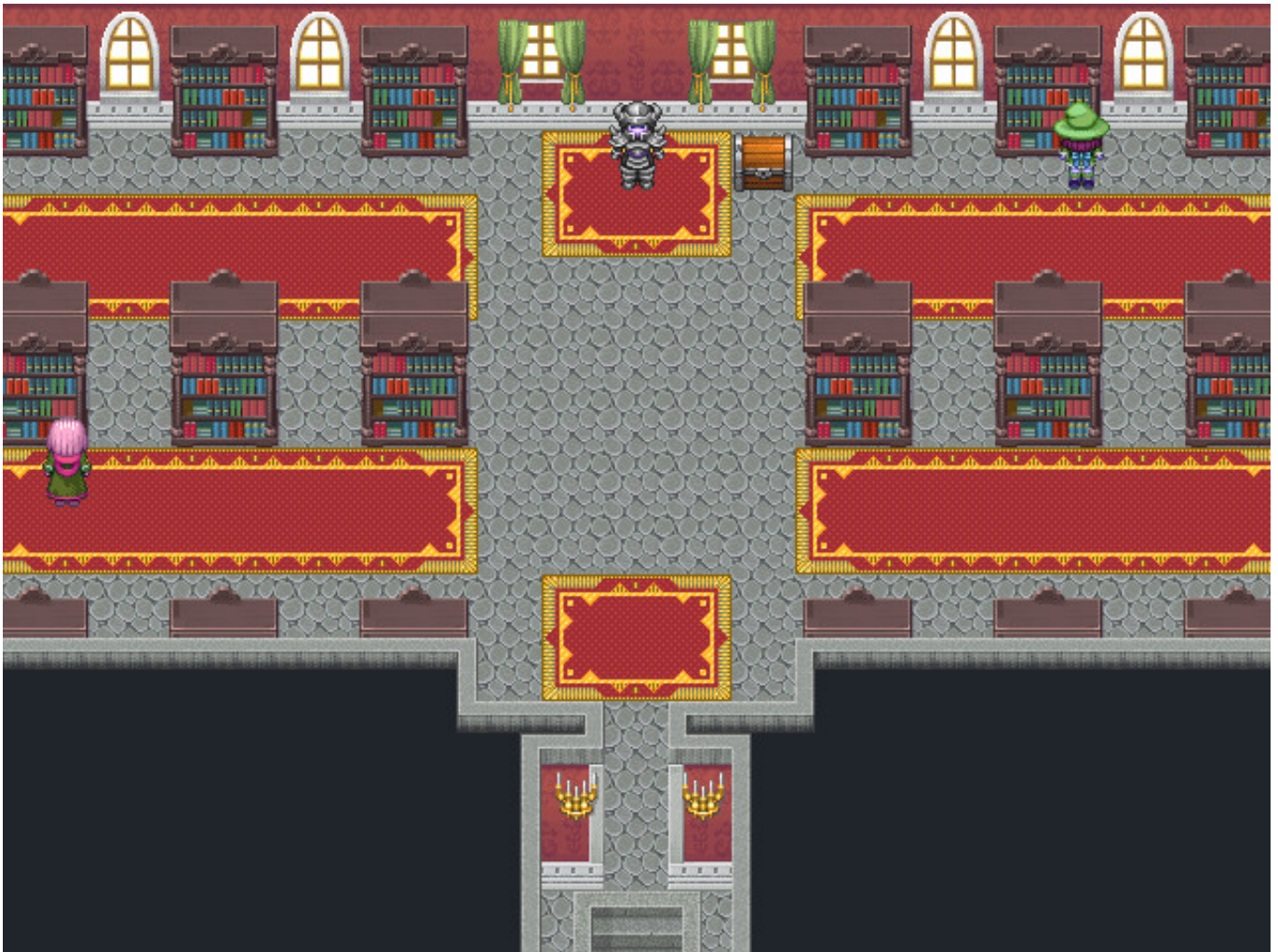


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## About This Game

### Description

Join Chloe and her friends in a journey to stop the evil vampires!  
Chloe finds out there is another race living among the mortals, what will she do now? Play and find it out!  
Adventure yourself in a journey full of action and joy!

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Title: Blood Ties  
Genre: Adventure, Casual, Indie, RPG, Strategy  
Developer:  
Warfare Studios  
Publisher:  
Warfare Studios  
Release Date: 21 Oct, 2016

