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## About This Game

Hack-and-slash action with two stunning heroines, tight and stylish gameplay — sounds like your cup of tea?

## Then SMASHING THE BATTLE is for you!

In the year 2085, a huge multiplex construction site becomes a victim of a massive scale hacking incident. Due to the hack, the construction robots starts to attack the workers on site. What could have possibly happened?

Now you can witness it yourself, with two unique characters to control and two stories to unfold!

## Features

### two storylines

The two heroines tell different narratives, so be sure to follow their destiny to the end.

### two Distinct Playstyle

Each heroine features a unique gameplay, so the stories will unfold with refreshing, brand new challenges.

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## **hack-and-slash / Shoot 'em Up Hybrid**

Some enemies can unleash devastating attack, filling the whole screen with explosives to dodge.  
You must evade and squeeze between the shots to destroy the enemy!

## **fan-art From Various Artists**

The fan-arts drawn by many talented artists during the production have been added to the game as bonus content. Enjoy unlocking them by playing optional challenges!

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Title: SMASHING THE BATTLE

Genre: Action, Casual, Indie

Developer:

STUDIO HG

Publisher:

STUDIO HG

Release Date: 16 May, 2016

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**Minimum:**

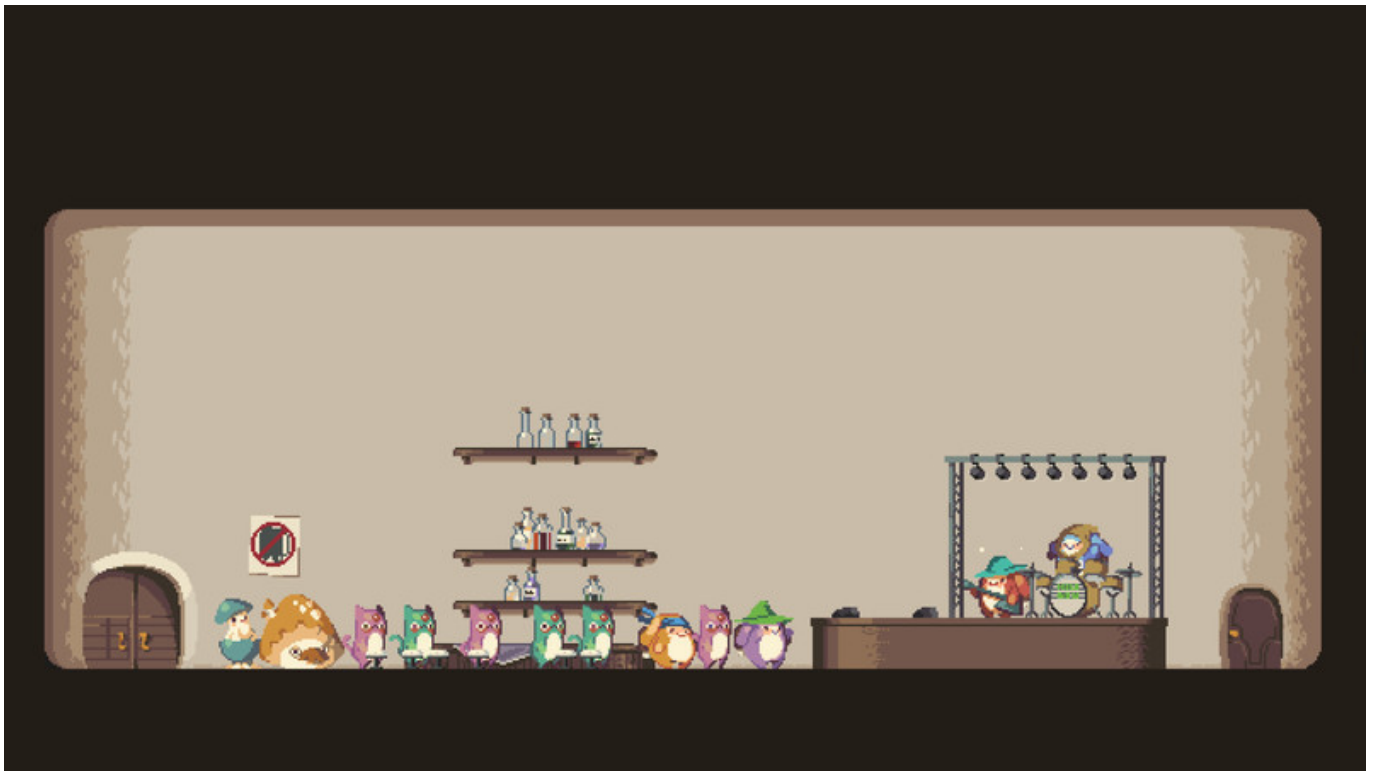
**OS:** Windows 7

**Memory:** 4 GB RAM

**Graphics:** Nvidia GTS 450

**Storage:** 2 GB available space

English,French,German,Japanese







**LIBRARY**

Backgrounds Characters Classes Encounters  
 Feats Images & Maps Items  
 NPCs Parcels Quizzes  
 Skills Spells Traits

