Majula Frontier Torrent Download [hack]

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About This Game

Story

The sky over Majula is turning black, the ground is starting to decay, and monsters are returning to the world, forcing a group of retired heroes to band together once more. Their task: find the source of the decay and the monsters and put a stop to it before their home is destroyed and the ground beneath them rots away to nothing.

Gameplay

Majula Frontier is a challenging fantasy RPG with turn-based combat, town management, character customization, crafting and light dungeon crawling.

For each mission, you take 4 characters (out of the 20 available) into a dungeon and fight monsters. The goal of each mission is usually to kill a certain number of monsters, rescue missing people, or defeat a powerful boss monster.

All skills are divided into different categories depending on their functionality. The last skill a character or monster uses is held in their memory until they use another skill. Skills can gain or lose different bonuses depending on the type of skill held in the target's memory. Some skills might gain a damage boost, or they might apply an extra ailment, or a single target skill might hit all enemies, and more.

For resources, Majula Frontier uses stamina. Stamina starts at 0, and whenever a character uses a skill or is hit by an enemy skill, their stamina increases. As their stamina reaches certain thresholds, their damage decreases, the damage they receive

increases, and their chance of resisting a fatal hit decreases. There are very few ways to recover stamina during a mission, so in order to survive it's critical that you optimize your skill usage.

"Deaths" are punishing. If a character runs out of health, there's a good chance they'll quit the mission and return to town to rest, leaving you to continue on with one less party member.

In addition to missions, the Town of Majula has several areas that need to be rebuilt. Once they've been rebuilt, each area will produce a steady supply of resources that will help you complete missions. Injured, tired and idle characters can be assigned to work at the various areas around town, where they'll earn experience and learn important secondary skills.

Each character has four unique skills that can be leveled up. They also have two empty skill slots. These slots can be filled by finding weapons in dungeons, all of which grant a skill when equipped as well as a random stat bonus, or by crafting weapons using raw materials.

There are 16 main bosses to defeat. A single play through of Majula Frontier lasts 30+ hours.

Title: Majula Frontier
Genre: Indie, RPG, Strategy
Developer:
EF Universe Games LLC
Publisher:
EF Universe Games LLC
Franchise:
Ellen's Friends
Release Date: 19 Sep, 2018

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Minimum:

OS: Windows 7 64-bit (SP1)

