
Artifact Adventure FULL

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About This Game



The ultimate mix of classic aesthetics and modern op 5d3b920ae0

Title: Artifact Adventure
Genre: Indie, RPG
Developer:
bluffman
Publisher:
AGM PLAYISM
Franchise:
Artifact Adventure Series, PLAYISM
Release Date: 19 May, 2015

English,Japanese

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This is a fun and well-done game. Interesting story, good-sized map, plenty of surprise/curious elements to the game. Good character selection and unique character growth in that you choose which party member receives an Artifact (ability). Controls are a bit missing: Z, X, and Q (or W) are used. Also insert, enter and space are alternatives to Z and X. If you like early-style RPG's, this one is probably better than most from that era.. No manual to explain the game mechanics. When you find an artifact, sometimes it gives you a party wide special power, and sometimes it assigns a power to the first character in your party, which in my case is a warrior. Warrior get no int or mana, so in this case the special power/spell will be unusable. So before finding an artifact you have to open up party management, switch the tank with a spell caster, and use the artifact. Then you have to open up party management and switch the tank back to the first party spot. Then you look at the spell you learned and guess at what it does, based upon the description, which doesn't give you any numbers so you won't know how much damage it will do, etc.. Feels pretty much exactly how a classic rpg feels, with all the good and bad that comes with that. You'll learn a lot by messing up. Graphics are pretty nostalgic, and the music's not bad. Absolutely worth the price.. This game is a cool mix of the exploration and adventures from Dragon Quest 3 with the mystery of the original Final Fantasy, with some Gameboy JRPG mechanics thrown in for good measure. If you're a fan of any of those three things, then you will probably enjoy this game.. This is a great game and easily worth the low price. A typical play through will take around 12-16 hours, but even after finishing the game I immediately wanted to start over and play through again. Because you have choices during quests that actually alter how the quests end, and what reward you get, you can't see or get everything in one play through of the game. Plus I failed to finish a couple of side quests so I am determined to figure out how to complete them on my second play through.

Twitter Competition & Playtime Tracking Fixed! : Just to let you all know, we have fixed the error with tracking of the playtime in Steam.. The Lunar New Year Sales have begun! : The Lunar New Year Sales have begun! Today we have set Artifact Adventure on sale! Check out other great Playism titles on Sale here! [blog.playism-games.com]. Steam Autumn Sales! : Hi All The Autumn Sales have started on Steam and we are going full on by hosting some phenomenal sales across the majority of our games! Dive into the full list of games which are up to 80% off on the Playism sale page! Nominate us for the Steam Awards!. To all Indie Fans : To all Indie Fans PLAYISM is happy to announce a new game release. Starchaser: Priestess of the Night Sky is out now on Steam with a 10% launch discount. Grab it now for \$8.99.. # Battle with artifacts : Let's move on to battle using artifacts. Artifacts must be pre-equipped, and "Active Artifacts" can be activated using the "M", ",", and "." keys. Except for certain items, "Passive Artifacts" provide permanent effects. No two artifacts are exactly alike, and it would be impossible to explain the effects of all of them. So here we'll just explain about equippable artifacts. First off is artifacts for attacking. The hordes of fiends appearing in the dungeons are, to a certain extent, fixed. As long as you don't touch a whirlpool, they're generally similar. As for the fiends composing these hordes, if they're mostly on the ground, then select a ground-based artifact. If they're mostly in the air, then select an air-based artifact. If you find there are some fiends you don't like or which are hard to approach in the horde, then you can select wide-range attack artifacts, or artifacts that will allow you to attack a fiend from a distance. Not only based on fiend hordes, if you personally prefer close-range combat, then select an artifact good for close-range combat, or an artifact that gives you an "aura". Auras have elements of both active artifacts and passive artifacts. With auras, on top of gaining skill boosts, making them active will make those skills improve even further for a set amount of time. These artifacts providing auras will prove useful in protecting yourself. Activate auras at the right time to easily avoid danger. There are also fiend-weakening artifacts, artifacts activated after fulfilling certain conditions, artifacts which summon a powerful force, artifacts which take full advantage of tools. Yeah, there really are all sorts of artifacts in the game world. Select them based on your enemies, or on yourself. Which artifact you use is up to you. Start off by finding the artifacts you like.. Artifact Adventure in this week's sales! : Artifact Adventure is 50% off in Steam's Weekly Sales! Explore the huge open world in this retro-styled RPG. Every direction and choice you make can lead you down a different adventure, quest or story. So explore thoroughly! For other PLAYISM weekly sale titles, please click here. [blog.playism-games.com]

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