
TAVERN GUARDIANS: BANQUET Download 5kapks



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About This Game



Welcome to an all new RPG experience which perfectly blends the excitement of match three games with the strategic demands of Turn Based Tactics! No longer will you match tiles just to watch avatars attack enemies above the board. In Tavern Guardians: Banquet, countless waves of enemies, each with their own skills and specialties, advance from the top of the board. You take on the role of a Guardian, charged with defending various taverns. Watch each enemies' movements and actions, and then use magical skills and items to claim victory against evil!

Features

60+ Unique Enemies

We've prepared more than 60 unique enemies, each with their own behavior, movements, and skills. Enemies include both normal and elite minions, the latter of which will prove to be a challenge to defeat! With a variety of unexpected combinations of enemies and our unique combat system, Tavern Guardians: Banquet is sure to give you an exciting and refreshing experience on the battlefield!

10+ Epic Boss Fights

What's a battle without a terrifying boss to face off against? Each boss' size, abilities, and behavior vary drastically from normal minions and other bosses. You might want to think twice if you believe that bosses will be taken down easily! In order to defeat each boss, you must analyze their behavior and avoid attacks from other enemies. Every single one of your decisions matters. Of course, a little luck never hurts!

Choose Your Own Combat Style

With 3 unique Guardians, each with their own looks and skills, and more than 40 active items and pieces of gear, it's up to you to find your own favorite fighting style to vanquish enemies in Tavern Guardians: Banquet! (New Guardians are under development!)

Story Mode

In story mode, you take up the role of a Guardian in the great land of Dionia. In your adventures, you've come upon a Tavern Master, who, after telling you his emotional story about his dreams of opening taverns all across Dionia, has convinced you to help him protect his taverns. Different difficulties of stages will grant different rewards, while players who choose to take on Survival Mode will get a leg up with extra Coins!

Survival Mode (in development)

If you fancy yourself a master of match three RPGs or any other strategy game, this is the place to challenge yourself! You'll face completely randomized combinations of enemies, and a randomized availability of gear in the shop! Survival Mode is sure to surprise you.

If you're still not sure whether or not Tavern Guardians: Banquet is for you, check out our free demo!

Title: TAVERN GUARDIANS: BANQUET
Genre: Casual, Indie, RPG, Strategy
Developer:
WOMBO COMBO GAMES INC.
Publisher:
WOMBO COMBO GAMES INC., Mindpress
Release Date: 29 Nov, 2018

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English,Simplified Chinese,Japanese



DECK BUILDER

Save 1 2 3 4 5 Load

Deck

Tomomo (Casual) HP 4

Origin 100% Orange Juice



Art: Hono


UNIT (PLAYER)

ATK	DEF	END	REC
-1	±0	+1	6

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Tomomo (Sweet Eater) HP 6

Origin 100% Orange Juice



Art: Hono

UNIT (PLAYER)

When KO'd, discard your hand and turn back to Tomomo (Casual).