Processor: 2.4 GHz AMD/Intel processor or higher
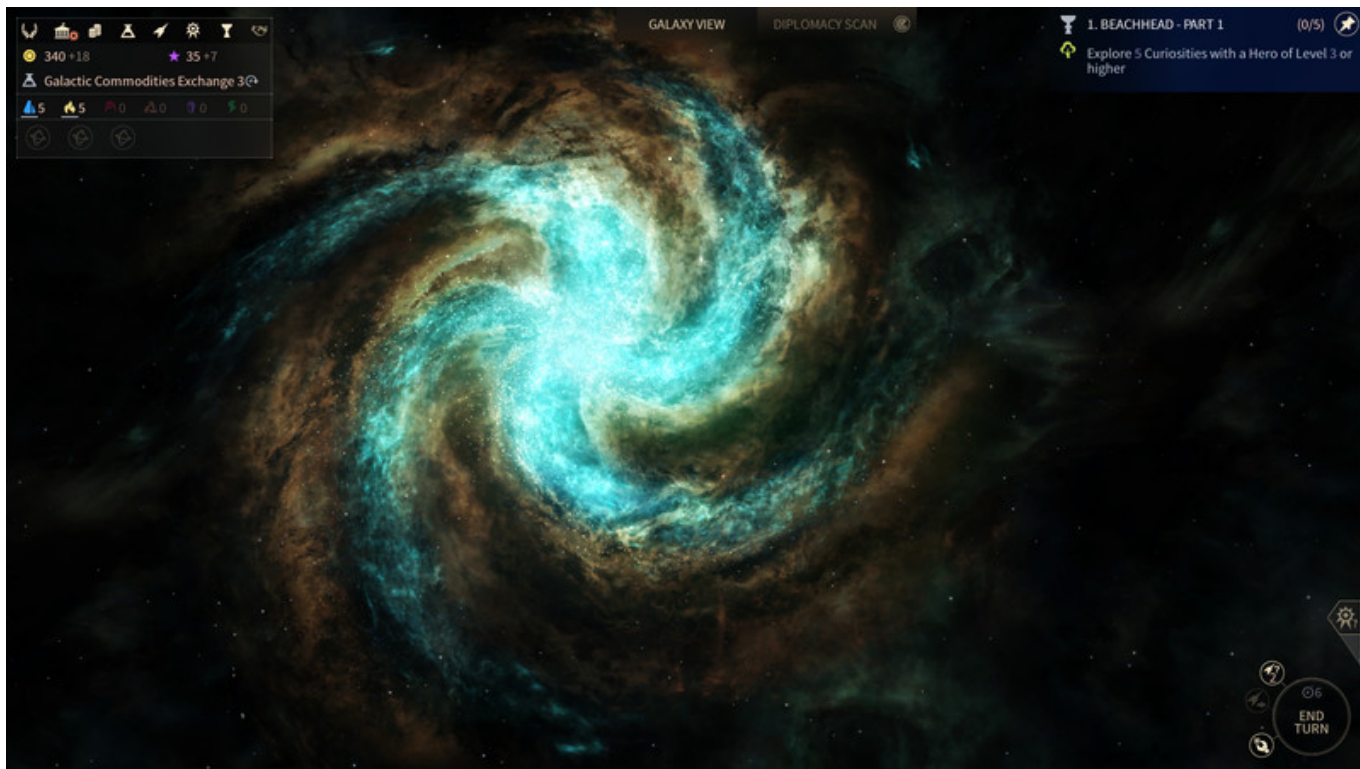
Memory: 4 GB RAM

Graphics: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities

DirectX: Version 9.0

Storage: 6 GB available space

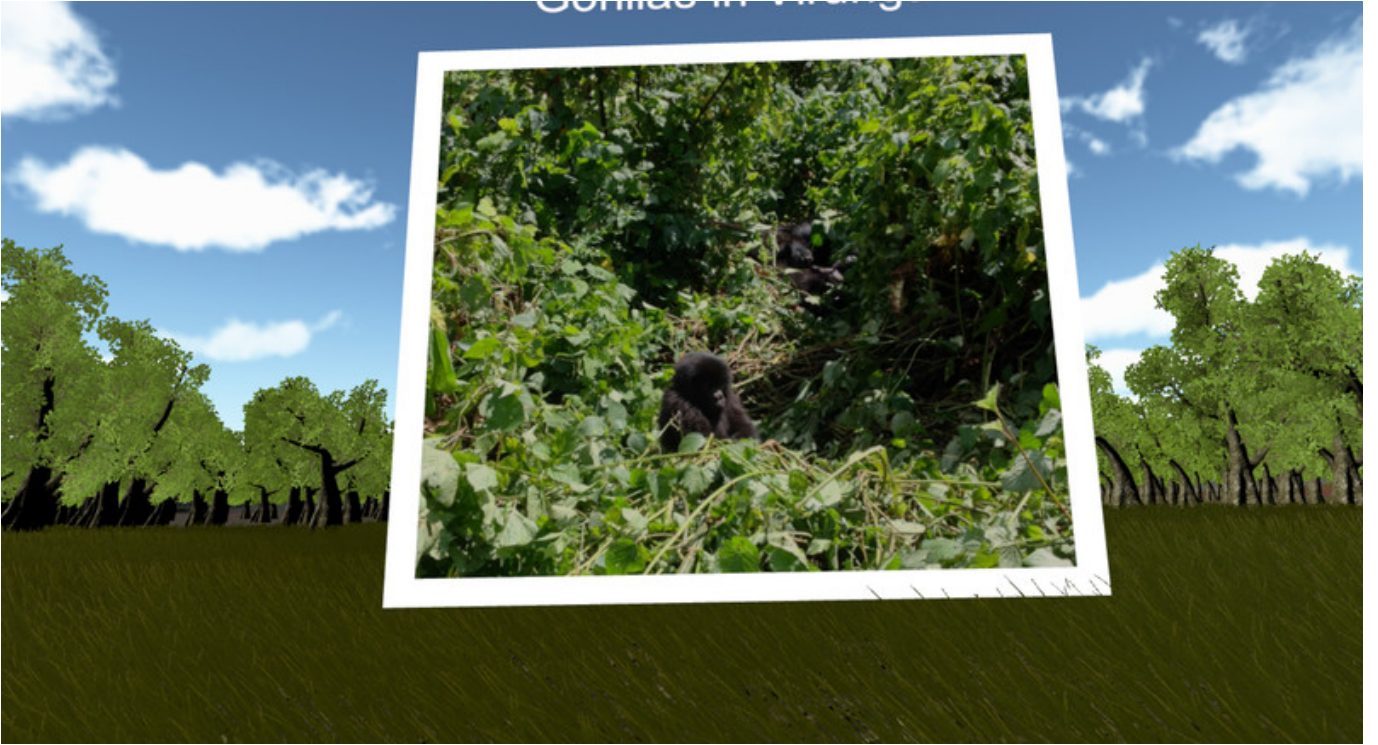**Additional Notes:** 1080p, 16:9 recommended

