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Affairs Of The Court: Choice Of Romance Ativador Download [Xforce]



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## About This Game

Plunge into court politics and change the course of history, or pursue a love affair that rocks the kingdom to its foundations!

"Affairs of the Court" is an epic interactive fantasy novel by Heather Albano and Adam Strong-Morse. It's a tale of romance, deception and court intrigue, where your choices control the story. The game is entirely text-based--223,000 words, without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

Will you play as male or female? Gay, straight, or bi? Match wits with the schemers of the court, or play your suitors off each other? Will you find true love? Gain a crown? Lose your head?

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Title: Affairs of the Court: Choice of Romance

Genre: Adventure, Indie, RPG

Developer:

Choice of Games

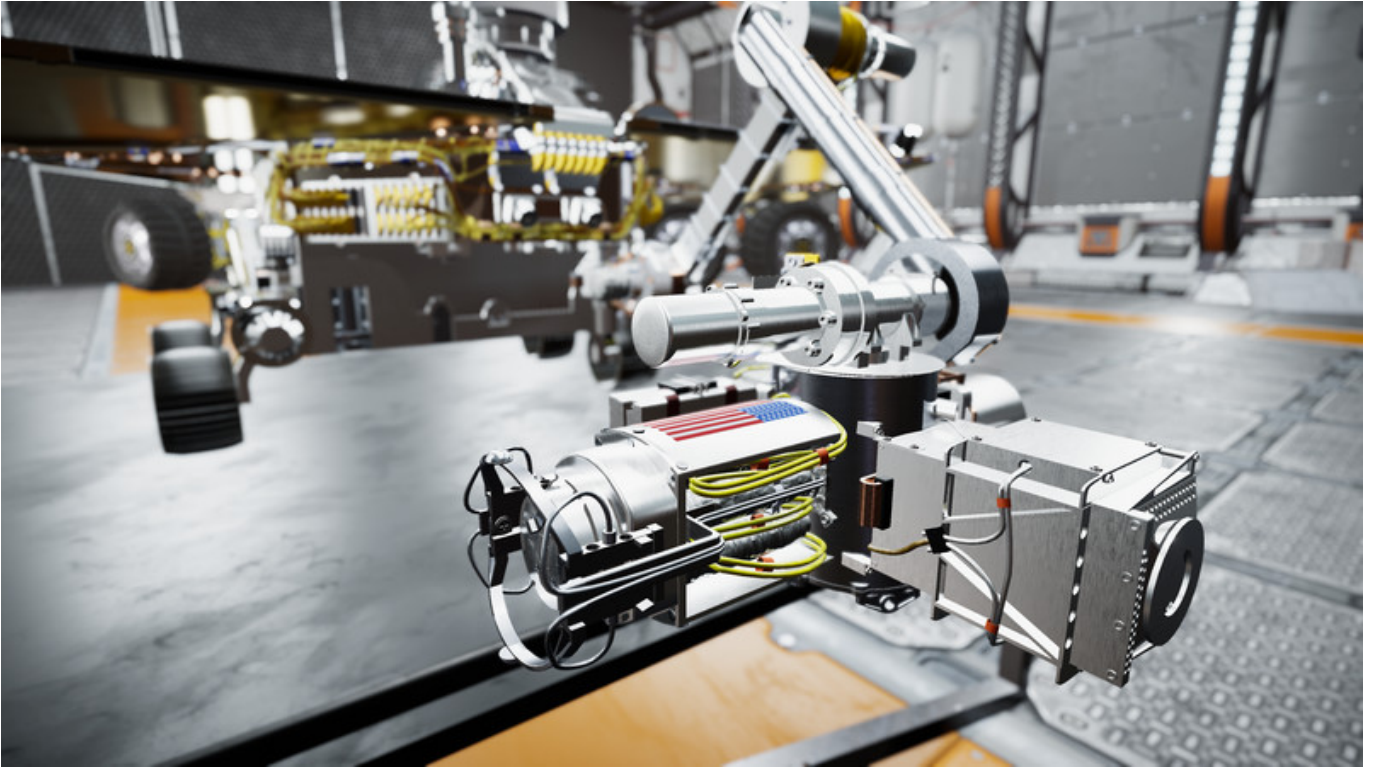
Publisher:

Choice of Games

Release Date: 16 Aug, 2013

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English



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Show Stats

Restart

Achievements

Menu

Such words! The Convocation Ball is one of the most extravagant events the castle holds. There are highborn lords and ladies about! Heroic Rangers! Distinguished mages! Not to mention, Queen Isobel and her only child and heir apparent, Prince Bartas.

