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## Citadel Of Chaos (Fighting Fantasy Classics) Free Download Install



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### About This Content

*Deep inside the Citadel of Chaos, the dread sorcerer Balthus Dire is plotting. Summoned by a desperate plea for help, you are the Vale of Willow's only hope. And you are no ordinary adventurer. As star pupil of the Grand Wizard of Yore and a master sorcerer yourself, you must strike at the very heart of Balthus Dire's nightmare world.*

Relive *Fighting Fantasy* – the beloved text-based, interactive adventures of the 80s and 90s! Push your Skill, Stamina and Luck to the limits as you explore Balthus Dire's terrifying Citadel. This gamebook has been converted to digital format using Tin Man Games' acclaimed Gamebook Adventures engine.

### FEATURES

- Make the gamebooks as easy or hard as you like and even turn on a special 'Free Read' mode to play the book like an old-school cheater!
- Map feature makes it easy to keep track of everywhere you have explored during current and previous playthroughs.
- Unlimited Bookmarks allow you to revisit difficult sections as many times as desired.
- Classic, original artwork from Russ Nicholson, all viewable through a collectable artwork gallery.
- Automated Adventure Sheet that keeps track of your stats, inventory and knowledge gained during your journey.

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- Specially composed, atmospheric soundtrack and effects.

*Citadel of Chaos* is digital gamebook DLC intended for use with *Fighting Fantasy Classics*.

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Title: Citadel of Chaos (Fighting Fantasy Classics)

Genre: Indie, RPG

Developer:

Tin Man Games

Publisher:

Tin Man Games

Franchise:

Fighting Fantasy

Release Date: 5 Jun, 2018

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English

SCORE : 2028075      HI-SCORE : 2028075      FPS : 60  
EASY

MISSILE LEVEL 2  
22 / 60

BOSS

HP	HANDGUN	AS RIFLE	SHOTGUN	GRENADE	ROCKET	MISSILE	LIGHTNING	RAILGUN
TIME 4:51	∞	535	80	29	40	22	12	10





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0.99 Cents with a price tag like that you couldn't say no 100 times.

Most likely should of just came in the game with pre-order.

But in the end its worth it recommend getting it if you plan to play the game untill 100% complete.

Njoy. it's very nice game. i recommend it.. Great wee puzzle platformer with Portal and Metroidvania influences.. This game has nothing : no menu, no option, no explanation, no tutorial ... nothing !

And yet, it's a very good minimalist puzzle game where you have to figure how to bring your circle from one circle to another circle, all the while avoiding other circles ... most of the time :p

There, best game description ever :D Add to that an extremely reactive dev, who fixed achievements not unlocking in less than 30 minutes. Definitely recommended.. Zombies, Zombies, Zombies, Zombies, Zombies.

How could you not want a COD game with every Zombie map from WAW.

Kino, Ascension, Shangri-La, and Moon from Black Ops 1, and Orgins from BO2.

If you are going to buy the game, get the base game and Dlc 5.. Good and fun game! And it's free, so o/. A great idea for a game spoiled too steep a difficulty curve in the campaign. This is great mechanic, not unlike Eurfloria whereby you swarm planets with ships to capture, upgrade and swarm more towards domination. It is great fun for the first 6 or 7 levels, becomes frustrating after 8 or 9 and then descends into "THIS IS IMPOSSIBLE!, time for a new game". Even if you back track the first few levels to get all the upgrades from hard mode, levels 10 upward require a near perfect strategy. A great game, fun for an hour of two but it builds your hope and enjoyment levels up, only to smack you in the face. If you don't mind paying for a couple of hours fun then go ahead, otherwise I can't recommend... go with Eurfloria instead.. Tamie is best girl. It's a strange contraption, like the devs didn't really make up their minds where to stop with the modifications.

The characters and some items look almost like in modern games while others are not very different than original.

There are also many bugs, some of them gamebreaking like impossibility to shoot or change weapon after a cutscene, Rogue refusing to move or shoot without any reason.

Despite these, it's the same Rogue Trooper I know and like.. I'll state the obvious that it's way too expensive, not enough community support, and no Mac version. With that out the way, I really enjoy what's possible given the limitations of the engine. There is a HUGE learning curve but as you figure things out, it's very rewarding. It's great for those looking to make story based games with simple tactical combat. For software that's been around for almost 4 years, a real shame that no Mac OS port has been made. I hope to see this product grow and would recommend for anyone interested in SRPG or RPG game making.

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This is the first game I have bought, others were gifts, on Steam and at first it was confusing and then it became a beautiful puzzle for me to unravel. The game play itself is simplistic, once the simple mechanics of the game are better understood. The interior workings are nothing but repeating formulas for the most part but they hold my interest in unraveling them. The game play as it is meant is actually good as well. Most comments I have read are negative but I am having quite a fun time playing this game.. Gut fun for few hours, much air bukake yes. Yeah, pretty awesome. Felt like I was stuck in an old arcade game... wait a sec, I think that's Disney Copyright... and so it should be :)

Great dodgeplay, and maybe a bit too addictive. Needs a bit of polish...or grit (hint hint), but gameplay makes up for it, by far. A bit hard-core for casual players, but also a nice game to turn noobs into shooter lovers.. If you liked Chapter 1 get this, otherwise don't bother. The RPG features are nothing to write home about, the story is a bit "lost" if you haven't played Chapter 1, only the humor (for Penny Arcade fans) saves this game.. There are only a few songs you can sing and devs are not adding anything new..

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