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About This Game

Visit a myth-infested 1820s Ireland. One dark (if not particularly stormy) night, you find yourself face to face with a frightening visage—or lack thereof. Though shaped like a man, the creature you've encountered appears to have lost his head. Worse, he seems to think you might be the one to blame!

The Harbinger's Head is a fantastic 46,000 word interactive horror novel by Kim Berkley, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

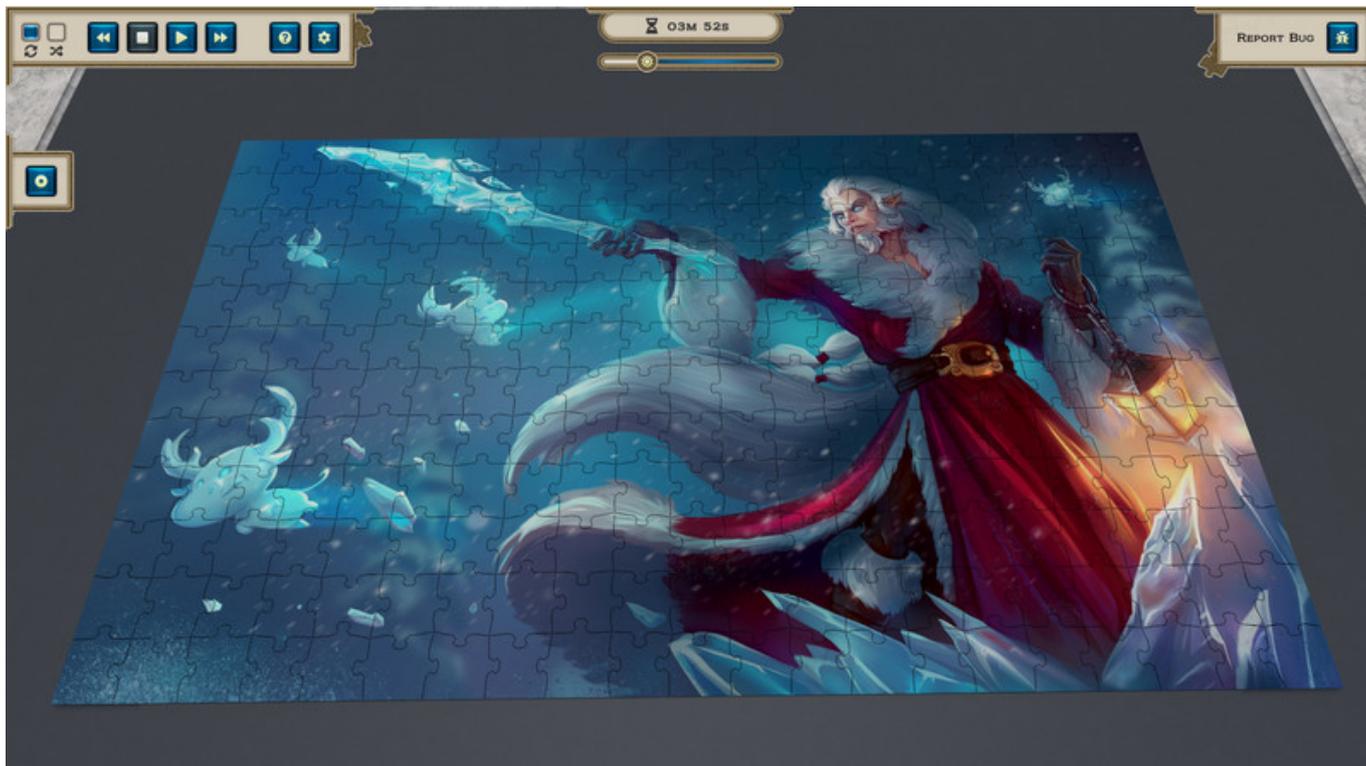
It's up to you to prove your innocence and discover the true thief of the harbinger's head before your own winds up on the chopping block!

- Play as male, female, or non-binary.
- Step into the shoes of an herbalist, schoolteacher, or lamplighter.
- Shape your personality and build your skills through the choices you make, or trust your luck at your own peril.
- Make friends—or enemies—of the various Fae creatures you'll encounter along the way.
- Discover one of eight endings...or meet an untimely death.

Title: The Harbinger's Head
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 19 Jul, 2018

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English







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I haven't played a lot of it but so far it is interesting I have played longer than stated by steam because I end up playing offline a lot. I seem to miss a lot of our hits but that could be because it takes getting used to the controls. Interesting concept as far as combat goes, I don't think I've played a game like it. I believe it will pick up speed with time, but I was a bit confused with the tutorial but I also am not the most attentive player. Check some gameplay for it and make your own decision.