She'll be in a lot of trouble if they hear her talking that way. You look around nervously, to see if anyone heard. Sara's audacity astounds you!

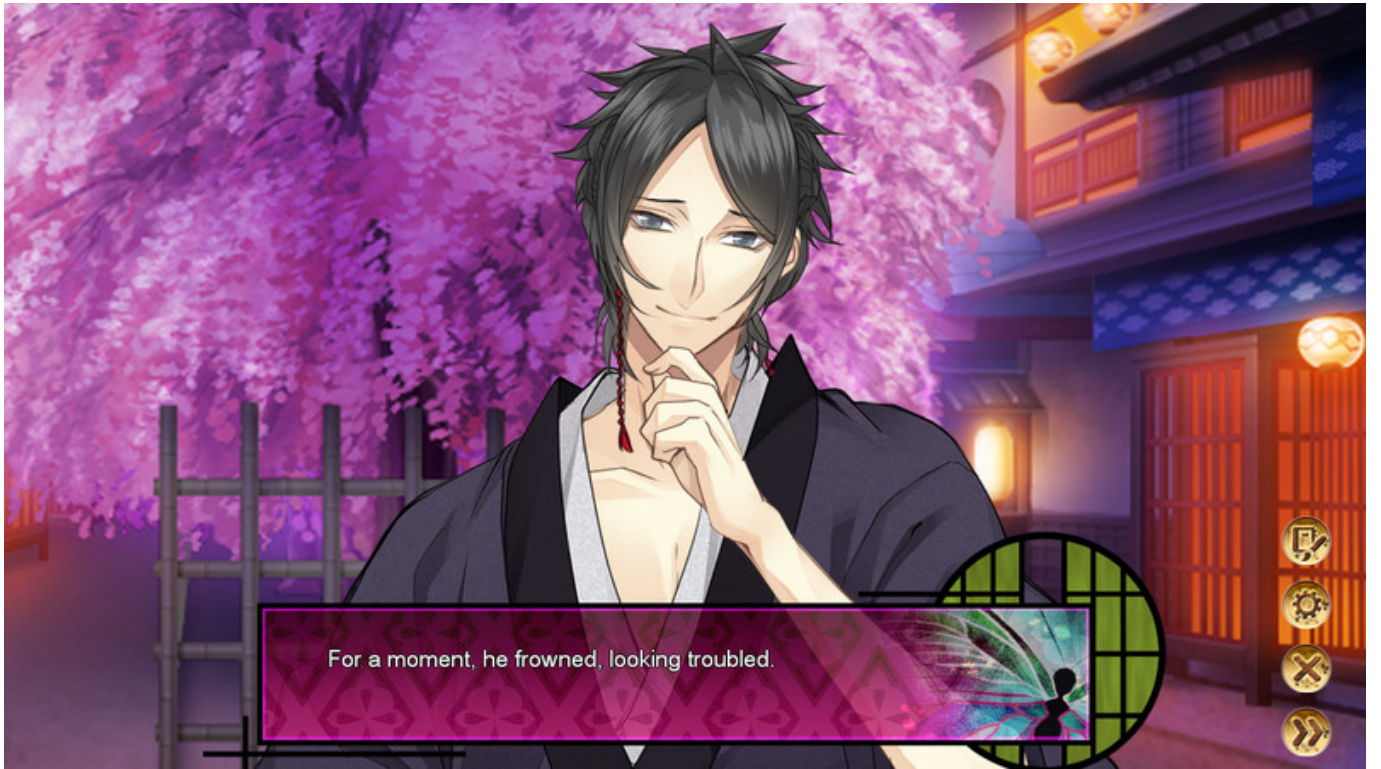
But it also intrigues you. Just a little. You glance back at the hall's center. A few more nobles have drifted in, rich trains trailing across the floor and gloved fingers curling around wineglasses. You recognize some mages, too. "Melusine!" someone calls, striding toward the Queen's Scholar you met earlier. "It's so good to see you!" And then, nodding to a tall, slender mage with glasses, they add, "Mage-Professor Jacmes! It's been so long."

Your stomach clenches. Mage-Professor Jacmes, was it? According to Melusine, that's the mage you ought to speak to about the mages entrance exam.

Slowly, surely, festivities are beginning. What to do?

- I follow Sara to the kitchens.
- I approach the nobles and mages.
- I find the hall steward, and tell him to watch Sara.

Next



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Bulldozer theme song by Oliver Onions in the menus. Absolutely great!

10/10. Refreshingly \u2665\u2665\u2665\u2665\u2665\u2665\u2665, in every amazing way. The game works good, U will have fun.

After some minutes ok U will be tired but Ok.

