
Aztaka Crack Only



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About This Game

Inspired by Aztec legend, this action/rpg side-scroller will cast you into the middle of a war between the Gods and Mankind. As Huitzilo, heir of the Sun God, skilled in both the arts of combat and magic, only you can save your people from the wrath of the Aztec Gods by reuniting the seven phonograms. Accompanied by your faithful companion Ayopha - trapped in the form of a hummingbird by a magical curse – you will overcome the obstacles in your path through a combination of fighting prowess and spiritual magic.

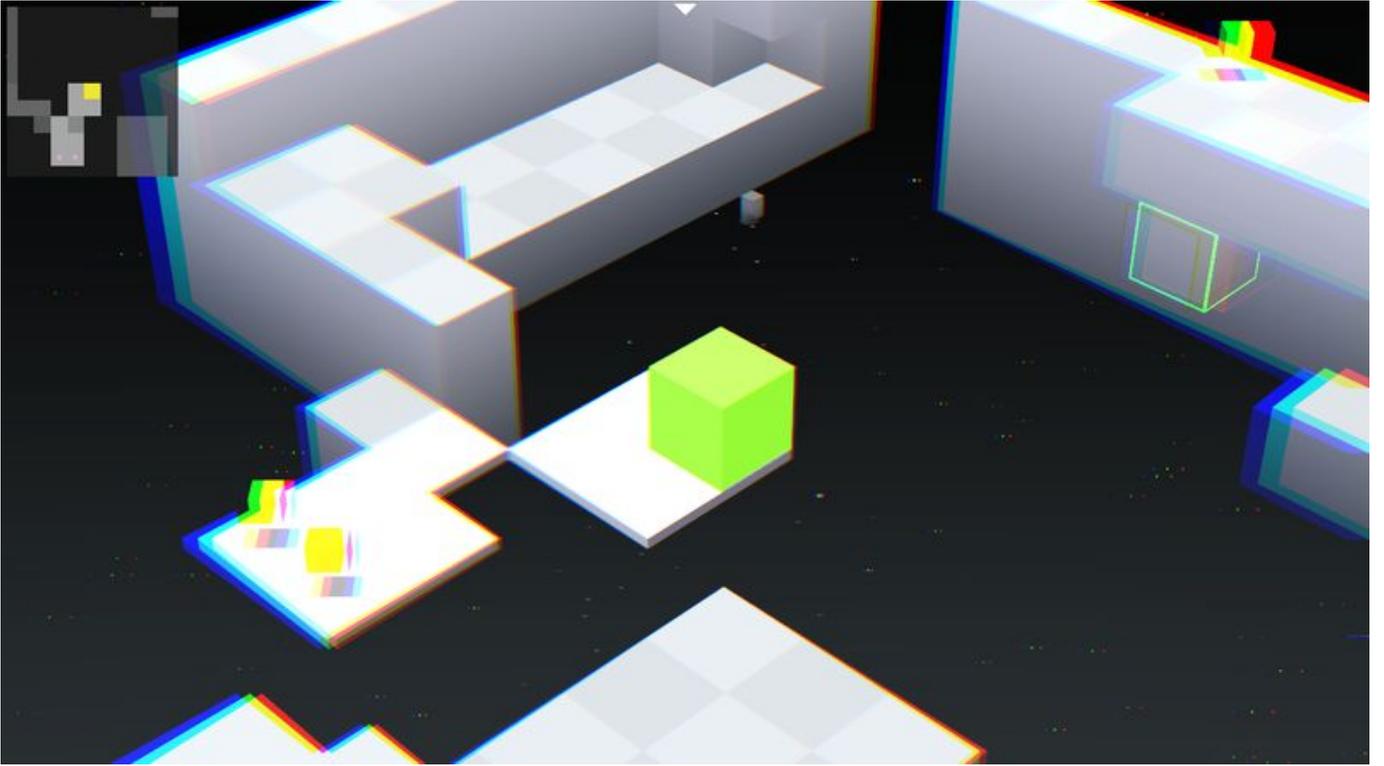
- Plunge into a new and fresh universe
- Manipulate spiritual energy, through an innovative hybrid control scheme to solve mysteries and vanquish foes
- Enhance and customize your character by training skills and abilities, and acquiring ancient artifacts
- Embark on optional side-quests to acquire valuable items and gold
- Visit shops to buy and sell potions, rings, piercings and skills to aid in your travels
- Twenty-one unique and detailed levels with grand, richly-detailed backdrops and fluid character animations

Title: Aztaka
Genre: Action, RPG, Indie
Developer:
Citeremis Inc.
Publisher:
Citeremis Inc.
Release Date: 7 May, 2009

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English,French







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From the screenshots you would expect Aztaka to be platformer with some rpg elements, but it is more a sidescrolling action rpg with some platforming. So I was really surprised when the game didn't support a controller. I really dislike the controls. They are clunky and you need to jump with the W of WASD. The game just isn't fun to play. It's too bad because the game looks great.. Interesting game. Very fluid control and combat. Encountered an error 98% of the way through, too long to restart, but I assume the story wrapped up nicely. Nonetheless enjoyed the journey.. i've only played the first two areas, but already i'm not sure i want to continue.

pretty yet clunky is how i would describe this game. This game is an aneurysm simulator.

