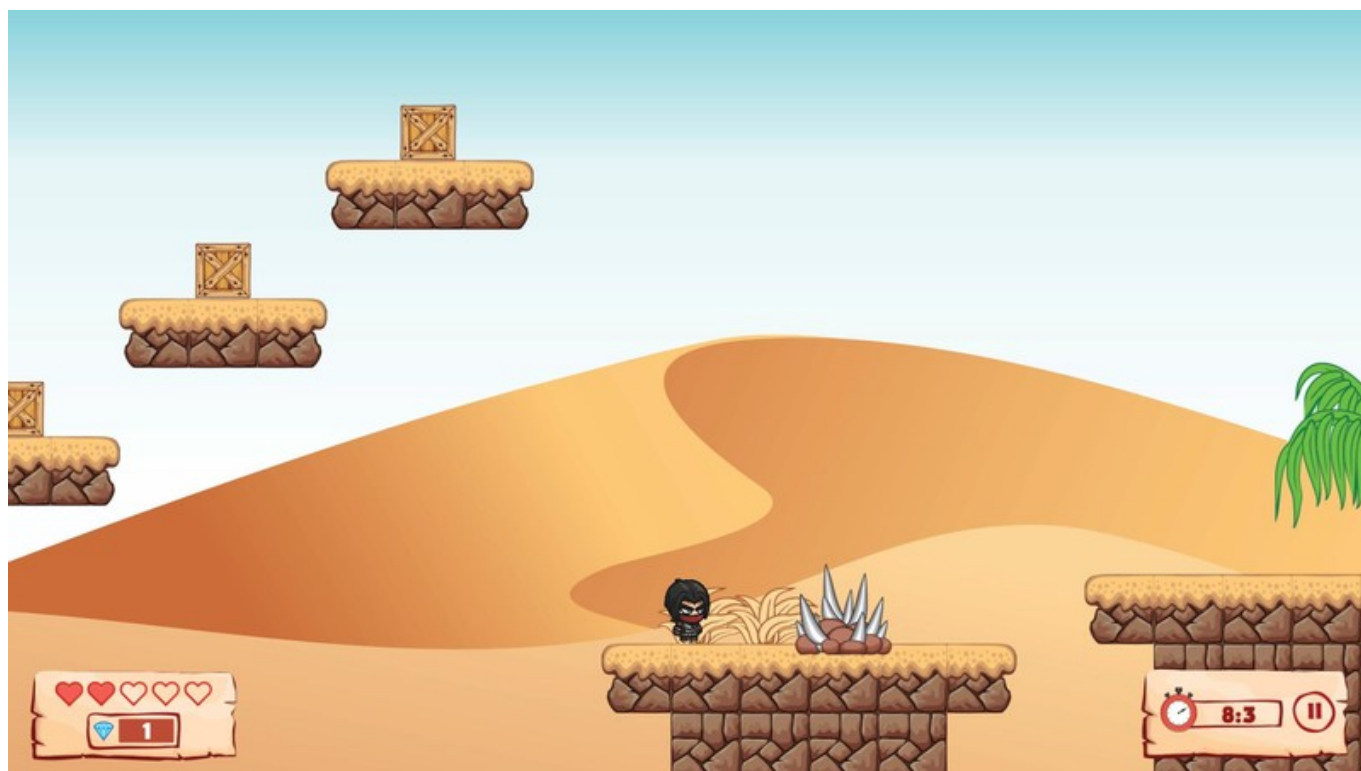


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Legend Of Assassin: Egypt Download 12 Mb



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## About This Game

This game is an interesting arcade platformer in which you have to go to Ancient Egypt. You play as a brave assassin, who has to go through his difficult and dangerous path through the desert. On every corner you will be trapped enemies and ancient mummies who want your death. You will have to jump over huge gaps and thorny plants. And on the way you will meet crystals which need to be collected.

## Features:

- Platform game
- Simple operation
- Nice graphics
- Suitable for Windows, Mac and Linux

At first glance, the game seems quite simple. However, after playing it a little you will understand how hard it is lonely assassin in the hot desert. At every corner of his lurk danger and to avoid death have to constantly be in suspense and very carefully monitor everything that happens around. Try to notice the approach of insidious enemies, otherwise you can die in the first minutes of the game! The game is great for children and develops skills such as care and reaction time. But even adults will be interesting to play it and pass the passage of a couple of evenings. So don't miss it! You will love it!

