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## Sparkle 2 Torrent Full



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## About This Game

A long time ago five enchanted keys were created. The keys were scattered around the lands, and they still remain undiscovered. Many have come to find them, and so far all have failed. Will you find the keys and unlock the secrets, or will you join the endless ranks of souls forever trapped within these lands?

Sparkle 2 is the long-awaited sequel to the award-winning hit game Sparkle enjoyed by millions of players since 2007. Sparkle 2 is an independent sequel and a spiritual successor to the first installment suitable for both new and existing fans of the series.

## Features

- Experience premium action puzzle gaming
- Admire state of the art special effects
- Explore four game modes: Story, Survival, Challenge, and Cataclysm
- Discover over 90 unique levels throughout the story
- Supercharge your Slinger with over 200 combinations of 16 different Enchantments
- Find exciting locations and delve deep into the mystery

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- Immerse yourself in a story narrated with professional voice overs
  - Enjoy the soundtrack by the award-winning composer Jonathan Geer

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Title: Sparkle 2  
Genre: Action, Adventure, Casual, Indie  
Developer:  
10tons Ltd  
Publisher:  
10tons Ltd  
Release Date: 1 Jun, 2015

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English,German,Russian,Simplified Chinese,Traditional Chinese





**STORY**

Templates

Group: (All)

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3.5E ruleset v3.2.2 for Fantasy Grounds  
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CoreRPG ruleset v3.2.2 for Fantasy Grounds  
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**06 THE GODS MUST BE CRAZY**

Scared Sailor • "My son is consumed by bolts!"

Grimmy Farmer • "Rats keep devouring my potatoes!"

Young Child • "My hands won't stop bleeding!"

Desperate woman • "My scabbies!"

Old Man • "Save us!"

Each character needs to suffer their feet or suffer 1d6 non-lethal damage. It takes a round and carry characters may DC 15 Diplomacy or Intimidate. Spells and weapons will do nothing but screaming for help by the Sea Lord's Guard or temples.

However the PCs escape their current plans; the Fog peddlers are shutting wish to do now and where explore a little more of the town.

**05 CURSE AND CONSEQUENCE**

The adventure begins in the Food's Market, the Temple District's open-air bazaar. The market is more crowded than usual; citizens from across the east side are looking to cure, explain, or ward off the plague of curses, and if that means praying to an unknown god or buying holy snake oil, that's what they're willing to do.

Why are the PCs at the Market? Are they clerics, PCs temple, shopping for temple services or simply exploring? They are among those looking for answers. Work out an appropriate scenario for them to explain themselves.

Choose one PC to be the subject of the curse. The most expensive-looking option is the best.

**07 ANY PORT IN A STORM**

The PCs can ask more questions of Neil and Lady Jane, but she and Neil have little more to add. They don't know of the Brine Witch as anything more than a children's rhyme, and while Jane has many enemies, none have this kind of supernatural ability and no one is moving to take advantage of her weakened condition.

If the PCs refuse the initial offer of 150 gp per character, and to act as a base of operation employees when they aren't expressing interest, if they work for the brothel owner at any time to leave; the adventure in this part of town.

Even if they turn their backs on the spread across town. Other options include:

**08 THE STUFF OF NIGHTMARES**

If you want to crank up the tension a little, pick one PC – probably the one that was touched by Gamey Rind, but any of them will do – and drop a nightmare on her that wakes her up in the middle of the night.

The nightmare is a surreal mash-up of disconnected images and sensations. Disembodied arms form from fog to clutch at the dreamer; a ship crewed by damned souls pulls alongside the

CHARACTERS

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TABULAR

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NPCs

ENCOUNTERS

ITEMS

PARCELS

FRATS

CLASSES

SKILLS

RACES

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GM

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Health

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A-1

A-2

A-3

A-4

A-12

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There's just not enough of a game here, even considering the low price. With only one (small) map and one enemy type, you'll be bored very quickly. With a few more maps, a few more enemy types and some adjustments to the weapons it could probably be quite fun - it would even justify a higher price, in my opinion, and in this case that would be much preferred.. So freakin' adorable! A lot of charm in this mini VR game.. I didn't feel the VR was utilized properly to enhance the narrative except maybe in the beginning to help visualize the centrifuges. Everything else was really just stylized "cyber" visuals... something you'd expect in a VR music video maybe, but not in a serious documentary.

I guess I was hoping to be placed in real locations using photogrammetry capture... places like server rooms, or factories full of automation equipment, closeups of PLC hardware, etc.

Documentaries for the most part are meant to show you an interesting point of view... well, the VR should compliment that and enhance that point you view by fully immersing you in it.