<https://www.youtube.com/watch?v=JRnLb3QI-yM>. Feel like the game is a bit unbalanced atm, exploding troops are pretty overpowered in multiplayer deathmatches. Unless you are able to CC them there is little chance to kill a sapper or a sneak before they decimate you IMO. Still a lot of potential here even if some concepts and mechanics seem a bit obtuse initially. Looking forward to the future of what this game has to offer.. well this game is not for casual strategy player this is for who have no life :D

1 game can taken more than 2 hours

with many complex factors, this game will make you forget about your daily and just sit in front of the computer all day long

pros: complex gameplay, more than 1 way to win, lots of choice

cons: not for people who dislikes grandstrategy games like this one

70/100. Anyone saying "Oh this only took half as long as the first chapter" are forgetting the only reason it's shorter is because you can actually skip dialogue. When you replay the first chapter you realize how much time you spent actually listening to people talk. This chapter is excellent and now that dialogue is skippable, you spend less time blankly staring at your screen listening to people talk. Try and play this episode without skipping any cutscenes and see how much longer it really is.. Excellent work. It is so realistic that it gives you that relaxing and calm feeling as if you really were at a museum. Hope more exhibits are added.. really fun game, camera is a little hard so see. My fav city builder. Wish on a reissue with modern graphics!. At the time of this review, I have two hours in. So far, it's looking very similar to Terraria, which is a compliment and not a complaint at all. In fact, I was looking for a game that kept the aspects of Terraria I like and expanded on them. It looks like Spoxel will be that game.

I'm really excited about the crafting and spell systems, which should bring many long hours of enjoyment, along with exploration and treasure hunting, which is something I really enjoy doing.

The developer is active with the user base both on the Steam forums and Discord, which is nice.

I know I'm looking forward to what is to come. I'll update my review when I have more time in the game.

EDIT: 4+ hours in.

I've found one of the dungeons, got a bunch of goodies, made myself a couple nice swords, found a couple of handy spells and I've just touched the surface of the game. I did notice a screen blanking bug in the snow/ice biome, where the screen would go light blue while I was moving around. I have confidence with time the bugs will be squashed.

More bunny adventures, albeit no chickens (that we can find)
Bunny farmers are cute but mean

Parking seems easier if you're on the car rather than behind
Star timers are generous and we mostly managed 3 stars

Texture resolution seems higher than the earlier games so it feels more real as a world although my boat abandoned me and I think the water bunny needs a name ^^

7V10 - Couple of bugs but it's very early days. Wow! two breakouts released in a day. Breakout/Arkanoid games have always been one of my favorite arcade genres ever since the first one was released way back in the late 1970's. I've played hundreds of them over the years and have some particular favorites (e.g. Acky's XP Breakout, Ricochet infinity, Arcmania 2, Reaxxion, Hyperballoid 2, Arkanoid: The Virtual Isles, Incrediball:The Seven Sapphires, Magic Ball 3 aka Smash Ball 3, plus several others). All of those mentioned had something different or special about them such as a never before seen power up, a level editor, hidden levels, great level design or mini games, most of which gave them a lot of replayability. That said Caromble has an innovative addition called leap motion, which requires you to purchase the leap motion hardware that'll set you back just under 90 Euro's. I like the idea, it would go well with my Track IR, but for this game, I doubt i'll be spending a further 90 euro's.

The level designs are nice and I like the color scheme, which reminds me of the colors used in Borderland and Borderland 2. There's nothing spectacular about the game play, in fact I found it a little tedious, though there are some nice features; for example,

- i) ... A request window pops up for suggestions and feedback when you close the game down (this will probably disappear once the game comes out of early access),
- ii) ... Level navigation is simple
- iii) ... You can avoid the last few awkward to get bricks by hitting the portal at the top of the arena, that appears when there are only a few bricks left.
- iv) ... The way you can curve the ball by slicing the ball as it hits the bat.
- v) ... The end of stage bosses.
- vi) ...

Unfortunately I don't think the overall ball physics are good, and the bat seems a little sluggish. I've been playing breakouts frequently for over 30 years and consider myself an experienced player, yet I missed quite a few balls in the first 10 or so minutes due to the bat sluggishness. It's nothing major and changing the sensitivity of your mouse can sort the problem somewhat.

Suggestions to the developer:

It would be nice if there was a count down indicator showing how long there was left of any power-ups captured and I'd love to see a level editor. I'd also like to be able to select or deselect power ups. I've only ever seen this functionality in a few breakouts and it added a lot of replayability. Also some idea's for new power-ups include ball shape changes and bat shape changes to add to the randomness of ball flight.

I will return to this review to update it once I've added a few hours of game play and when its out of early access. Hopefully we will see lots of updates and additions. Overall I give this a thumbs up.

You can see a couple of videos of game play [HERE](#) and [HERE](#)

[Check out Xaxtor99's review and video available HERE. I will be updating my review with a more positive feel to my feedback once I've played the game a little more.. This is fun at first, it's a beautiful game with a lovely feel. It's hard to summon up the enthusiasm to replay after the first few goes though and I therefore didn't finish all the paths. I think young children would enjoy this one, don't get it if you're expecting anything too deep. I wouldn't recommend it at full price but it makes for a nice distraction.. Just finished the game, I think. This game was very nice to look at, the controls were simple and effective, the ambiance was amazingly creepy, but when I finished it, I was really expecting more. Backstory-wise, you get more from the Steam description than you do in the actual game, and the game just felt extremely short. I was expecting the game to really build me up for a scare, but it never delivered. When "The End" rolled up on the screen, I thought the game was messing with me.](#)

[Overall, I can respect the eerie ambiance and creepy twists in the games surroundings, and think this is a VERY good job for a one man team. However, at this price, I wouldn't recommend it.. Too simple/casual.. its another bullet hell. Cute game. I enjoy it.. 10/10.](#)

[Paladin OP, need rework.. Fatal Errors: The Card Game. This surrealist game is absolute trash. It auto-places you in a lobby with others and doesn't tell you anything. You cannot jump, Ctrl/LMB fire. There are weird UI elements within the world for no reason at all and you can walk on walls...](#)

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