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Advent Download For Pc [portable]



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## About This Game

Havilah and Asharia are at war. It's not the first time and it probably won't be the last. But, what the people of these countries don't know is that these wars have already been foretold. The 4 ancient tablets left behind by the "Creator" prophesy of other things as well but, no one knows what they say. Cyrus and his friends start on a journey to find that out. Their quest for the ancient tablets not only unlocks their hidden abilities but, gives them the knowledge of their continent's demise. What terrors await their continent? Can they prevent a bleak future by knowing what will happen ahead of time or is the will of the "Creator" too strong to be over-ruled?

If you like old-school snes-era jrpgs then this is the game for you.

### Features:

- 15 playable classes and sub-classes
- 400+ weapons, armors, and items
- 25+ hour game
- Several optional bosses and dungeons
- Save at any time from menu
- non-random encounters

### Controls/Tips:

- Z = Confirm/Accept/Talk/Open chest
- X = Cancel/Open Menu

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Up/down/left/right keys= Character movement

Pressing X during battle also allows for the auto-battle and flee options to be selected.

"Shift" can be used to scan enemies.

Equipment can also be changed during battles from the regular battle menu.

In addition, Use ALT+ENTER to switch to full-screen and F12 to return to the title screen.

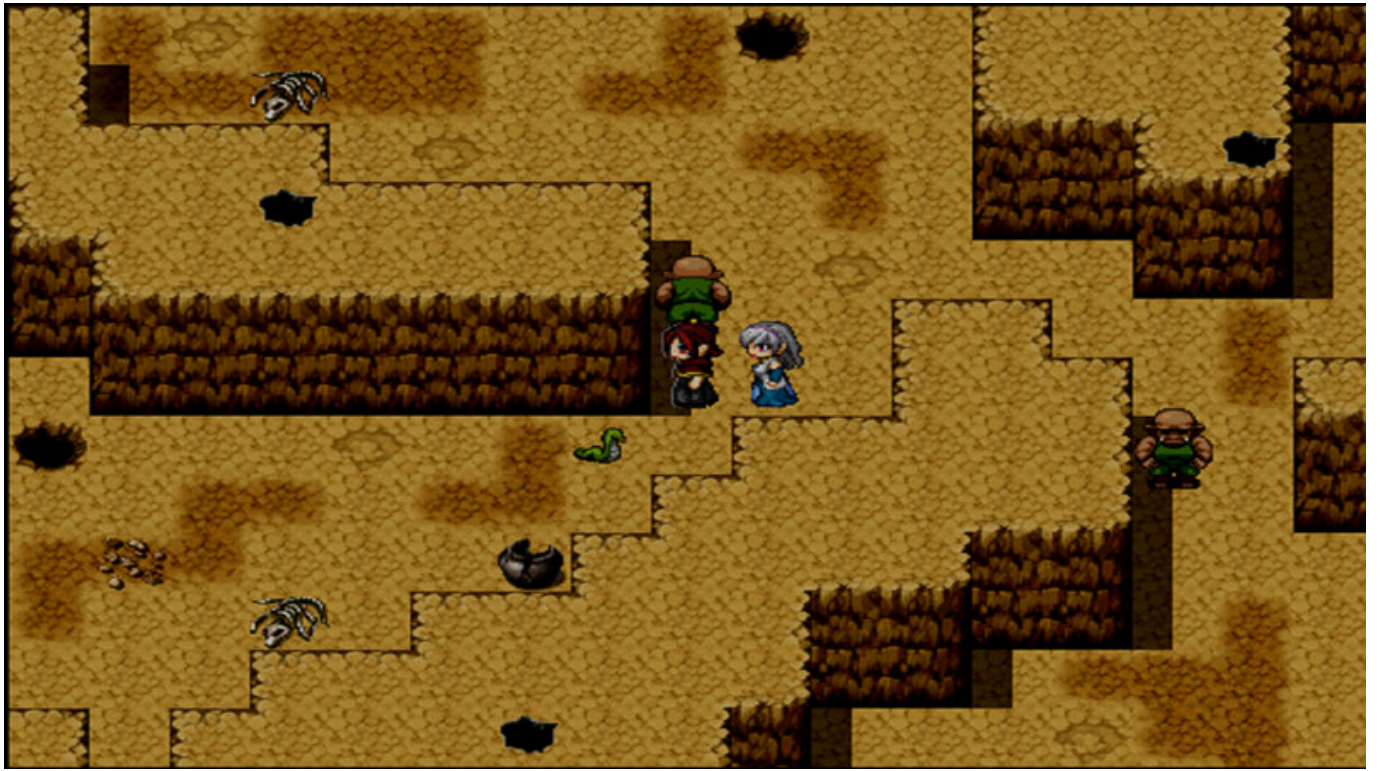
Hopefully that answered some common control-related questions.

