
Word Wonders: The Tower Of Babel Activation Code [Patch]



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About This Game

MYSTIFYING WORD ADVENTURE!

Discover the lost art of “speech”

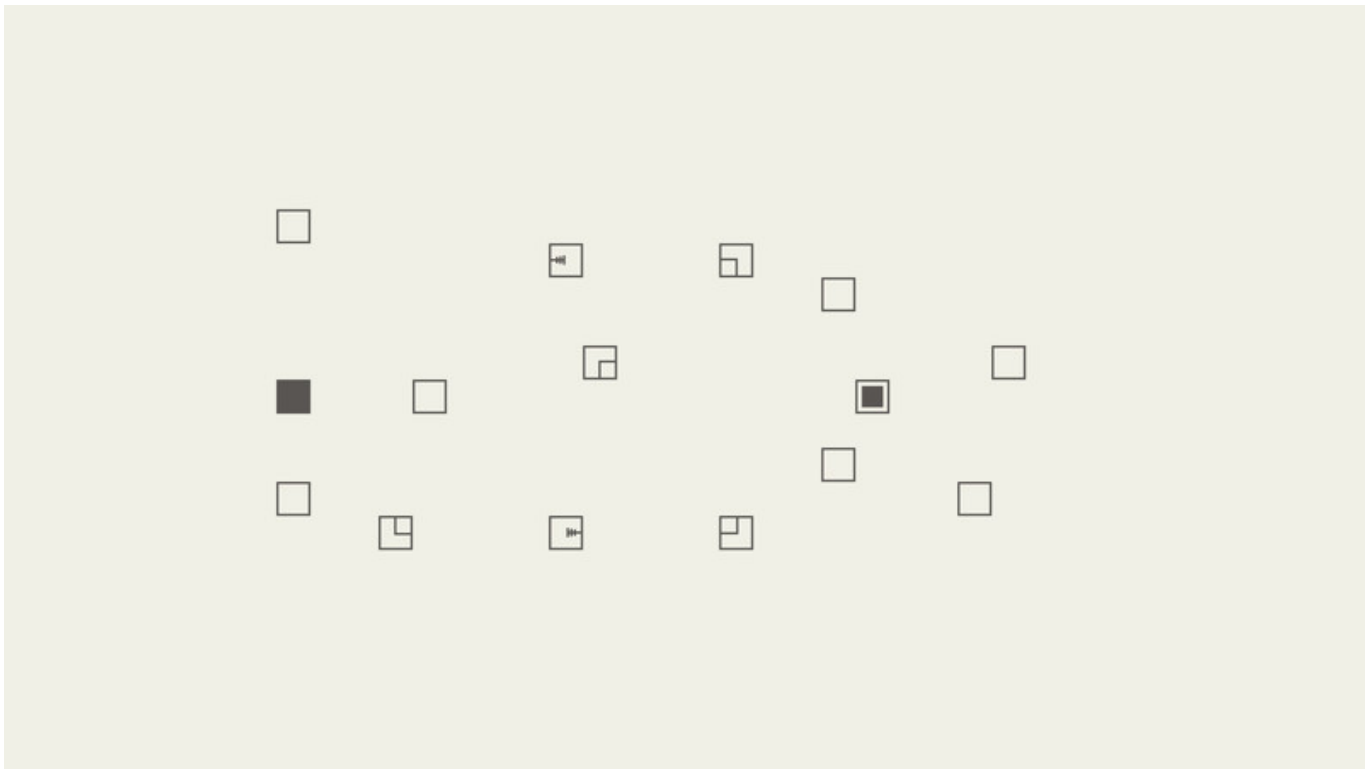
Enter the ruined tower of Babel in search of the long lost art of „speech“. Unravel the many mysteries contained within, create powerful artifacts, battle daunting foes and build up your hero's powers – all through the power of words!

- 50 unique stages with different, challenging enemies and monsters
 - Entertaining story setting from 1001 Arabian nights
 - Magic Boost Board with individual unlock special abilities
- Fun alchemy system: Mix different ingredients and create powerful potions
 - 3 different difficulties each with its own, unique special rules

Title: Word Wonders: The Tower of Babel
Genre: Casual
Developer:
Chimera Entertainment
Publisher:
GAMES in FLAMES
Release Date: 8 May, 2015

a09c17d780

English





ENEMY MORALE

TURN ORDER

Zombie A

HP ??
SP ??

