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Numen: Contest Of Heroes Full Crack [pack]



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## About This Game

Nine deities. Nine heroes. And only one champion. Mythical Greece. The land of gods, poets, heroes, but also of terrible monsters and creatures.

Numen is a fully three-dimensional action RPG set in mythical Greece. The player controls one of nine heroes, who in the name of the gods they follow compete in a grand test of their capabilities. Heroes who undertake a pilgrimage over the highest mountains, through valleys and deep forests, underground vaults and the scorched sand of deserts.

Numen however is no mere hack-and-slash game. It offers the player the possibility of tactical decision making, searching for enemies' weak spots, selection of adequate weapons. It rewards those who are able to adapt to the changing situation on the battlefield. In this the player is helped by the unique powers and abilities invested in him or her by the god he or she follows, provided that the god is happy with him or her. The Olympian gods, after all, are renowned for their wanton and unpredictable nature...

- Action RPG with strong and intriguing storyline and surprising plot turns.
- Detailed 3D design with state-of-the-art visual effects.
- The game world based on the Greek mythology comprises of tens of locations situated on 12 islands with both exteriors and underground labyrinths.
- Many extensive main story and side quests.
- Select your hero's gender, his or her specialization out of three possibilities and one of nine deities for him or her to worship.
- Plenty of unique weapons, armors and items, more than 80 spells and abilities.

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- Arena duels, training combats and tournaments.

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Title: Numen: Contest of Heroes

Genre: RPG

Developer:

CINEMAX, s.r.o.

Publisher:

CINEMAX, s.r.o.

Release Date: 3 Jun, 2010

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English



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# BOOGYGAMES

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This game has so much to read and so less to play. So not my type :( 5/10. TL;DR: Meh. 4V10

+ Colorblind filter (I'm not colorblind but I appreciate it when dev's add this options)

+V/- Mediocre graphics

+V/- The "intense shooting action" is actually rather boring

- Lack of options

- Bad sound effects & boring music. Tachyon: The Fringe is one of the first games I've ever played and definitely the one that forever cemented my love for space. In my opinion, its gameplay, story, and even graphics are still definitely up to the mark, even an impressive 16 years after its release. All in all I would definitely recommend you get this game, however if there is no sense of nostalgia or overwhelming curiosity driving you, you should probably wait for a sale.

The story is fairly linear and the game features no open world, but it's actually pretty well written and acted out by the voice actors, in particular Bruce Campbell as the charming protagonist Jake Logan. And, despite its linearity, the story still has room for different playstyles and some improvisation. The game also provides a lot of background world-building for its universe, so you won't feel like it's just decorations on a stage.

Of course, to get the full experience from the game on modern hardware you'd need to do a couple of tweaks, but you only really need to perform the 3dfx patch since the Steam release shines here as well, the game being updated to the latest version and working impeccably. Thank you to Steam and Novalogic for a quality release of a fantastic game!. The concept of Epic Manager was great, but unfortunately the execution is much less exciting. The pace is slow, the rules are somewhat overcomplicated without being very deep. It's a very casual game that I'd probably happily play on a phone or tablet, but as it is not really worth the time investment.. Seems like they've done a cash grab again, second time they got me, first on kick starter again on steam, I blame myself, stay clear of this tittle, at least until they respond, I doubt they will though, they have done this before.. I'm not sure what it is about this little indie puzzle game that I just love so much. Maybe because it has me thinking constantly on what to do at the situation before the time runs out?

It's a little hard to keep your eyes off the screen, even after you fail cause when you do, instantly it's all "YOU SUCK. YOUR TIME RAN OUT. HERE TRY AGAIN. LET'S GO LET'S GO.". The graphics are good, the story is simple but looks interesting, making you caught in the game in order to look for the sequel. I particularly enjoyed the level design and its lovely 8-bit style backgrounds. The characters are numerous and their battle skills are various enough to experiment a real strategic-based game experience, besides the linear progression fitting the "beat them all" aspects. Definitely a must-have in your library, if you're fond of retro-like games with their minimum dose of challenge (which can still be set in the beginning of the game in order to match your own difficulty preferences). :)



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I can confirm that the mission is bugged. After discrediting 8 vices, they stop counting from some reason. I was unable to finish this level after 5 hours playing and I encountered the same problem while trying to give it another chance. Plus, clicking 50 times in Almanac to discredit citizens is tedious. The map is nice, though, and the scenario challenging. Be it not bugged, it would rate higher than Generalissimo or Joint Venture.. blink blink\* .....wait, that's it? It's over? Finished? Completed? Ended? OKAY THEN. Onto the review!

This is a game where you get to name the main character, so naturally, I named him Billy Bob (because Billy Bob Joe Blink wouldn't fit). And made him a wizard. Because why not.

The first word that comes to mind with this game is "huh?" promptly followed by a shrugging "meh". It has several good characteristics and several bad ones too. What are they?

Let me get the positive aspects out of the way. The battle system and animations were nice, the map layouts were quite good, and the sprite work itself seemed quite decent. Plus, I suspect there's a bit of replayability, based on how the ending played out for me, but this game didn't engage me enough to make me get another ending. Also, the choices you got to make in regards to your Party Members were a nice touch. And let us not forget the original sound track, because even I think it's quite good. I'm pretty sure there are other positive aspects I could mention, but my mind is drawing a blank right now. But just because it is, doesn't mean there aren't more positives.