English

340 +18   35 +7

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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.. Where is allu video, pls give get_right vid K.. Like the concept of the game but crashes all the time or loads improperly. haven't been able to play at all. Locks up my computer and have to use task manager to fix it. Sometimes that doesn't even work. Don't recommend it.. I love this game! I know it's fairly early-ish with development but it has some potential to be fun. Solo play is very difficult but I still enjoyed blasting stuff with the planes.. Choice of Games' games are very hit or miss for me. By which I mean most of them are a miss, and a handfull of them are bullseye hits.

This is one of the latter.

For the ones that are good, there's some "hook" right off the bat that should appeal to your sense of awesome to draw you in. In this case (for my choices) it was getting to play as a Steampunk Aztec mechanic man of culture. Following that solid hook of "awesome thing you get to play as", you'll need an awesome setting. In this case, its Steampunk-age Byzantium which never fell and now takes the rough equivalent spot of The British Empire in the Victorian age. At least shortly before you're thrown into an age of pulp fiction. The genre, not the movie. This is also awesome.

Along the way you're accompanied by your Bioware Bro-squad (or Persona Bro-squad, if you prefer) as you go on awesome adventures. I really do mean that as a compliment, because all of them are great and even if you have no interest in romancing them they're all surprisingly well defined for a CYOA game. Of course you can romance them as well. And if you've never wanted to romance a hive mind of robot girls or a bee woman, then I think you might be beyond help.

This is easily the best Choice of Games I've played through. The setting is fun, your choices effect world building (and by god there is just so much world building), the characters are great, and replayability is high. The only downside I can think of is that the overall plot is the tiniest bit on the predictable side, but then you don't need twists in every story and the world building\/characters more than make up for it.

This is a fun game. I was unreasonably joyous when playing this game. I'm not the most animated player of video games. A stream of me would be boring. This game had me loudly shouting my reactions because it was so darn fun. I can only hope that this is one of those rare Choice of Games that gets a sequel because the universe has so much potential it hurts.. Super Alpha but super fun. This is my first time getting into a 2D game, and a while since I've been hooked onto a sandbox adventure as well, that should speak for yourself. Can't wait to see the long haul of this project.. To be honest, there's not much difference to this Multiple Unit to the 450 that comes default with the Portsmouth Direct Line. Apart from one thing: the Brakes have been improved fantastically. There's no now need to throw the Brake's on to near 'Emergency' just to get a 10 car train to stop at a red signal. Plus, it comes with plenty of scenarios which, for the price, is always going to get a glowing report from me.

