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## About This Game

D'arc is sixteen years old. He has trained extensively in the Elemental arts for the past decade, under the discerning eyes of the Mage Masters of Iginor. Confined to an existence of academics and magical mastery in their tower, the inquisitive Initiate often wonders what it would be like to explore the secluded outside world.

D'arc's moment of reckoning arrives and his Masters put him to the test. The young Initiate is tasked with retrieving three items, which will test his magical and mental strength to full capacity:

A lock of hair from a powerful Enchantress.

The unspoiled shell of Griffon's egg.

The three-pronged horn of the legendary Trinicorn.

Join D'arc on a perilous journey across the medieval-styled land of Iginor. Brave the perilous Bloodbark forest where the Redcap goblins stalk. Trek across a barren desert wasteland rife with lawless Bandits and fierce Burrowers. Navigate over a vast lake where evil masquerades as beauty. And ascend beyond the lofty mountain peaks where the mysterious and hostile Flyterians dwell, suspicious of all outsiders. It is time for D'arc to prove himself.

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Three quests. One chance. Will D'arc succeed and take his place among his fellow Mages?

### **Features**

- A uniquely-crafted RPG/Adventure game.
- Gain new spells as your character improves. No stat grinding!
- Replay as one of four Mage classes (Water, Air, Fire, and Earth), each with unique spells, puzzles, and solutions.
- Beautifully detailed pixel-art character animations.
- Over 30 detailed character portraits. Over 9,000 voiced and lip-synced speech lines.
- A complete digital music soundtrack, brimming with magic and mystery.
- Battle against a horrid horde of monsters or avoid combat and focus on adventure.
- Multiple story paths, depending on your in-game choices.
- More than 50 magical gemstones to enhance your magical power.

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Title: Mage's Initiation: Reign of the Elements

Genre: Action, Adventure, Indie, RPG

Developer:

Himalaya Studios

Publisher:

Himalaya Studios

Release Date: 30 Jan, 2019

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**Minimum:**

**OS:** Windows XP or higher

**Processor:** Pentium or higher

**Memory:** 64 MB RAM

**Graphics:** 640x400, 32-bit color, 700 Mhz

**DirectX:** Version 8.0

**Storage:** 2 GB available space

**Sound Card:** All DirectX-compatible sound cards

English









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No valley has ever been so cozy since 1989 Spielberg ! And this game even has proper morality; the Himalaya Studios don't send THEIR hero into the valley before the snow blocked the pass again to let you rob the houses of innocent sleepy old ladies or the local law enforcement as a "heroic" service to the community ^^ ...

Unbelievable value for the money ! BUY BUY BUY ! Or shop 'til you drop ?

Reason for a purchase: The music creates a wonderful atmosphere ;  
the scenery is marvellous ;  
the story is totally immersive and cleverly designed without inconsistencies like some other RPG-adventures these days have;  
state-of-the-art amazing voice acting created within a budget for which some other games don't have any at all;

even if you choose to be an Earth Mage and some puzzles confuse you temporary because all hints are for Water Mages, don't you worry: you don't even need a hintbook these days any more as you can check the wisdom of the internet or in fact get direct responses from the dev (at least until millions of Steam and Gog keys are bought, that would keep Himalaya Studios a bit busy, so buy it now as long as you are an early bird buyer ...);

nicely animated opponents + the combat difficulty is adjustable to fit several styles of playing whether you prefer a challenge, otherwise they can serve as cannon fodder as well - or do wizards say "wand fodder" ; "gem fodder" in the case of this game? which is a feature idea I like very much for boosting the stats;

wonderful realistic personalities of the characters -  
in short:

this game is like the first ray of sunlight after a long dark night;

it's like the first drop of rain after a severe drought;

this game is like casting a spell on you which makes you want to be sucked into the screen and BE THERE  
in Ele'wold,

breathing the fresh unpolluted air, watching the birds singing and the trees growing and listeing to the squirrel saying  
"Summer is coming !" ^\_^;

this game is pure joy in digital form !

Possible reason for not buying it: you happen to be a Redcap Goblin (:V and this game seems to be discriminatory libel to you .... I was very excited to play this game, but found myself stuck in the very first gameplay scene. I left-click on the door to enter, can't enter. Right-click, can't enter (and no pop-up menu either). Use the WASD keys, can't enter. Try to check the manual, but it's zero bytes and thus non-existent. Great. Requesting a refund now.. tl;dr: I enjoyed this game enough to do multiple playthroughs, and hope more are forthcoming. The developer obviously cares about their creation and the history of point and click adventure games. If you like point and click adventure games, definitely give it a shot.

I've played through this game 2x, once as Water, once as Earth. And honestly, I'm looking forward to my fire play through. Overall the game is the same each playthrough with enough flavor to make it worthwhile to me to play through it again. I've hit one or two bugs, but they were easily fixed by doing what anyone who has ever played an adventure game learned to do, saving... all.....the.....time. I've only had one bug that forced me to quit, and comparing this to AAA studios, makes AAA studios look bad.