Its not an Original game, and why I need use Mouse on Menus? I cant use Keyboard/Controller on menu, not work.

My rate is 7.5 / 10

. A beautiful game: easy to grab a hold of and engage with imaginatively, challenging, and with a decent level of magic options to customize your favored playing style.. Just like my hopes and dreams, this game is dead.. Combat in this game is laughably bad. You can run around enemies at full sprint. But then when you want to swing your weapon at one of them the attack animation is, and I kid you not, eight seconds long. Just to swing a sword. It was comical to watch enemies run full speed at you, stop, and then stand there waiting for eight seconds to attack you.

Also character creation took over an hour to complete because of how many decisions you had to make.

Not fun at all.. this game makes me remember my childhood life ( minesweeper in 2018 )

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It seems a real shame with this game I thought it was impossible to get worse at making games but you have quite obviously proved me very wrong. I admit I am a Emergency services phanatic and this was painful to play through, I think you need to really take this back to the drawing board and actually ask your target audience what they would like to play and what makes a game great for them. What is even worse is the fact that this game is \u00a313.49 On Offer how is that any discount at all? People work for their money and they should be treated with the love and the care they deserve not some half finished I can't be bothered game. Come on people use some common sense.

As you are unable to ask your audience any thing they dislike\like I have compiled a list for you

What I Dislike:

- Vehicle Handling
- Dispatcher
- No Freeplay
- Laggy water animations
- Walking for NPC's
- Lighting on one spot
- Controls
- No English Fire option

What I like:

- Missions
- Chance to work as a group
- Range of Vehicles
- Detail
- Choose What you want to play as German\American. 7/15 Cards
- + 43 Achievements which took me ~19 hours
- + Funny little spawning game

- You need a friend for the online Achievements, cause noone is there

8/10 = Would battle again. I got this game for 8p and have gained all of the achivements. Do not spend anymore than 10p on this game, it is not worth your time and money.

Instead go and play Fidget Spinner Simulator. Tried to play this game in a Petco the other day and got escorted out by security. They thought I only put one ferret down my pants though, so I got out of there with four of those ♥♥♥♥ers for free! Man ferrets are ♥♥♥♥ing crazy and after what I experienced I can only assume that these creatures see human taint as their biggest natural predator. They ripped me up real good and turned me into a human sock puppet.

Hey did you know ferrets arew the only species in the animal kingdom that feel regret? In the case of this game, I'm pretty sure all of those little ♥♥♥♥s regret being born in ♥♥♥♥ing Scotland, the only country where this♥♥♥♥♥♥won't get you a court date. Then again in America we have a sport we like to call "is this cop gonna shoot me?" but much like basketball it's not for white people, so hey I guess every country has its quirks!

Anyway thanks Petco for this new fur coat I just made, gonna wear it to my next crisis actor meet n greet at bohemian grove. There's no ferrets in those wood so I'll just stuff a a wolf down my pants and see how long it takes to eat its way through my body. LOL hail satan. Fun game, theres nothing like sitting back and relaxing as you munch on some brains.. **I liked the game because I was bored and would recommend this if you have 1\$ (that's how much I payed) to spare and want to waist an hour of your life.**

**The game is basically a ripe-off from motherload; the only diffrence with motherload is the fancy graphics, no story-line and you can reach "the end of the world" (1000m) after waisting approximately 30 minutes of you life; yet only 9.6% (when I checked) have this achievement.**

**Brain-explode moments:**

- **When you load a safe blocks magically reappear!**

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- I still to this minute have no idea if silver had silver color or coal-ish color
  - The map is not fully filled with "resources", gaps everywhere
  - After fully upgrading my first ship, I buy the seconds and can't really upgrade this ship (probably because I bought them all before)
  - You can die from falling 3m down when you hold the down button; this "feature" is pretty cool
  - You have to start slowing yourself down from falling from the moment you fall because you can bounce from left to right and might hit a gap on your way down and die
  - There's a possibility of dying when you're on hull health and hit a "lava block"; also a cool "feature"
  - A day lasts about 3 seconds in-game
  - A night lasts about 1 minute in-game
  - When it's night, it's pitch dark; the only light you have is from your ship which is buggy if you mine trough resources (like always than)
  - You hear a drill drilling but you don't see a drill drilling (no ship animation)
  - The only animation you get is from the "natural disasters" and if you're mining you won't even see that
  - Pretty \u2665\u2665\u2665\u2665\u2665 looking achievements and I got them all (gg, izi)
  - First thing you're mining 10 seconds for 1 block > buy upgrade 0.1 second for same block (BALANCED!). I'm completely addicted.

This game is so simple and so fun.



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