Combat is super clunky. The way you jump doesn't feel natural. You stop midair, it's difficult to hit enemies because they keep "slightly" moving away from you. This happens constantly as you progress through the game. The terrain is uneven, yet you are expected to jump at some enemies and crouch when attacking certain other enemies. This normally works in games when the floor and crouching have always the same measurements and ratios. What happens in Aztaka is that when you approach enemies at an angle they can hit you and you can't hit them at all.

In narrow spaces the enemies come at you through the walls... your character keeps bumping into walls, gets stuck for a millisecond, gets hit by enemies etc.

You kill enemies, and they just respawn 10 seconds later. This is fine in the early game but gets troublesome as you explore narrow passages later on.

Aztaka is not a metroidvania. It's more like a 2D sidescroller RPG.

The skills you unlock are wholly unsatisfying; there is nothing unique or interesting about them. Everything about the movement and combat screams "indie" at you. I mean that in the most negative sense.

There's no map. The jungle areas got pretty confusing.

There is no controller support. A platformer without controller support.

Aztaka gets extra points for an interesting setting.

3/10

Terrible, avoid.. Aztaka is a nice sample case for the rapid development and, connected with it, the growing significance of indie games in the last 4-5 years.

It came out in 2009, around the time Braid topped the charts, when indie movement was in its foetal stage and back then I remember thinking it was the hottest thing one could wish for. Nowadays though, one can easily dismiss it as yet another jump'n'slash game with clunky platforming mechanics, dated, unoptimized and unwieldy UI and noticeably poor production values.

So why did I give it positive, rather than negative recommendation?

Well exactly *because* it so precisely embodies so much of the now standard indie characteristics. It depicts original and fairly unique setting - Aztec culture, names, iconography, mythology; interesting and, again, original magic-casting mechanic, (still)

nice visual style; and last but not least, beautiful music.

We can now say Aztaka is somewhat mediocre because there was surge of inovative and selfsufficient games before the Kickstarter boom, before the major industry creatives managed to bring back enthusiasm for scrapped genres, breathe fresh life into them and, not to forget, raise millions of funding for their new/old games.

Is Aztaka great? No.

But does it provide overall fun platforming time? Yes it does! In no way can I claim it's bad. And if you want to enjoy a story in Aztec setting? I think there still isn't any meaningfull other such game out there.

I'd say current price of 7€ (or equivalent) is just a bit too steep, but if you manage to snatch it in some bundle or sale (like I did), *and* you already went through all the other more modern platformers, like Rayman's revived franchise, you won't be sorry.. Would like a sequel.. Side scroller beat em up with some rpg elements. Not very much to do in the game, combat is just clicking the right mouse button, gets boring quickly. Not recommended.. good game :). This game has great gameplay and I like the visual style. It's a platformer where you can find upgrades that increase your moveset. It might drag on a bit at times but for the most part I had a great time playing it.

So why can I not recommend it? Because near the end of the game, you encounter a chasm that's too wide to jump even with all your powers combined. The only way to get past it is to be very lucky, you're basicly dependend on enemies appearing at the exact right moment. Note that this is not a matter of right timing on your part.

Edit: I've been told that you can get past the chasm reliably. But do be prepared for jumping puzzles that may seem impossible at first glance and don't have an intuitive solution.

It's a fun little game that is pretty simple to play but you know what would make it even simpler? USING A CONTROLLER!!!! Everything else aside it's quite a nice little game with a lot of nice gameplay in a setting that hasn't been really done to death (Aztec world/gods). Still some bugs (having items disappear the moment you pick them up is quite annoying) but overall a fun game that doesn't really require a massive learning curve.. Good indie game. It's a platform game with RPG elements. If you like side-scroller games this is a very nice addition to your collection!. A hidden gem! Reminds me of Aquaria - similarly awesome indie platformer.

Heartily recommended.. Don't like that it is played with keyboard and mouse - takes away from the platforming feel. Starts to feel like a point-and-click adventure.. Of the "metrovania" genre, I purchased this cheap on sale but honestly, if I knew how good it was beforehand I would have paid the normal price, this game is a rare one in that I -enjoy- visiting old areas to explore more... normally too impatient for that in a lot of cases, this is the first time one in this genre has made me wish to do this since super metroid. It's not AS good of course,.

But you can feel the immense amount of effort put into this, the polish is brilliant.

4/5. Unforgettable theme and hand-drawn design.

My first indie metroidvania, back in 2009.

Still one of my favourites after a second time through it.

Memorable sound design and soundtrack. A spell casting delight.

There's a trick to the CQC combat you better learn early on, else you perish.

Grind and overcome.

Beware, the vendor has a quick finger.. To be honest, I bought this for 8 cents, and I have barely played it (almost all of the 5.7 hours played have been idle). For 8 cents, that was the greatest idle I could ask for. 10/10 IGN.

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