It's a very nice homage to the old point and click adventures, I giggled at the funny bits, I enjoyed the storyline, and I hope to Bob that the next one doesn't take 10 more years to make. I won't live long enough to see the end!!!  
. I absolutely loved this game! Worth every penny. If you loved King's Quest or Quest for Glory, this game is definitely for you!. Everything I love about classic point-n-click RPG adventures, renewed and reimagined in a new title (I hope to be series!) So far reflective of the best fantasy elements without unrelated graphical kitsch (3D unbefitting, etc) I would like to have enjoyed more of from mainstream studios up to now. Thank you Himalaya! The voice acting is wonderful, the dialog is pointed but thoughtful. I'm still only beginning my initiation but this is a thoroughly enjoyable game!. This is one of those clasical games that can keep you entertained with it's charm and maybe nostalgia. The price is very small for something fun. They made the perfect balance of clasic and modern with good voice acting to tie it together.

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A friend recommended this to me and after seeing his video i bought it, here is his review

<https://www.youtube.com/watch?v=JYBDCAXNDZ4&t=787s>

Pro: pixel art

-Voice acting

-Story

-Nice mechanics, not just the classic ones( Ex combat difficulty, spells, exploration, getting exp from talking, chose between 3 types of menu)

-Character development with leveling up, stats, armor, a nice inventory system

Cons : can be hard to get into if you are not a fan of the genre

- The character has a strange echo when talking to himself

-May take a long time to get into the action

-Can seem overwhelming because of all the dialogue in the beginning

- Blend of old and new mechanics could potentially scare fans of the genre.

-People may not like the voice acting BUT hey, this is very nice if it was made during the golden era(i have no problem with it but don't expect triple A current times budget). The story was interesting even though I didn't bother with reading books and notes, unless it was necessary for solving a puzzle.

The combat was mediocre. In my case it consisted of spamming one damaging spell until enemy died. I also had plenty of potions to keep health and mana full. I was using only a mouse to play and I'm glad that using a keyboard was optional.

The interface is clear and readable although I found myself skipping few dialogues when they suddenly appeared in the middle of issuing an action.

The only thing that bothered me was the saving system. To save the game I had to name a save file. I think it would be better if the game handled generating names for save files, because that was the only thing I had to use a keyboard for.



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Really fun to play, puzzles are fun and an interesting story keeps the game moving along at an exciting pace!. Great fun! Pays wonderful homage to King's Quest VI in the style, interface and graphics. I loved it! And don't miss the after credits scene, hopefully there will be a sequel.. My first impressions of the game:

Charming handdrawn art style that is reminds me of the golden age of adventure games.

A musical score that never distracts but always compliments the scene.

A game UI that is intuitive and customizable, it lets you experience the game without getting in the way.

It's early yet, but this game so far is everything that I could have hoped for!. I'm very glad I bought this game! The graphics are pretty and the premise is quite interesting! I'd recommend it to those who enjoy adventure games, such as Quest For Glory.. Overall, I enjoyed the game. I've been watching it since the start of development. The game brought back some memories of King's Quest and Quest for Glory (which I played as a young girl). The painted backgrounds and portraits are lovely. The magical environments were my absolute favorite part of this game. The story is interesting and the puzzles are fun.

Biggest drawbacks are the main character's voice acting (which is a major one; the voice lacks personality and expression which causes a big disconnect with the main character) and the cartoon cut scenes (I don't understand this choice; the rest of the game's art was amazing). The battle system was not great but that was not the main draw to the game for me.. A very charming RPG-Adventure hybrid in the style of Quest for Glory, radiating waves of nostalgia. Some of the rooms & screens are downright beautiful, such as the first chamber of the island castle.

Story rich with really fun, clever puzzles. I'm enjoying it a lot!

. As hardcore QFG-fan this game is a must-to-play and I loved it :) Already finished it once as "earth mage" and soon to starting again with another element.. \u2665\u2665\u2665\u2665s dope.. If you like the old Quest for Glory series, or the newer Quest for Infamy and Heroine's Quest, then this is right up your alley. The art is good, the music is good, and the puzzles are good.

That being said, the voice-acting is good \*except\* for the protagonist, who has by far the most lines. While the regular art is very good and perfectly in the style, there are animated cut scenes that resemble those old CDI Zelda games (this is not a good thing). The writing is a mixed bag. There are 4 classes to play through the game with, but they are disappointingly similar except for cosmetic differences. The combat is kind of a mess--too hard in some ways, and too easy in others, and the progression is uneven.

This was an ambitious project that took a long time to come out. I get the feeling the scope ended up scaled back considerably. If the mage classes had more variation between them, D'Arc was re-recorded by a voice-actor, and the combat overhauled, this wouldn't be good but Great. As it stands, it's reasonably priced and a good offering to scratch that old AGI Hero's Quest itch.

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