**SE SRD** DOSE SRD Data  
**SE SRD** DOSE SRD Magic Items

**Mini Dungeons**  
 MD002 Hobgoblin Lair

Encounters  
 Story  
 Images & Maps  
 Personalities  
 Parcels

**STORY**

(MD 002: Hobgoblin Lair)

- 01. Camouflaged Entrance
- 02. Guard Room
- 03. Hidden Store
- 04. Hidden Treasure Chamber
- 05. Trapped Corridor
- 06. Sleeping Chamber
- 07. Corridor
- 08. Decorated Chamber
- 09. Corridor
- 10. Trapped Antechamber
- 11. Trapped Corridor/Staircase
- 12. Shrine

**Camouflaged Entrance**

The entrance to the hobgoblin's lair is well-hidden with a false wall of carefully placed pile of ivy-smothered stones. The passage is 50 feet into the earth, sloping gently downwards and widening from 5 feet to 10 feet.

**02. Guard Room**

The 10-foot-wide entrance to this chamber is protected by a pair of well-concealed simple pit traps and occupied by 12 hobgoblins that leap from the table and grab their weapons to defend their home.

Encounter: Guard Room

A number of old boxes and barrels are stored within this chamber, but contain nothing of value; the hobgoblins can find few trinkets but nothing of account. The wooden floor to the north is locked (Break DC 15 thieves' tools DC 14).

**2. Guard Room**

CR 1 XP 200

Token #	Name
2	Hobgoblin
2	Pit Trap

Placement:

**Hobgoblin**

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)  
 Hit Points 11 (2d8 + 2)  
 Speed 30 ft.

STR 13 DEX 12 CON 12 INT 10 WIS 10 CHA 9

Senses darkvision 60 ft., passive Perception 10

Languages Common

**Pit Trap**

Mechanical trap

Armor Class 0  
 Hit Points 0  
 Speed 0

STR 10 DEX 10 CON 10 INT 10 WIS 10 CHA 10

Challenge XP 0

**TRAIT**

**Description**

The DC to spot the trip wire is 10. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

**ACTIONS**

**PH**

Any creature in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap

SE ruleset v3.2.0 for Fantasy Grounds  
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GM

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

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Does not run, Black Screen at start-up, sound in background. Got in touch with support, asked me to send a DXdiag report, heard nothing since.

Am not the only person havign this issue. Cannot recommend a broken game on current computer systems or even computers systems that are upto 2yrs old (like mine is). Game probably runs on systems older like 3yrs or more but not on systems that are around thesedays.. After getting stuck on invisible geometry several times, as well as (apparently) picking things up too soon, which cause scripts to not be triggered and I had to restart the level, I simply stopped playing and uninstalled it.

It could have maybe been decent, but bugs (such as the aforementioned) completely ruin it and turn it into a frustration fest. I want to play and enjoy playing a game, not fight with the game to play it.. amazing

. This game is one of my favourites in recent memory, the lore of the world is plenty, the characters feel real and you form an actual bond with them, actually getting attached to them, and the whimsical magic is something that feels realistic and as if the consequences make sense (for most of them), those you are spying on learning things about you? makes sense, things you create with the power of life eventually following a path that you didn't originally intend for them, seems like it would happen irl if you had these powers, machines making the climate situation worse, global warming in a nutshell, negation magic(described in-game as the power of death) making clouds of death? a bit of a stretch but it seems pretty reasonable, one thing I dont understand though is why glamors give you rot, I guess it makes you more charismatic and likeable on the outside and your insides gain the opposite affect.

I have completed the game multiple times, (4 to be exact) and I have only gotten 2 endings that could be really described as good with each of my playthroughs taking 7-8 hours, although that may have just been me getting distracted by other things irl. all in all I really loved this game and recommend it to most people who like games in which your choices matter, and/or fantasy games, the magical parts of the game are why I like this game more than choice of robots or choice of alexandria, I did 1 full playthrough of robots and I got bored with alexandria within the first bit of dialogue, having barely reached land, I like this better because the others feel too much like real life, what with the actual history part of alexandria, and the modern day part of robots. it has better and more in-depth lore and generally a better feel than choice of robots, but I enjoyed this game so much more that its actually made me want to write a review, something that I can never remember doing for any other game. the replay value is pretty good too, what with all the different possibilities, its honestly a lot like a better version of a choose the plot book, although after the fourth replay I found myself both feeling kinda bored but a lot like I really want to play more. overall, 9/10 and I hope to see more games just like this on steam in the future.. I find no words except for "This is not a finished product".. Honestly, not enough content for \$6.. I just finished Wind Child today, and am completely blown away. It was pretty good for an RPGmaker game. I loved the dialogue, the sarcasm and insults were on point. A lot of it made me laugh. There was also a lot of inspirational words and moments throughout the entire game, which I liked a lot. This game is hefty on the dialogue, which I like as a writer who loves to make conversation. I got to do voices and have some fun with it too.