ATK	DEF	END	REC
+3	±0	±0	6

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CARDS

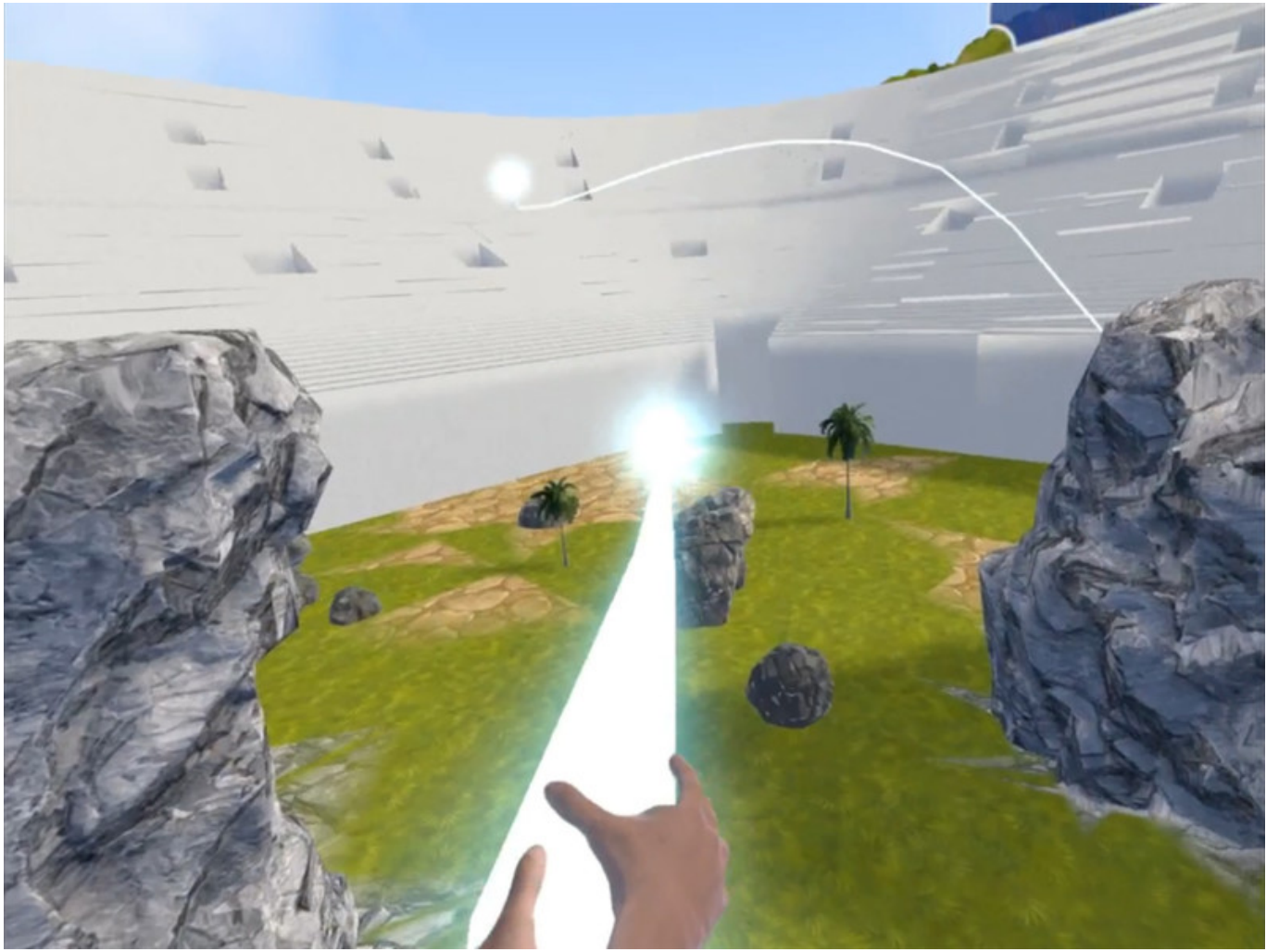


Change Character

Change Cosmetics

1 2 3 4 5 6 7

Select a char



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Boombeach clone rip life 0/10

The uninstall button works fine:DDDDD. bad, death game. An really fun game i must say it gives me a mixed feeling of Age of empires and banished :D There are some bugs sutch as the trainstation being hard to place, I think it should be snap able or something to make it alot easier, and a bug with the vilagers going around in cirkels etc. But with some inproving this game would be one of the best games i ever played! thanks for making this awesome game that i have been waiting for since april xD. Xing is an incredibly relaxing game that encourages exploration while solving the reasonably light puzzles it offers. Only one or two puzzles I have encountered so far (currently on the fourth level, ~80% completion) have required a good amount of dedication to work out the solution, so if you are wanting a hardcore puzzle experience from the game, you will likely be disappointed. The levels are fairly guided, with a few having branching paths, but the sights that you'll soak in on any given area are gorgeous. I run my game on the High settings, it runs fantastically and looks amazing -- I envy anyone playing the game with a VR set and a capable machine.

Overall, the game has been very enjoyable up to this point and I'm looking forward to completing it!. good game, you can swim now

A lot of elements are full of bugs (can't be solved or be clicked), and some puzzles are just crap. (especially block rooms and red room) Enjoyed the first game of series but this one sucks.. This made my day, week, month.

Lets face it, this is the highlight of my year.. The free demo only lets you play PvP. I tried to join a game. "Players online: 2. Players searching: 1." I might have bought it for the single player campaign and co-op, but not without trying it first. Too bad it won't let me.. Cousin Okri thought Bardin's sweaty grey shirt was a bit umgak so he sent him some fashionable and practical armour. I played this on the Xbox 360 when it first came out on January 30 2007 its an enjoyable game BUT there is no controller support so flying around in a plane using a mouse can be tricky.

Its a fun game I recommend it.. I enjoyed this one despite the achievements not working. The graphics were nice. The story was decent. I liked that it had more puzzles and less hidden objects screens than the first game of the series. I also liked that there was bonus content available. I would not pay full price but would recommend if on sale..

<http://store.steampowered.com/app/361700/>

If you're a fan of the Mortal Kombat franchise this should be considered Canon.
Absolute required viewing for any serious MK devotee. Call it the most awesome homework assignment ever given. Rated R, (18+) Mature Audiences.