Anyway, now that that's over with, lets begin with the negatives...

The plot itself wasn't actually too bad, when you get down to it. I won't say what it is, but it definitely has potential by itself. If put into more competent hands, I think we'd have a really great RPG Maker Game on our hands. However, what fails is the delivery; more specifically the dialogue.

Not to mention that the writers try to make the main character cool, but instead makes him come across as a jerk. The "Jerk with a Heart of Gold" Trope is a very fine line to walk. The first scene of the game, he forces his love interest to help him fight in the first battle of the game. This would be cute and all if it was established that she was a fighter babe and have them bond as a couple during this. But she's kidnapped promptly after (because of course she is), and she's wearing A FREAKING ROCOCO DRESS! This is the kind of gal the hero would look good defending, not one you drag into the battlefield! Even ignoring that, he seemingly complains about everything. True, it could be because of some of the things I made him do, but proclaiming "I hate monasteries" upon entering one does not make him look good. I almost want him to die...and stay dead.

Okay, saying this guy's a complete jerk is not fair. This guy is 50% jerk and 50% idiot. He asks squirrels why they look sad and even said an open fire was delicious. Billy Joe can read the facial expressions of squirrels? And can taste fire without touching it or getting burned? Most of the dialogue does not sound natural in the slightest, even from the side characters and NPCs. This is an actual exchange I had with my friend when I quoted one of the lines from the game:

"I have the blood of innocent people on my hands! Why!?!?!"

Me: I dunno! You tell me.

Friend: durrrr

Which I thought was an excellent summation of this game's dialogue.

Also, this game is confusing at times. Like, the first enemy of the game is a slime, and I think it swung a sword at me...without hands. And I think there was an archer I fought who shot an arrow out of a bow while holding it backwards. I don't fault this with the game, though, since these things are a pain to fix, especially someone who is terrible at programming like I am. However, it just looks...odd sometimes.

What about the characters, you may hypothetically ask? They're all one dimensional, and some don't even make sense. There was this freaking angel chick that appeared out of nowhere halfway through, and I STILL don't know what's up with her. Long story short, this is not a game you play for the characters. Moving on.

I felt like I wasn't allowed to explore the world as much as I would have liked to. The two boats in the game only gave you the option of going straight to one destination, negating any potential exploring. Why? Why not make little optional areas for the player to explore? This would make them feel like they've discovered a secret area or something. Granted, a lot of RPGs are quite linear, but this one felt even more so.



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Lastly, there was what I think was supposed to be religious commentary that left me rather confused. The main character says he won't read a Bible he comes across because he "doesn't believe in the big man", but just goes along with this random demon dude who brings him back to life? Wouldn't that be evidence enough to repent and join any religion in hopes to avoid meeting such a fate when he dies again?

And even if Billy Bob is a stubborn old magical geezer who ain't easily swayed by such life changing events...the rest of religious stuff just puzzles me... There's an underworld, demons, and monster roaming around, clearly indicating that this is a different world than our own, yet they have the Bible? That's kind of Earth-specific, especially the Old Testament, which is the Hebrew accountings of what many believe to be the World's History. What the heck is it doing in an RPG Maker World?

Also, there was a bookshelf in the monastery that was apparently on "all kind(sic) of religions", which doesn't make sense, considering that monasteries were dedicated to only ONE religion. But this makes a lot more sense than the monks having a secret mine where they forced slaves to work... Do the writers even know what the definition of a monastery is? Or what people actually did there? I just... What?

Another curious thing about this is that this is clearly a different world than our own, but they have the Christian Religion? Like, I get that those sprites come with the RPG Maker default set, but other games have avoided this issue by saying that the religious imagery is for a completely different religion. Which works to an extent where the audience can let it slide. However, here, it's specifically Christianity, since the main symbol is the cross (an execution method during much of time of the Roman Empire), and very few other religions worship a single deity, let alone call them "the Big Man". In that case, wouldn't that mean this game is saying that Christianity is the TRUE religion, since it spans over multiple worlds? But, if that's the case, then why Christianity portrayed with such hostility throughout the game?

Look, I realize I'm overthinking this, and that's because I'm a religious person, myself. I am not ashamed of that fact, but I'm also not afraid of hearing and understanding opposing opinions. With that said, if you're going to criticize my religion, can you at least do it in a way that makes sense?

Overall, I guess I'm mostly neutral about this game, though I have more negative things to say than positive. While the religious commentary didn't make any sense, it wasn't offensive either, so you can argue this game is mostly harmless. If you want an RPG that's kinda mindless, but still fun to play, I guess this one isn't too bad. But if you're like me and can't help but pick apart bad dialogue, point out plot holes, and look for deeper meaning in stories, then there are better games to spend your money on.. Star Fighter Origins is an indie game, but the controls are a bit clunky apart from this the game is ok for the price.. Fair little game, short sweet and to the point, play it with different combos its got a mild replay value. nothing is procedural so it is the same game every time but still its fun for the price i recommend it.. a very good game. Only two things make me play this so less.

Finite resources and small maps.  
Everything else is fantastic.

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