Zombie B

HP ??
SP ??

Zombie C

HP ??
SP ??

Sergeant Thomas

HP 75
SP 09

Private Oswald

HP 45
SP 08

Private Reginald

HP 35
SP 07

Lai Raven

HP 35
SP 06

Zombie C (level 3) - Personality: Angry

Hit Points	??/??	HP Regen	0	Elemental Resistances	
Skill Points	??/??	SP Regen	0		
Defense	02/02	Evasion	0		
Attack	08	Skills: ??? (Acuity Talent Required)			
Speed	05				
Critical Hit	10				

word wonders the tower of babel

A great purchase!

I got this on sale for roughly \$8 USD and I cannot say it wasn't worth it, this is a great budget C172 for VFR flying, this can also do some IFR flying but is best for VFR. Highly Recommended.

Pros & Cons

Pros:

Great virtual cockpit.

Great VC textures.

Great exterior model.

Fully moving parts.

Good exterior textures.

Good selection of liveries.

Model with gear fairings, and without.

Very fun to fly.

Good flight dynamics.

Cons:

No autopilot.

Overall I give this a 9.5/10. Great purchase. Like I said, this is highly recommended.. After run the game , the game stop respon ...

I using window 7 Things that are important to me in strategical/time management games, is clear rules and the possibility to optimize how I play by being not too hectic and giving clear feedback. This game has none of that.

The game mechanics are intransparent, convoluted and messy, and the difficulty is all over the place. In a lazy effort to mitigate that, they simply made the achievements so easy that everyone can 100% the game before they even see the last few levels.

The intransparent, convoluted and messy mechanics start with the handling of resources between levels, they are used to purchase upgrades, the persistence of these upgrades when you replay levels, and the persistence of powerup potions are all not really clear and not displayed anywhere on the world screen. It's not explained anywhere and I don't know how it works, I just know it's not intuitive.

When you think you need more resources (money, upgrads and powerup potions) for a difficult level, and therefore replay earlier levels and purchase powerups there to improve your score there and earn resources, you end up poorer instead of richer, and you make the later levels even more difficult.

The game itself is very hectic, even twitchy, and in the more complex situations you wish that you would be able to cancel orders that are already queued up, because the game doesn't stop you from queueing orders that are obvious misclicks. Clicking a second time on a queued order (like in the 12 Labours of Hercules games) would be a really simple way to cancel it, but they didn't think of that.. EDIT2: Seems like they fixed their♥♥♥♥♥♥ Will need some more testing to confirm it. Right now it's smooth as a plate.

EDIT: Was unplayable!

With the described lack of optimization the game freezes every 3 seconds.

Literally unplayable. Fix your♥♥♥♥♥♥ Milestone!

And ffs make the "fan sound"slider go all the way down to 0%, not 40%! That noise is a f***** disgrace!

A lot better than the revies might make you think.

As a die hard sim racer, I often wander into the lands of two wheels.
And whilst IOM TT and RIDE 2 are solid games, there is no real alternative for proper on track racing.
Granted: It's not a sim and to have e-"sports" with this crap is frankly outrageous. But eh, so does F1.

The game is very enjoyable, from very easy to very hard, simmy to arcadey.
You really need to learn the tracks, the bike, the lines, work on setup, it is 'proper'.
But for crying out loud is it badly optimized:

- Uses 100% GPU,
- tons of freezes and lagspikes,
- AI is rubbish (no variety, on rails, typical crap)
- No own team possible, which was one of the most enjoyable things in former games, pleeeeeease bring it back!
- Gets a bit stale after a while

But:

- better than all games before, by a mile
- gorgeous and vastly more real-looking. You actually see the tracks, feel like youre there
- if the lags and AI are updated and fixed/tweaked this game really has potential
- controls are very nice, very easy to set up (Just use BigPicture ffs)

Right now, at avg. 21€ its a very good game.

In the future it might become a great one.

Please Milestone, don't let us down. F*** MotoGP19, first finish MotoGP18.