Just stick with watching the full documentary as it's visuals are way more engaging than what's presented here.. Blitzkrieg is an interesting DLC for Order of Battle; it follows the German army from the invasion of Poland up to and including the abortive attempt to capture Moscow. The scenarios offer good variety and can be challenging, especially the assault through the Ardennes with the goal of encircling the British and French armies along the coast of Northern France (culminating in Dunkirk). Unlike Sandstorm, which includes hypothetical scenarios, in Blitzkrieg all scenarios are historical. The battles (along with the core force, which can be imported) continue in Panzerkrieg.

The allied AI (present in the second scenario, the assault on Warsaw) can cause problems, as it has a very odd way of prioritizing targets and seems unable to coordinate its efforts with those of the player-controlled units, but thankfully its presence is limited in this one scenario (the allied AI controlling the Kriegsmarine task force in Norway, is far too strong and its assigned targets too limited to allow it to mess up and cause problems for the player).

The enemy AI again seems intent on destroying any exposed-isolated player unit, which can be used as a "lure" to draw in strong enemy units (if one's willing to risk/sacrifice a cheap or auxiliary unit). Also, for some reason the AI always attacks with its artillery pieces last, instead of first, to soften up the player units before the assault with infantry and tanks.

These issues, however, do not detract too much from the game, the maps are very well designed and the enemy (especially in the last 4 scenarios, as the USSR) has enough units to put up some good resistance. Ardennes can turn into a nightmare for the general who would attack too quickly, while pretty much every scenario offers some interesting and rewarding secondary objective (usually timed), to keep things tense throughout and the player balancing the need for speed with the need to present an organized front.

Overall, thanks to the variety of the missions and the historical development of the campaign, this is an interesting DLC, augmented by the fact that the battle continues in Panzerkrieg, carrying over the units from Blitzkrieg. Recommended . As someone who spent a lot of time in Arcades back in the late 80's and early 90's, I'm a straight up sucker for these type of collections. This is pure nostalgia for those that were there.

. it looks so awesome and cool and like wow!!!. steampunk tower 2 is a very fun game in which we destroy machines and kill people and unlock the totalizm europe

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All the X-Plane 10 (continent here) scenery comes with the game but you have to install it separately.. Pretty awful game. Thanks for the polak achievements though.. it is great. Awesome this game!

- Sounds 10/10.

- Graphics 10/10.. A very interesting idea with a surprisingly good execution. A bit short, but for this price, can't really complain too much.

I would love to see more chapters or a sequel with more depth and longer missions.

If you are into puzzle games you will probably like it but may find it a bit easy. Not sure why it has a "Difficult" tag.. First Playthrough:

I didn't play the boardgame so I can't vouch for how close of an adaptation this is. That being said, I won my first playthrough as continental army/patriots on default difficulty and I enjoyed the game.

Interesting game mechanics - turns are random every round and your turn consists of 3 phases - reinforce -> move -> battle. You draw 3 random cards at the beginning of your turn and play them during one of the three phases depending what the card is. Sometimes the French/Hessians will show up to reinforce you, sometimes you will pull a warship movement enabling you to hit your opponent from any coast, and sometimes you won't get a movement at all. In my opinion this randomness makes you think on your feet and makes the game pretty enjoyable.

I was worried this would be too much like Risk and it really isn't. It's fairly unique.. No control options, no graphics options, pressing esc to get to the menu as usual (to check the ridiculous controls)... actually exits your game and takes you back to the main menu. You then have to reload the last autosave-point. Nah, getting a refund on this one, it's a mess.. I do recommend this game even though most negative reviews are about the multitasking part. It's a pretty good mash-up between a bullet hell and rhythm game. The most difficult part is the fact that you have to dodge bullets while hitting buttons at the right time in the right order which presents a new challenge to might be considering buying this game. It does have some cons, but they are not too bad even though I run this game at 12 fps (I use a potato-powered toaster). Therefore, i do recommend this game, and a 7/10 score.

On the bright side, effort was actually put in to this.. Great little game. Easy to pick up and play. There are 9 worlds with 10 levels, and each level has a time attack and a star that is hard to get. The game starts out easy enough, but after halfway through, it gets challenging. The end is brutal. Beware if you're trying for 100%. Once I got to around world 6, getting the extra stars got really hard. It's more than just being fast, you have to start avoiding moving obstacles, and it adds a timing element into the speed rush part of it.

Great music. Just one soundtrack, but you don't seem to get tired of it. Definitely worth it for the price.. Subscribe to pewdiepie to help the bro army and stay number 1!



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