



Ooh... So ya are another one they sent to tell me they don't have to pay for my merchandise. How can these people be so dumb they don't understand a concept so simple as pay for what ya have bought?

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About This Game

Shattered God is a 2D Action-RPG that builds upon the classics, but introduces new ideas for a fresh experience.

Made with its unique, fun gameplay as the main focus, it'll surely impress, challenge and surprise you with its many interesting mechanics, features and content.

- Unique battle system that's challenging, fun, and player-skill based. Do you want to kill the final boss with a level 1 character? You can!
- New Chat and NPC system that'll have you piecing together the lore and backstory of the world with what you get out of the people you meet. If they know about it, and feel like telling you, of course.

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- Your choices truly affect the story, determining not only what ending you get, but also how the adventure itself plays out, with exclusive party members, bosses, challenges, etc.
 - Over 40 enemies, including 15+ bosses, to battle! No enemy feels the same, as they all have their own attacks, spells, abilities, special attributes and even AI. Not even the recolors fight the same!
 - 60 different Spells and over 45 special Artifacts to collect! Spells and Weapons are all equally powerful, and there's no weakness system, so use what you like best and is better suited for the situation.
 - More than 10 dungeons, some being completely optional.
 - 4 party members, each with their own abilities, spells, weapons and dialogue. Some of them can even leave you based on what you do throughout your adventure.
 - 3 different endings with variations based on what you did and who's with you when the journey's over.
 - New Game Plus, with increased difficulty, that keeps everything you obtained from your previous adventure, letting you choose a different story path to take and granting access to new areas.

We're a very small team of passionate creators, and we hope you enjoy our dream project. Thanks a lot!

TRADING CARDS ARE READY FOR WHEN STEAM ALLOWS THEM!

Title: Shattered God - Quest for the Divine Relic

Genre: Action, Adventure, Indie, RPG

Developer:

Ithiro Sumi

Publisher:

Ithiro Sumi

Release Date: 26 Jun, 2017

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English







shattered god - quest for the divine relic. shattered god - quest for the divine relic

I haven't played a lot of it but so far it is interesting I have played longer than stated by steam because I end up playing offline a lot. I seem to miss a lot of our hits but that could be because it takes getting used to the controls. Interesting concept as far as combat goes, I don't think I've played a game like it. I believe it will pick up speed with time, but I was a bit confused with the tutorial but I also am not the most attentive player. Check some gameplay for it and make your own decision.

<https://www.youtube.com/watch?v=JRnLb3QI-yM>. <https://www.youtube.com/watch?v=vbcOTwpqAqI&feature=youtu.be>

[I can tell there is a lot of love poured into this game.](#)

[I can see a bunch of fairly interesting ideas stitched together.](#)

[I can also see a bunch of issues just in the first area.](#)

[Tutorial is intrusive and not intuitive.](#)

[Combat controls are strange, and poorly explained, especially the spell casting.](#)

[Several CTD's on entering fighting space.](#)

[Level design makes little sense. I felt like there are a bunch of paths placed there without thought as to why.](#)

[I also don't understand why I can Zelda attack things but then have a final fantasy style combat section.](#)

[Anyway, there might be something here if you are willing to overlook the many odd and buggy choices.](#)

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