Oh, and some realistic fairings might be nice.. But eh maybe mods will fix that stuff.

Thank you for reading and enjoy the game.. WTF. Thought it would be fun. Die nearly every time so cannot progress. I'd have better luck rolling dice.

I recommend this game!
Read below to find out more! :D

Fun and much better looking than before.. mods are fun, general gameplay is fun and provides hours of entertainment.

Freedrive (with or without missions) is a lot of fun, and is where this game shines the best!
Do whatever the heck you want and have a blast doing it in whatever car/truck/bus you want! :D
Lots and lots of fun drifting, racing, driving normally and or just test driving your favourite or dream cars...
Mods are more or less pretty good and there are sooo many out there!
Definitely makes this game one of the best driving Sims to date!

BUT!! Missions have a lot of issues that need lots of attention...

The rules are sooo strict...

U Can stop 5m behind a start line, but not very close or on it...

You cant stop to correct a mistake during a "test"... So you stop, go forwards/backwards or just try and do anything to correct the error on your end... **YOU HAVE NO OTHER CHOICE BUT TO FAIL AND OR RESTART!!!**

If you do not satisfy a line of stoping you fail... This leads to a lot of frustrating restarts or failed attempts due to the game not having a 1-1.5m leniency... So you could do the thing correctly, but due to this line u have to go onto or beyond to satisfy the "part of the objective" **YOU WILL FAIL!!!**

4/10 times the game starts a mission with a bug... Meaning from the start something will cause you to fail or have points removed... (This can happen right from the start or at some random point while ur driving)

The game often says Ur driving off course or away from an "objective" if you take a turn a bit too wide for the games liking or mostly it's a bug that doesn't pick up that you are in the right place... This of course leads to point deduction or a failed attempt, so in that regard you can correct yourself or stop or drive in the right placez but the game doesn't recognize it and this yet again leads to point deduction or an instant fail...

Overall the missions are fun and when they do work like they should are challanging and entertaining... Otherwise it's bugged and needs lots of work...

So my verdict:

Definitely worth checking out and getting, yes it needs some work... But the Devs seem to be bringing a lot of updates which have improved the games performance, graphics and missions and rules, this means overtime they will iron these bugs out. :)
So yah, check out the game if your into cars and driving Sims.

Just want to also say to the Devs:

Well done, this game has come so far and I hope you keep up this awesome work! :D I do love this game very much and am excited to see where it goes from here.

. Unfortunately the devs make it impossible to enjoy this experience by combining some strange decisions, thereby missing the mark by a few inches.

Well done:

- Hinting at important facts. Very polished graphics and animations. Theoretically(*) super good VR immersion.

Bafflingly strange:

- (*)80% of the environment's lighting is fading into blackness/dark mist - ergo: fly-screen optic effect in VR headsets present all the time. Strange anti-Immersion tactics. (In VR it's looking darker than here on the screenshots.)

- The only nicely lit scene (representing the 'busy thought machinery' - using warm yellow-orange tones) preventing the fly-screen effect in VR is quickly changed into dark+black again! I was ready to enjoy this sight during its first state, but what was I hoping?! The devs had planned otherwise. Which leads to the next point:

- Color and lighting symbolism has been twisted around weirdly. During the narration you're ought to realize, that you can perceive the world around you more clearly without the dimming nebula of your own thoughts. This should/could be reflected by a peaceful, more clear and relaxing scenery. But nah, they decided to do the opposite. As described in the point before: 'Being hindered by your own thoughts' is being represented by a warmly, yellow-orange lit machinery - but then the 'freedom of thinking', aka 'coming to your senses' aka 'seeing everything clearly' is rather symbolized .. how? The warm lights are being switched off and now you're staring into almost darkness. Voilà. Also at this point the narration goes on for (felt) 100 minutes, talking about 'seeing clearly, seeing unhinged, free' etc - while you're forced to look at an almost spooky, dark environment.

This comes over as mind blowingly strange.

