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About This Game

Ancient Guardian - action adventure in procedurally-generated locations. You play as father, who have to find his lost daughter, avoiding meeting dangerous enemies, bypassing traps and solving puzzles.

The game takes place in our days. While walking around the ancient city of Heraklion, the daughter of the protagonist escapes, and the troubled father goes to search her.

Procedurally-generated locations

Each of your sessions will be unique for each level:

- In the first act of the player awaits the treacherous labyrinth of the Minotaur. Each time a random level is generated with

different corridors, passages and paths. In a random order, traps and key points are added. - In the second act (in development) the island will appear before you. We will not go into details, as this level is still in development, but in it every game will be unique.

Myths and legends

The basis of our game lay real myths and legends around the world. For example, in the first and second locations, we used the myths of Ancient Greece, only slightly changing them under the plot of our game.

A variety of monsters and items

At each level you are waiting for different, unlike each other monsters and objects. Minotaur, skeletons, gun, key and a lot more!

Leaderboards

Once you complete the story, you will have the opportunity to compete with other players in endless mode on highscore or on time in the story mode.

Title: Ancient Guardian Genre: Action, Adventure, Indie, Early Access Developer: Hell Squirrel Games Publisher: DNVR Prod Release Date: 21 Dec, 2016

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Minimum:

OS: Windows 7 and above

Processor: Intel Core2 Duo 2.5Ghz or AMD Dual core 2.5GHz

Memory: 1 GB RAM

Graphics: Radeon HD 5770 or GTS 450

DirectX: Version 11

Storage: 500 MB available space

Sound Card: DirectX compatible

English, Russian, French, Italian, German, Arabic, Simplified Chinese, Korean, Portuguese, Turkish, Japanese







ancient noble guardian elsword, elite dangerous ancient guardian mission, botw ancient guardian glitch, ancient armor guardian weapons, ancient guardian p99, ancient frost guardian p99, ancient arrow guardian eye, ancient guardian droid nathema, ancient sword vs guardian sword, ancient guardian breath of the wild, ancient guardian set botw, ancient guardians series, ancient evil 2 guardian of the underworld. guardian ancient casket, ancient guardian seal melt, ancient guardian terraria, ancient guardian parts breath of the wild. ancient guardian druid pathfinder. ancestral guardian 5e reddit. dst ancient guardian cheese. ancient guardian shield botw. ancient guardian key fake. ancient broodmother guardian of the blight. ancient shield vs guardian shield. ancient guardian minecraft. ancient guardian armor set. ancient guardian botw. ancient guardian poe. guardian ancient relic. ancient/guardian ruins, ancient guardian core bdo, ancient guardian seal failstack, ancient frost guardian, guardian ancient core glitch. percy ancient guardian of artemis fanfic. ancient guardian bdo. ancient chinese guardian lions. ancient guardian droid. bdo ancient guardian necklace. ancient symbol for guardian. ancient guardian chardok. ancient nest guardian. celestial palace ancient guardian mobile legend. ancient guardian armor. ancient guardian shield. ancient mogu guardian wow. zelda ancient guardian shield. is the ancient guardian key real. ancient guardian weapons. ancient arrows on guardian scouts. ancient guardian don't starve together, ancient royal guardian set elsword, pri ancient guardian seal, ancient guardian ace online, ancient guardian glitch. ancient guardian flip. bdo ancient mirumok guardian tree. ancestral guardian 5e spirit shield. ancient guardian set elsword. ancient guardian starbound. ancient guardian steam. how to make ancient guardian key breath of the wild. ancient guardian set, ancient guardian horn, ancestral guardian 5e pdf, ancient guardian key, guardian ancient mu

Quite an interesting GS game, Very different. The learning curve is a bit intrusive and is made worse by how seemingly simple the UI is but I'll admit it. This game has a surprising amount of depth and doesnt require you to click at the speed of sound like certain other games.. A top down stealth bomber/escape game in which you're trapped in the Anathema Mines and must reach the light coming from the surface on each stage. You begin most levels in the dark with only a map, but a flashlight, bombs and a detonator can be found lying around, along with other collectibles like door keys and cartridges which unlock bonus stages.

The design feels very "game lite", but it's simple fun. Guards patrol set routes and you have to avoid being spotted by their flashlights. Using your own makes you more likely to get caught, but beasts will run away from it. Bombs can be used to distract and destroy enemies, cave walls, lasers and other objects.

Each level has in-game achievements shown along with your time/deaths on some very nicely done leaderboards. Also, Steam achievements, native gamepad support, a nice soundtrack and a level editor to build your own levels, as well as a plethora of community created levels to play.. Me gust\u00f3 la sensaci\u00f3n de soledad y desolaci\u00f3n. La m\u00fasica y los sonidos lo hacen opresivo.

Son muy molestos los magnetismos generados por las anomal\u00edas que no te dejan jugar tranquilo, pero eso lo hace desafiante por momentos.

Tiene cierta rejugabilidad que lo hace m\u00e1s interesante y si vas por los logros (como yo...) dura un toque m\u00e1s. Lo banco amigo.... I nice story worth a read.. This game..

Decent story, hard levels.

If you're looking for a challenge, then buy this. The levels are confusing, the levels are hard.. Title of the Game should be called = 1041f1043e-1004401044110044110043a aka Ba rusky :p

its like a student project V maybe first timer making a game props on that

scary? nah not at all. Ill be brief.

What this is: Random. Forces you to often times take damage upon entering a dungeon due to poor mechanics and unavoidable things like gas surrounding the entrance. **VVVVV** poor foresight in making this.

What this is not: Enjoyable rogue hack as it claims to be. Its rogue, but very dull, even if you arent forced to take damage.

Rogue hacks are skill based with a little bit of luck thrown in when things start picking up. This game is luck based with no skill used to progress. Its basically an advanced version of 'mine sweeper', that crap game only homeless $\forall \forall \forall \forall \forall$ on a laptop and single mothers play.. I don't have much to say on these thress but still had fun playing!! 16\/10!!. wow wottttttttttttt. A small endless race game with several different level types for a price that is more than fair. The graphics are really enjoyable and smooth. The races are fun yet very challenging, and since there is more than just one map it's quite varied and doesn't get boring. Just turn on some smooth synthwave, lay back with your controller and play.

Feb 2016

UPDATE: I can easily recommend the game now, as they fixed a lot of the issues I had a year ago. It's also only \$5 as opposed to \$20. Changing my review from negative to positive.

Feb 2015

Oh, how I wanted to recommend it. On the plus side, it's a god game that lets you reshape the land so that your furlings can construct their own structures as well as cast powers like earthquakes and volcanoes (similar to Populous). On the surface, this sounds great! On the other, there are some really odd things about this game that make me scratch my head in wonder as to what the developers were thinking. There are no time controls, no WASD or arrow key camera movement, no zooming (there is a fixed bird's eye view), holding in right mouse click and moving the mouse up and down (not left or right oddly) rotates the camera, no HP bars above buildings, your score decreases as you play (rushing you into beating it more quickly), and more. As far as I can tell, there are eight levels on the campaign menu and no skirmish modes. The inclusion of the latter would have given the game some replay value and could have made it worth \$20 despite these short-sided gameplay mechanics. As it stands, it just doesn't do enough to justify that price tag (in my opinion).

<u>https://www.youtube.com/watch?v=oHhXcB6bsCg</u>. Fun multiplayer whack each-other game.. Horrible, horrible "game". Wish I hadn't even paid \$2.50 for it.. Bought it because of the soundtrack. No regrets.. I played this game for about 6 months and got a lot of stuff, still bored, still Pay 2 Win. Never playing this seriously again.

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