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Title: Legend of Assassin: Egypt  
Genre: Adventure, Casual, Indie  
Developer:  
Nord GS  
Publisher:  
Nord GS  
Franchise:  
Legend of Assassin  
Release Date: 5 Sep, 2018

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**Minimum:**

**OS:** Windows XP

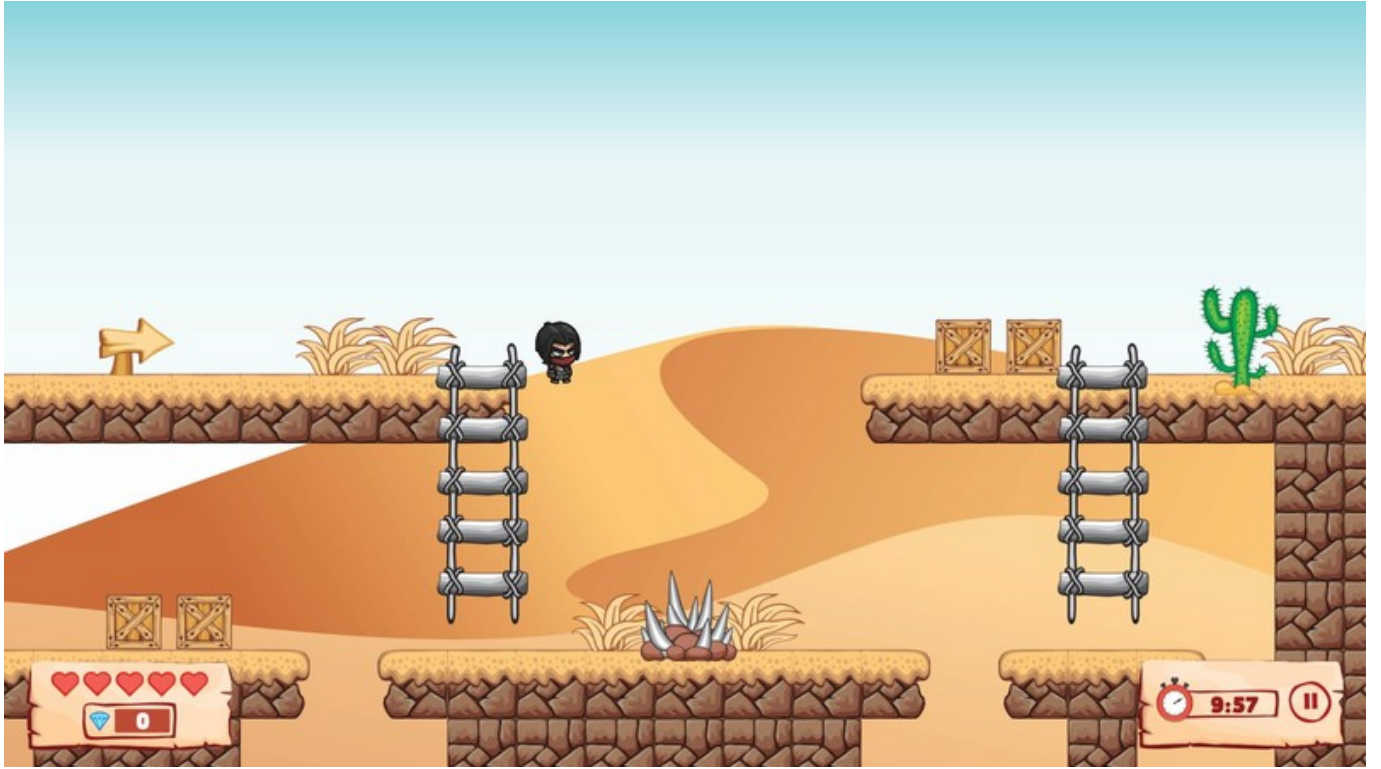
**Processor:** Core2Duo

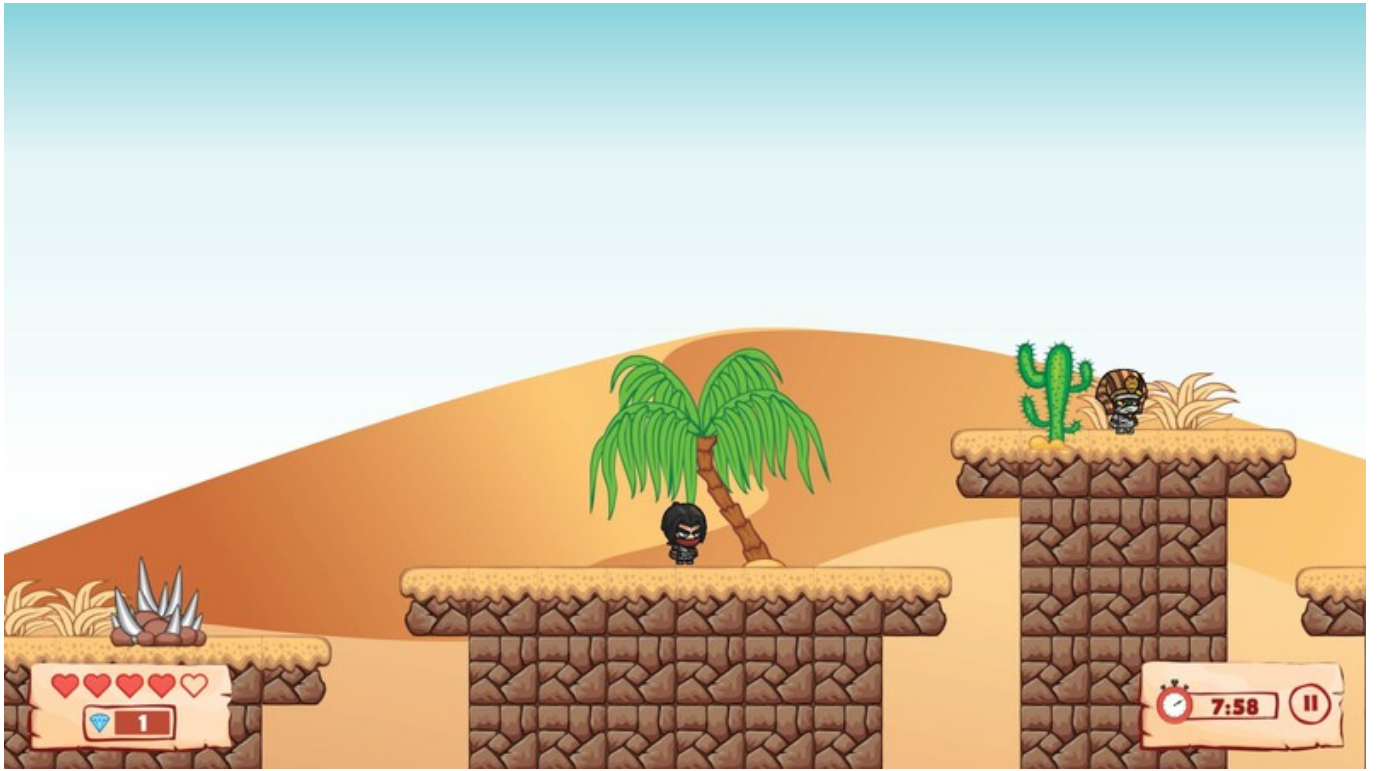
**Memory:** 512 MB RAM

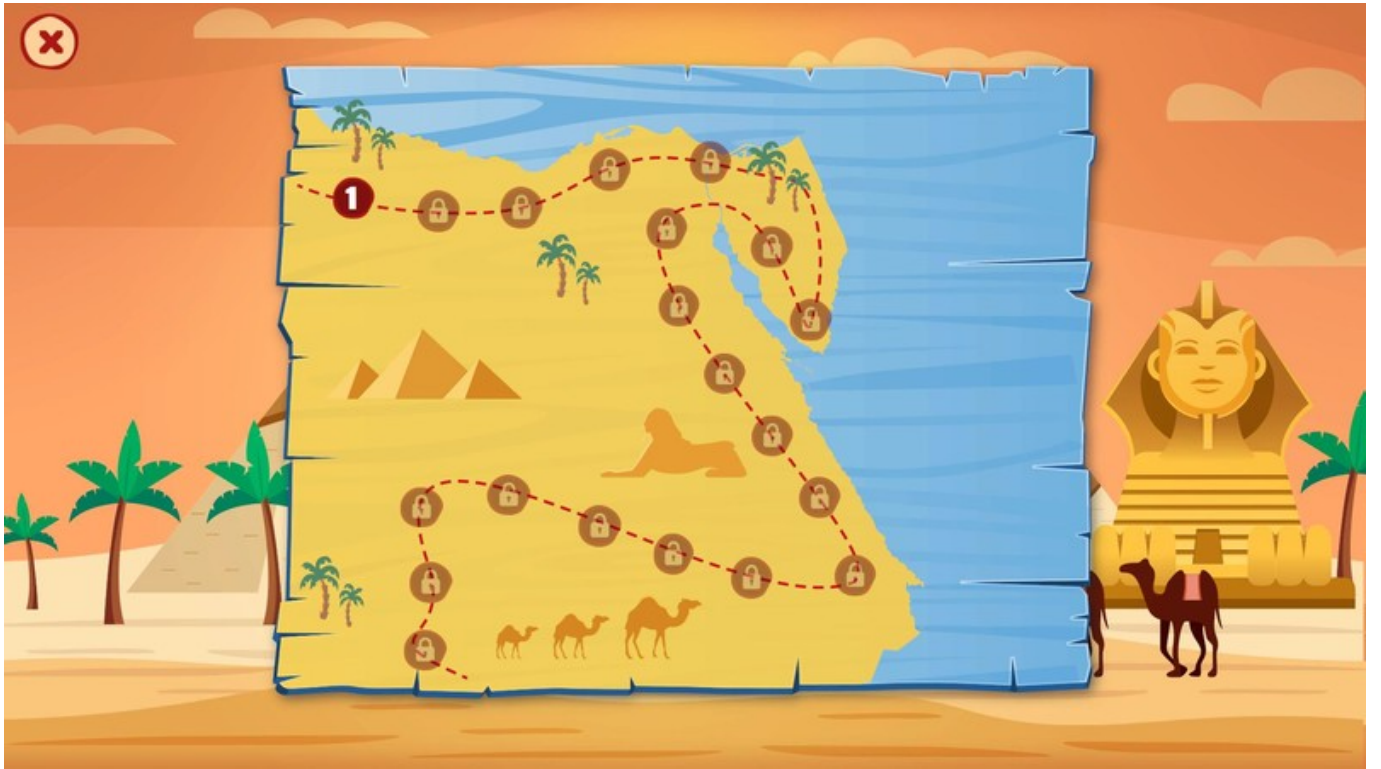
**Graphics:** Intel HD2000

**Storage:** 150 MB available space

English







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At best a mediocre platformer that suffers from many programming bugs... The gameplay is too linear and simple, completely based on hand-eye coordination. The enemies are predictable with varying speed of walking that only needs the player to use their eyes and intuition to progress however as i mentioned earlier the bugs will eventually make the gameplay utterly frustrating.

1. Two objects next to each other have 'dead zone', so if you need to make a jump from platform to platform as you stand on multiple boxes, you will not be able to make the jump and simply fall and die. This is a very frustrating programming issue and you will encounter this countless times as you progress.