Pro's:

- 1.) It's Free.
- 2.) MK live-action movie/videos. (I love Mortal Kombat: Conquest the series too, I love live-action MK.)
- 3.) A lot more language, brutal fight violence than MK:Conquest. (That was rated PG, this is Rated R)
- 4.) A very "Realistic" view of the MK Universe. "Based in Reality as opposed to Fantasy" ~ Fxcking Brutal! Hardcore.

This could go PRO or CON:

5) Interestingly enough... the episodes are mini short-stories. That took a moment for me to "grasp/get over." They go quick, maybe too quick, only about 10 minutes on average. However, they are a QUALITY ten minutes. If you only get 10 min to tell a quick story about a MK character, then: "Here it Is." ~ xD~ One for Sonya, one for Johnny Cage, one for Raiden, etc. All individual episodes completely independent of each other. It's not a linear story line like MK:Conquest. *Granted: I have not finished the entire series and it may have a few plot twists and turns. Hopefully the story will evolve (Legacy II, III) into incorporating everyone at some point near the conclusion of the series. However, at this point, judging by the way it's configured in the video list and the way it's been presented so far, each episode is completely independent. I.o.w. You can watch episode 4 before episode 1 and it makes no difference story-line wise.

Cons:

- 1.) Length of the Episodes. (Could be a Pro, but I wanted more content. It's Cool. Glad I got what I got.)
- 2.) Lack of a linear storyline. (See above.)
- 3.) Tech: It can get glitchy sometimes, random FPS drop even with plenty of buffer. (That's Adobe/Steam... VRAM issue. Totally not any fault of the video itself. Just digital requirements. ~ Close, end processes, start over. is what it is.)

Conclusion:

I Love it. Everyone can say something else is "a lot better", but to me that's not the point of a review. Do you like it? It's not a comparison/competition to other media. It is its own separate entity.

So: "What Did ya Think?"

I thought it was Fxcking Awesome. Truths and Bias: I am an old school MK disciple from the days of standing not high enough at the cabinet watching the block ninja pull out spines in front of a full 7-11 crowd. ~ "The Good ol' Days." xD~

With that said: (Non-bias)

The Lord Raiden episode alone is Award worthy. The writing was insane. "That's Real! That's Happened Before!" xD~ It's Absolutely incredible. Brutal... but incredible. I wasn't a huge fan of the Jeri Ryan sequence, thought that could have been written a whole lot better. Can't wait to see what they do with that angle. I thought Johnny Cage was PERFECT! As Always... they always do a good Johnny Cage. =) ~ Mileena / Katana... i've seen over 3 hours of that. That's just insane. I mean... that's what Happened. Damn, Everything... Love it or hate it. It's just perfect. Scorpion / Sub Zero is ... Cult. That's gonna go down in history as the best ever. I thought everyone/everything was perfect. Even parts I was critical on, (Sonya/Kano) ~ That's EXACTLY What happened if you know the story. They hit the nail on the head. *Ohhh that's brutal. I know!!! ~ Lobotomy style. Horrifically brutal. Mortal Kombat... For REAL. How else could it be? =) Props to everyone involved. The quality level of production is absolutely top-notch, A+: "It looks and feels the business!" xD~ It's Scary Perfect. ~

That's EXACTLY how it "Happened" if you know the story. ~ For "REAL" xD~

"People hate on it too"

(RuKidding? Nope. Baaaad.)

That's CRAAAAZY!!!!

They're out their mind. Good Job! GREAT JOB!!

Shxt...

A "Flawless Victory!"

xD~

"IT HAS BEGUN!" - Shang Tsung. A nice (but short) rhythm game. The balancing is surprisingly good for such a... *value title*. Starts out easy, then there's a little spike, and then you overcome it with experience. I've seen worse.

Something disappointing seems to have happened with the Workshop feature. There are only the 5 "official" alternative characters provided by the devs at launch to choose from and that's it. I guess they were getting into legal trouble with the content users were submitting and decided it's not worth the hassle. Which is a bummer, but somewhat understandable.

There are some issues, like the tutorial screens always appearing at certain times, which gets annoying when replaying early levels for top scores. The aiming camera is at an awkward angle and takes some getting used to. But overall, the game feels adequately polished and plays smooth and fun. A worthy successor to [There's Poop In My Soup](#). I can see KBros Games making a franchise out of poop. I'd buy keep buying that for a dollar.. El single player genial pero en multi deja mucho que desear. I keep nodding off while playing this game.

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