

Worlds Of Chaos: Invasion Download For Mobile



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About This Game

Worlds of Chaos: Invasion is a single player, party based open-world tactical RPG with a strong emphasis on exploration, tactical real-time-with-pause combats and party creation. It has a deep, fun and intense combat system that will challenge you to your limits, and will make clever decisions count.

You build a party of 5 characters that are exactly what you want : no classes or choice restrictions. Creating good and balanced characters with the right combinations of stats, skills, equipments, items and magic abilities, is what matters the most. In this game, a huge importance has been put on making every choice equal in power. What is important for a good party is not choosing the best skills, but an efficient combination of choices that work well together. And that is completely up to you, the player, to figure out. Your combinations will be unique to your style and choices.

Battles are fast-paced, and you will need to take a lot of decisions, each of which will help you overcome the difficult foes that you encounter. Choosing which abilities to use, when and how to use them, choosing the right positioning of your warriors and the right targets for each of them, knowing which equipments and consumables to use and when, are what will bring you victory.

Key Features :

- Single player tactical RPG where you control a party of 5 characters that you create with no class restriction, they are how you decide, completely.

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- Very intense real-time-with-pause tactical gameplay that keeps you on your toes.
 - Deep combat system that rewards clever party organization and statistical skill outside of combat, and smart tactical thinking inside combat.
 - Injuries system that weakens enemies (and party characters) that have been hit, so focusing attacks on one enemy is unnecessary and often a bad idea. Injuring many enemies to make them weaker by taking opportunities in combat and using each of your characters at their best is way better.
 - Each situation, each combat demands different strategies. There are no tactics that will work every time, adaptability is crucial. Check combat video to see this in action.
 - No dead time in this game unlike most rpgs : corpses are auto-looted, you can fast-travel to explored places at any time, time consuming parts are taken off this game to keep the most interesting ones : exploration, combats, fast loots, fast shopping, fast and simple party management.
 - (Early access) The game now has 21 hours of contents and can now be played from the start to the end. It will still be improved but at least you have a complete game.

Title: Worlds of Chaos: Invasion
Genre: Action, Indie, RPG, Strategy, Early Access
Developer:
Tactichaos
Publisher:
Tactichaos
Release Date: 10 Feb, 2016

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English







worlds of chaos invasion

I bought this game because it looks really fun. I like the idea of the open world fighting, But the combat system is a little to slow even in the fast game mode. It seems like they dont attack when you click on them takes anywhere from 10 seconds to 15 after you chose witch guy to go fight what monster. Other than that its been pretty fun. Not worth the price they ask should be a \$5-\$10 game MAX. Good luck on develment ill be checking it out again soon. This is an early access review written on 02V16V2016.

This is a fun, but currently short, combat-heavy RPG. There are no dialogs, quest givers or even much of a story at this point (something about destroying some corruption.)

Your job is to explore with your party of five and kill camps full of evildoers. Along the way you'll find caves and buildings that when entered, will give you a quest that you complete within it.

Character building and combat is defintely the focus. The leveling system has a ton of options, skills and spells. There are no set classes; any character can have any skill and wear any armor, but there are penalties such as heavier armor makes energy regen slower.

The comabt is real-time with no ability to pause. There is a "tactical" mode that is too slow for my tastes, and an arcade mode that is faster. I played in arcade mode with the combat speed set to 140%.

The loot at this point is limited to weapons and suits of armor, along with hpVenergy potions and a resurrection item.

I completed the game in about 7 hours. Again, this is the initial early access release in February, 2016. It will certainly get more content, but I felt it was worth the \$10 price already if you like to explore and kill stuff. If you are looking for an engaging story and colorful character dialogs, this may not be for you (right now.)

. It's all right.. It's all right.. This is a neat little game.

Gameplay Notes:

- Plays more like Baldur's Gate, not Diablo. Hit spacebar to pause and issue orders. You can issue individual orders or control the whole party at once.
- All melee, creatures and players alike, will automatically backstab if behind the enemy. Even knights with maces. So melee tactics involve getting behind enemies while not letting them get behind you. In a perfect scenario, the creature is facing and attacking one melee while all other melees are standing behind it and backstabbing like crazy.
- Big-damage hits will add an "injury" to the victim which lowers all stats. Injuries and corresponding stat lowerings can stack multiple times. So it's often beneficial to attack multiple enemies at once, rendering them all very weak, as opposed to focus-firing and taking them down one-by-one.
- The game is not impossible, but it's not easy either. I put it on the easiest setting and still suffered a few deaths (but no TPWs!). A typical example: Travelling along, you encounter a large group of enemies. Run away to clear aggro & regroup, then creep up slowly with one character to "pull" a few at a time back to the group.

Pros:

- Good depth in character stats & development.
- Nice world & environment.
- Excellent sounds & combat music. Birds chirping and the occasional woodpecker are very immersive.

Cons/Suggestions:

- I'd like to see health bars over the characters in the game world. The party window is fine, but I have to look away from the action to monitor health.
- I'd like some indication that a character is actively attacking or doing something, and preferably which enemy is the target. In-between melee attacks or before spells go off it can look like they're just standing there without a job to do.
- I'd like to be able to set custom party formations and right-click + drag to specify their arrival orientation (ala Baldur's Gate).
- The main map doesn't have any labels or tooltips on the travel portals. I'd like to know ahead of time where the portal is taking me, especially since it costs a travel orb.
- Some guy wants me to liberate his farm from goblins. I think he mentioned where to go when I first took the quest, but now I can't remember and the quest window doesn't say. I think quest dialogs should show all the previous conversations.. This is a neat little game.

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5V30V19 Developer continues to update the game. He now made the tutorial optional and since I already know how to play I don't have to redo this every time I start a new game. the polish and refinements have shown through time and the game just keeps getting better. I really love it.

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Island Maze **Island Maze 1.1 update released:**

A small update for Island Maze is now available:

- Added Undo (now you can undo any number of moves)
- Redesigned levels 15, 19, 24, 26 and 27

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