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Title: Advent  
Genre: RPG  
Developer:  
Omega Games  
Publisher:  
Omega Games  
Release Date: 15 May, 2015

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English





What a drag... I'd rather just sleep here and pretend I'm not surrounded by wild beasts. But I'm much too sober for that right now.



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Advent wasn't usually a sort of game I would play but it wasn't that bad if you want to you can avoid the monster battles the battles themselves aren't that bad I would compare it to more of a pokemon style battle system even though I haven't played any of the pokemon games before. It takes a little bit to get used to the controls and changing settings isn't the easiest thing to do you have to launch the game and then a configuration menu comes up (a bit like rust).

I played less then an hour and the game is a bit boring the story line doesn't seem to be very straight forward and I got lost on which was to go most of the time. The graphics look like alot of time has been put into them and the parts you walk around in make it obvious on what you can and can't walk through.. Really slow. Dont like battle system. Sprites are weird. To many shadows.. This game is cool but it, does have a few bumps when playing it. The walking animation can be a little awkward in certain parts of the first town. The dialogue is a little bit cheesey and simple, and the story moves fast (so far). But I enjoy the battles, and it has challenge to it with the constant wave of enemies that respawn. So far, not too bad.. 8/10

Pros:

- Good history, music and graphics. ✓ Buena historia, musica y graficos.
- Each character has its own personality and his own history behind it. ✓ Cada personaje tiene su propia personalidad y una historia detras de el.
- Great skill system, similar to final fantasy 5. ✓ Gran sistema de habilidades, similar a final fantasy 5.

Cons:

- Add a sound when you go to sleep and when you get a item, an encyclopedia where you can follow the history and side missions, and which contain descriptions of places, monsters, characters, etc, of the world of Advent. ✓ Agregar un sonido cuando vas a dormir y cuando obtenes un objeto, una enciclopedia donde puedas seguir la historia y misiones secundarias, y que pueda contener descripciones de los lugares, monstruos, personajes, etc, del mundo de Advent.
- No Casino or minigames alike so far. ✓ No Casino o minijuegos similares por ahora.. I have only recently purchased this game.. but..

I am enjoying it thus far. would recommend to any JRPG fans.. Slightly different from other RPG games, more serious in tone and using the first person battle system, Advent stands out as an example of how to do an RPGMaker game properly. The dialogue is all very professional and battles are well-balanced. A lot of thought went into it and lots of people should play this game.. I can't recommend this game for the following reasons:

- Lazy RPG Maker "production" (I played far better RPG Maker games that were for free like Everlong, Last Scenario, Seraphic Blue)
- Constant biblical indoctrination. It was insomuch obtrusive that I thought there had to be a twist, yet this game takes itself seriously until the bitter end.
- Subpar and amateurish writing in general. There were so many passages that would have made me laugh my head off if they hadn't hurt me off instead.
- The final boss battle was a joke. I won't spoil much when I say that you can't win the first battle and virtually can't lose the second battle "for story reasons", thus revealing all grinding (see below) to have been utterly futile.

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- Battles in general are boring. Your only two choices are to either exploit your enemy's one and only weakness over and over again or to die. Not only, but especially the foes in the last dungeon can "one-shot" any character despite his\her setup. Unfortunately, the class system renders itself redundant. Your "mage-born" characters will never be strong enough for the fighter classes and your "fighter-born" characters will never be intelligent enough to use mage abilities effectively vice versa. At least all encounters are visible, but it soon becomes a chore to avoid them (if you plan to preserve your resources for a boss battle).

- Balancing. I hate balancing (foes level with you) in RPGs. What's the point of fighting and leveling when you're as strong as before in relation to your enemies after gaining a level? Reversely, it takes for all eternity to grind\level up enough so you can beat the few optional bosses that have a set level. Therefore, I didn't beat the last optional boss (level 50) for I was only at level 35 at the end of the game after already having played for 70 hours (even though I'm sure this game can - and should - be completed in less than 10 hours).

- Equipment, items etc. are far too expensive in general. There are several instances during the course of the game in which you have to grind for hours if you want to be able to afford the best equipment for everyone - just to find out one hour later that this equipment is already outdated.

This game may be for you if you need a filler jrpg and can stand (or if you even like) biblical indoctrination. Anyone else shouldn't waste his\her money on this Christian propaganda, disguised as a - at best - mediocre JRPG.. no setting? no control info fun game in general. 8/10

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RPG Maker strikes again! This is another low effort retro-pixel JRPG ripoff spamming the Steam catalog, made with the RPG Maker video game construction kit... in their own words, "Our easy to use tools are simple enough for a child."

This isn't even a good RPG Maker game.

Gamers who want a good retro gaming experience would be better off playing the original Final Fantasy games or one of the better RPG Maker games.. I have only recently purchased this game.. but..

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