- The fundamental message is good ("You're not your mind!", "Only the present moment really exists.") - but then it is narrated at an unnecessary speedy pace, almost without pauses. You can't dwell on any of it. You can't let revelations sink in. It's being hammered into your ears, nothing soothing about it. Constantly new lines with new revelations, new twists, blahblahblahblahblahblah etc. forever. It's super counter-productive: the well meant insights ('letting go of your thoughts is important' etc.) are here ought to be understood by having to comprehend and carefully listen to 108957 lines of text during a very small window of time. Flabbergasting.

- The music sounds well made and not cheap - but it is 98% counter-intentionally emotionally loaded and fast paced - everything else but calming the mind. In combination with the non-stop narration this becomes rather a burden to those looking for relaxation. A constant rather high pressure on the eardrums.

...

The conveyed message is generally good and important for those who'll hear it for the first time in their lives. But the way it's implemented seems to be (ironically) not thought through very well.

An option to go on the ride after the first time - now without the narration and music is also a sadly left out opportunity.. great time waster. This game deserves to be hyped! I'm really not exaggerating when I say - and I said it before when I was playing Radium - that this game is more than a worthy 'replacement' for Super Meat Boy! I went for 3 points (A+ in SMB ;) on all levels and can say that the overall difficulty level is at least close to the same as in Super Meat Boy. Patience & carefulness is needed a lot of the time, but the tractor beams are capable of accelerating the ball very quickly, so be extra careful and focused and use your tapping skills; spikes & saws are all at the place! I think that the Pareto principle maybe goes up here (nice progression in difficulty): the 20% hardest levels = 80% of the amount of deaths and vice versa.

What also made this game more challenging than the predecessor Radium, is the fact that many levels are lengthy and require repetition.

Repetition or not, the game never bored me, not even 1 level did. If you feel, while you're at it, this game might get repetitive, play more! To me it looks, but more, feels like Super Meat Boy, but it's still very original and nicely inspired and I sensed the passion; most of the levels are unique, well-designed and nice to look at. The difficulty level is what I'm looking for, as it takes care you're really being tested; how are your nerves today? How's your breathing? How well can you concentrate? How patient are you? Can you stand the pressure? No kidding when I say, applicants should play this game, so that companies can determine at least some weaknesses and strengths, be it the moment though.

Anyway, a game should be rewarding, and this one definitely is! Adding to that, some nice leaderboards (TBF) in which the one and only developer jaeckl is ranked as well, I can only recommend this game, that has a nice soundtrack to it!

9.5/10 Would like to see how many times Radium Boy died ;-). If you like campy, pulpy fiction and shooters with a little bit of puzzle solving thrown in, you should enjoy the game.. The story is potentially interesting, but the game is too short, the enigmas too easy and the click zone way too wide. I kept going back in the previous zone, when I just meant to click on something a bit south of the page.. Let's talk about this for what it is, a Broforce ripoff. Since that is just what it is I am just going to compare it to broforce and add in what I think could make this game better.

My first point is that it's too difficult. Yeah yeah I know "shut up baby" I've heard it before. But all jokes aside I bought this game for some mindless fun; I saw it and said this reminds me of how good broforce was so I got it with a coupon I got from a Postal 2 badge.

I soon found that you have 1 life and check points are few and far.

It is extremely unforgiving and there are near impossible enemies and even objects that kill you in one hit.

The simple answers to this is either introduce a health system with a number of hearts or put check points more frequently which both broforce did. They do have hats you can put on but they are extremely rare and only protect you from one hit.

The system for guns doesn't work. You can carry two guns but the more guns you do carry the slower you walk and lower you jump. This is extremely annoying as you make large jumps all the time In this game and you have to risk losing them until the end of the game if there is not a weapons crate.

The controls are really weird and dysfunctional. I had to change them and it still made navigating the menu impossible but

without the change the game was inoperanle.

The only things I can commend this game for is it's great soundtrack and nice aesthstetics.

If you want a good game that this should be get broforce or if you don't have 12 quid they did a free game called expendabros which is equally fun.

DON'T BUY THIS GAME.

Thank you.. I know nobody plays this game anymore, but is there a way to sync your progress? Everything I close reopen this game, I have to start over from scratch... I don't think it's supposed to be like that. Thank you!. this is good game if u like titanic but this ship is unsinkable. Very interesting game to play. Online multiplayer option helps to reunite friends throughout the globe. Give it a try.

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