The characters were pretty dang good as well. I got attached to the people in the entire party. The way they would interact with each other and others was always a delight. Lytan is by far my favorite character. He's sarcastic, brave, and fun.

I played this game ignoring the mixed reviews that it had (some of them fair and others stupid). I recommend people play Wind Child and any other RPGmaker game with mixed reviews. Sometimes good things are buried underneath the rubble of negativity that may, or may not have been valid.

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Sure, it's not perfect. But who wants to play that type of game? If you like heavy dialogue, turn-based gaming mechanics, an intriguing story, and characters that are in no way false. Play this. You'll not regret it. And if you do regret it. Well, then that's that. Move on and find a game that will satisfy you. Thank you for reading.. A good mini-expansion, if slightly over-priced. Adds enough content to freshen things up and increase the difficulty, but it doesn't over stay its welcome.



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Escape Room: Alcatraz is yet another escape room to come to the Vive, but it's a pretty good one. It has a few frustrations, like the telescope being upside-down for some reason, and it seems like there's more to the game than what's playable (if you move your head through the walls you can clearly see things like a fully decorated bathroom and a hallway, but you never access or even see them, which seems bad for optimization), but you still get a fairly nice escape room at a fairly low price.. Features an innovative star system, and that's not just a pun because it takes place in space among star systems.. Aladin & the Enchanted Lamp was more fun than I thought it would be. Some hidden object games are very boring. This one is rather short. It's more like a slightly interactive story in which you need to find items to move the story forward. The story in this case is obviously a retelling of the Ala' Al-Din and the Magic Lamp story found in Alf Layla Wa Layla (1001 Nights) stories (well, in Galland's translation... and those based on his translation anyways).

The story has been modified from the original story line. Like many Western tellings it ignores the original story taking place in China and instead sets it in a fictional non-specific Arabland. There are some generic Middle East, North Africa, Ancient Egyptian things in the game. Much of the game is highly orientalized and stereotypical in it's depictions of Arabs/Muslims. Like many orientalist type games it uses the name Iblees for the Djinn (despite the fact that Iblees is the name of Satan V Shaitan before he was kicked out of heaven for arrogance and disobedience to God. The princess is dressed in stereotypical harem girl (I Dream of Jeannie style) clothes despite such clothing not being befitting of a royal princess nor historically even close to accurate. The rest of the story is an interesting new take on the story with some unexpected twists on the story which make for an interesting retelling.

The music and sound is okay. Not the best I've heard but not overly annoying. The graphics are decent. I don't think they would win any awards but their not bad. The hidden object scenes are nice and do depict probably a fair representation of a generic desert-y Middle Eastern non-specific Arabland.

The dialogue is a little weird and inconsistent but understandable. For example the Title is Aladin and the in-game dialogue uses Aladdin. Besides that there's some odd usage of words or strange grammar from time to time.

Aside from the hidden object portions of the game there are some other mini-games throughout which are fairly easy but mildly entertaining. Most are a matching puzzle piece type game but there's also a match three type game and a sliding block game. I logged just under 3 hours of playtime according to steam but I did leave the game open on my laptop while I went out to grab dinner so I'm going to go out on a limb and say it's probably more like 1 hour of play from start to finish.

If you like hidden object games or are looking for a more casual game to fill an hour or less then I would recommend this game. If you are looking for something that will provide many hours of play or really challenge you this probably isn't going to be what you're looking for.. You know when you watch a movie and you wonder why one bad guy is attacking at a time? You'll never ask yourself that question in Crisis VRigade. The bad guy you are shooting at will duck for cover, and his cronies will keep you pinned down under a hail ov gunfire.

The game begins by dropping you off in front of a bank behind a police car. Immediately you have to fight back against the bad guys who are out in the open and hidden in cover. When you clear the level out, you are presented a target to shoot which will then take you to your next position. Rinse and repeat...I think. I have only made it to the third level, and that is on easy.

You can only be shot three times before you die (I have not seen any health upgrades yet, if they exist), and have the ability to temporarily upgrade your weapons using powerups.

I'm looking forward to playing this game all weekend!. Absolutely worth your time and money, I only wish it was longer.. Really good VR strategy game!

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