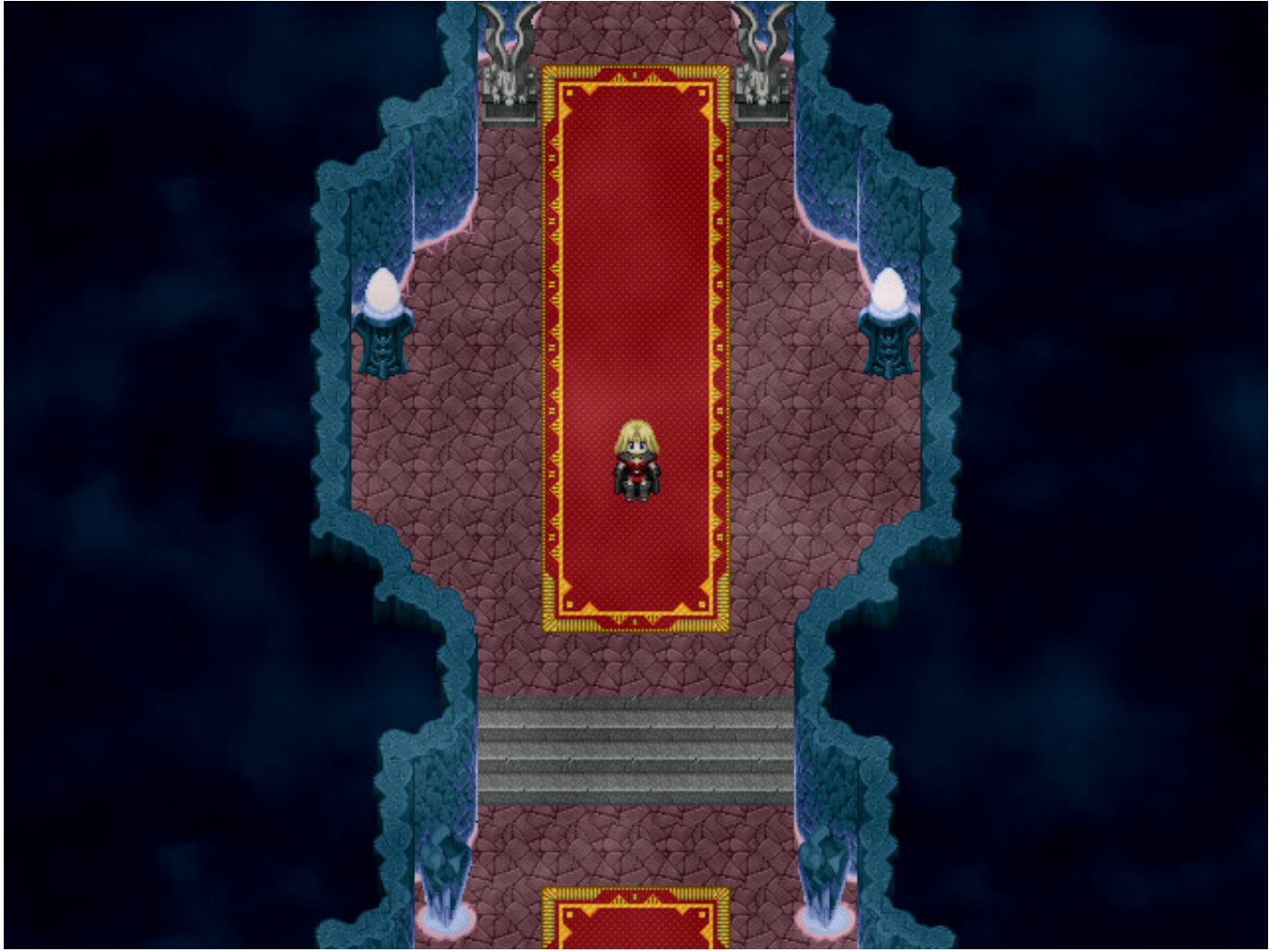
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English











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entire game. Meaning each dungeon whether its a forest, another forest, a cave, a swamp, a mountain pass (that's the exact same tile set as a forest), a castle, or a tower, you feel EXTREMELY railroaded. Making it seem like far less of an rpg than it should

III) The enemies even from starting out usually take 2-3 physical attacks from a character (even your big strong warrior Ven) to kill. And this is a consistent trend throughout the ENTIRE GAME. You will rarely one shot enemies except for Ven, unless you are constantly using your skills, which will be brought up later.

IV) You are very rarely ever given chests with good equipment in them, or opportunities to buy equipment. They all feel too spaced out. To the point it feels rather disjointed power wise.

V) This is the biggie, the game requires you to backtrack through nearly every dungeon in the game. There are a few which you have to backtrack through 2-4 times! This is the primary way this game pads its runtime. Most rpgmaker games allow a 'quickjump' through an area unless that area you are going through a second time has new story progress within it. This game does not do that and could probably be a 2-3 hr tale instead of a 5 hour tale in that case.

VI) There is no sprint button, need I go on?

VII) Chloe who is classified as your rogue, learns primary offensive fire 'spells' making her seem like she should have been a mage or something.

VIII) Lastly Chloe learns a screen nuke move relatively early (like lv 12) called fire storm this move makes all enemy mooks obsolete, one use wipes out pretty much any enemy party if you are lvled properly, or leaves them with a paltry sum of health.

IX) The final boss is a bit of an\u2665\u2665\u2665\u2665\u2665 which completely ruins most of the feel of the game. The screen nuke he has can both poison and silence, do half your health and if he mutes most of your characters especially your healer you are kind of screwed. It's worse that there is no accessory that makes you immune to silence. There is for poison, paralyze, sleep, and one other status, but not silence.

So simply put avoid this game.

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Very interesting game, wonderful story, different characters!. Very confusing maps. Long cutscenes and sequences. Terrible plot.. I love the old JRPGs. Explore the world, grind your party members because the next enemy is just a little bit too strong. And of course find hidden treasure chests. And if the story and/or the characters are interesting....its pure bliss.

Well, that said this game is nothing from the above.

The story could be interesting....I mean vampires saving the world.

At no did i feel a connection to my characters. Even an live changing encounter is told without any emotions.

Sad. But whats about exploring and all the other things?

Forget it! This is the most linear game you could find. Yes, you may see towns or castles on your journey. But you must first finish this or that and than you can enter. And funny every place looks the same (RPGMaker standard?). Every place, even the dungeons. There is nothing hidden. You see a chest..take it. No secrets. In dungeons the only variety is that each dungeon has some crossroads. One leads to the next part, at the end of the other you'll find a chest.

And its getting more boring...the enemies!!! Each dungeon, castle....has 2 sets of enemies. You'll see them as clouds.

And after running into them the fight starts. A very boring fight. Because early on your main character learns an area spell that kills all enemies. And because mana potions (and all the other stuff like weapons) are cheap you don't need to be economical with your mana.

Sorry, but there are better free RPGMaker games around than this one...even for such a low price I can't recommend it.



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