it in a straight line above all trees.
- Many parts of the terrain are above 170m world height, which is the ceiling on flying vehicle limit, making you have to fly around binomes, or leave your plane and walk.
- teleport system to help with this issue, takes 4 very expensive mats to power per portal location, only lasts for 30 mins, unless you turn it off, but you cannot turn off a teleporter you just came from.
- When opening map, it has a random rotation on how it is displayed, making you think you are going west, if you were going east when you looked at map 2 seconds ago.
- story is bland and voice acting is little, what voice you have seems like it was just recorded from avg joe.
- winch to pull vehicles yanks with the strength of thor, hulk, and superman combined, making it not function as a unstuck vehicle tool)

Summary:

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If you want a game that all you intend to do is build structures and contraptions that do neat and creative functions then this would be fun for you.

But if you also want to enjoy the exploration and survival, then don't bother, survival is basically ONLY a hunger and thirst system, weather seems to cut through shelters and vehicle cockpits more than enough to kill you unless using the best end game armor, making you need the prop that takes lots of power to act like a temp buffer zone, which then makes you perfect comfort when near no matter what.

Digging up terrain to find resources is fun, but gets boring fast, you often have to try to dig out your flipped or stuck vehicles, but it removes such large chunks, and not smoothly, making it so even the huge 6 foot dia tire types have a hard time driving up a slope you tried to make really smooth.

World is HUGE! this is good and bad, good for many players building bases, but bad for single player, as moving around takes forever even with fastest setup possible speed, as exploring this world is dull as when in a biome its all basically the same look anywhere in that region, any POI you find after the 1st cluster are just copy and paste ones, after finding maybe 30 of them, the rest are just duds that have no reason but to go there for the sake of going there.

Repairing one of the final objects in the story, took me over 5-10 mins of just standing there holding the mouse button watching its 200,000 HP go from 0 to full, and this was with the most powerful repair tool in the game.

so, if you want a building simulator, its a good buy, anything else move on.

the story feels like they just rushed it with repetitive content and little to bad voice acting just to get it out of EA.

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