So... yeah. Not much else to say - it's there if you want it, but I recommend getting it as it does add a bit more life to the PDL.. While not an A title game, this is a well executed indie game that is really well executed. Overall, I'd recommend the game but don't expect a seamless experience.
First the bad:
* There were immediate bugs encountered. Everything from running the game under Windows 10 to game crashes to mangled troops. That said, I wrote the developer and he *immediately* either gave me a workaround or actually fixed these bugs. I've never seen support like this before and this alone makes me recommend this game.
* The play balance is still a bit off. Certain commodities like cotton are only found in the colonies, so only England and France have access to them. If the AI is running these countries and doesn't develop them, everyone ends up short. There are plenty of similar examples.
* The AI is really bad. Even with the agressive option set it can't really offer much of a threat. That said, it's still fun to stomp on. But the objectives you need to win are trivial to accomplish.
* There are various UI annoyances, from poorly designed interfaces to stuff like trouble dragging troops around (half the time they snap back and you've got to do it again).
Second the good:
* Really detailed economic model. You not only can develop resources and build production buildings, but you can trade with foreign powers. Most of the trade is automated and made simple, despite there being ~20 resource types. You can also dominate a given commodity and force the price up, making a ton of money. Playing the economic game was as satisfying as the military.
* Very cool system of troop recuitment and organization. Both troops and officers are recruited separately, with officers limiting the number of battalions your army can have while troops fill in the bulk. Reorganizing armies is easy and makes a huge difference in the tactical battles.
* Good quality graphics for an indie game.
* Excellent developer support (bug fixes in days!)
* Active improvements. I expect once the bugs and balance issues get worked out this will be an excellent game.

Overall I'm giving this a positive review despite the negatives, mostly because I believe it will work those out soon and be a truely good game.

. Hardest game ever, but somehow i managed to complete 5 levels.

pretty fun game to play for some minutes. Fun little RPG that got me nostalgic about some of the old RPGs I used to play when I was little. I think the graphics fit great with the feel of the game!. click* *achievement* - *click* *achievement* - *click* *achievement* - *click* *achievement*

well i can't call that a game!

imagine a clicker game without any management elements.

@gamedevs: have a bit more pride in what you are making!. For The people who say this game sucks it dose not the game is in very early development even thought it is a boom beach rip off it is still good be happy at least it is free.

8/10 - Toad Games.

Okey. - Ness.

69/100 - Me.. Fencer, why don't you get a hobby and leave me alone for a while?. BUY IT!

For less than $1 on the current sale you have a charming, deep and incredibly addicteve game. Feel your self taken back to the golden age of PC games, let the midi loops sweet over you as you play just one more turn.

The interface is a bit of a bear, but its gets the job done.

10/10

Would allocate peasant labor again.. good game, good gameplay, easy to control, and keep RAGING. Great game!! If you are a baseball player and looking for somthing similar to a hitting simulation then look no furthur.

-physics are great

-graphics are great

-game modes are fantastic (although need more!!)

the hitting feels very satisfying

cons: needs customization and more updates... A fun game with a unique look. You start with a big debt and have to earn your freedom by earning money through various methods. Like mining or fighting in an arena or looting ruined cities. It mixes sci-fi with fantasy. For instance you can be playing as an orc and fighting a robot. It's a game I very much recommend.

Game update 1.00.01:

The game has been updated to version 1.00.01. This version includes:

-A "Faster Text" option in the settings menu. Enabling this will cause all text to appear much faster (previously you had to hold down the space bar to enable faster text).

-The "Faster Combat" option now speeds up the new turn indicator and the enemy skill indicator.

If you experience in issues inside the game, please email Support@EFUniverseGames.com or post in the game's steam forum right away.. **Game update 1.00.02**:

The game has been updated to version 1.00.02. This version includes:

- A fix related to the enhance menu

- A fix related to schematics and the inventory

- A fix related to randomness

If you experience any issues, please contact Support@EFUniverseGames.com or make a post in the forums.. **Majula Frontier is released!**:

I hope you will play it and have fun.. **Technical Update**:

Majula Frontier initially used a 32 bit executable, but that seemed to be causing technical issues for a few users, so from now on the game will use a 64 bit executable.. **Bonus Music**:

The soundtrack DLC now contains an extra song. It's titled "EF Universe Reclaiming the World Main Theme". This new song was composed by Dale North, who handled the majority of Majula Frontier's soundtrack.

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