2. Your reactions are often faster than the programming of the game allows for. Therefore you will not be able to make jumps and simply fall off the map and die. This once again is a repeated issue throughout the game.. Simply infuriating!
3. Once you climb a ladder and an enemy is approaching you will not be able to jump standing directly on 'top' of it and may get killed. What you need to do is move a little in the opposite direction from the enemy. However if there is a cactus behind them, you will not be able to clear the jump and will take damage ( - 1 life) or die and have to restart a level.
4. The 'life' drops in crates are rare in each level and may be down to as little as one per level so breaking all boxes and barrels once you got all the achievements associated with those simply takes unnecessary time away and does not produce the drops that you require.
5. Controls are set and even when you change them in 'input' section of the menu, they don't change. I tried re-loading and re-installing the game several times and changing both primary and secondary control inputs, but it didn't make any difference so thats a big minus in my book...
6. The levels are generic and don't introduce any new challenges to the player, so the game becomes 'interesting' only to those who like to get all the achievements. As a gameplay goes it quickly becomes boring and frustrating because of it's countless and glaring programming shortcomings..

Unity engine is very powerful and has the ability to deliver superb results, involving and adaptable gameplay and customizable controls. However this developer chose an easy route and brought out a very simple and mediocre title.

I have played a much more interesting and progressive title back in 1989 - 'Prince of Persia'. using an old DOS operating system, so almost 20 years later using Unity engine, I as a gamer expect much more from the developer..

One redeeming feature of this title - if one can even call it that, is the price and if you are after another 'perfect game' count on your account, it's a cheap investement and will deliver exactly that, however if you are after something involving and progressive - look elsewhere..

**WARNING:** After getting all the achievements the game will not be counted in your 'perfect game' counter!



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