



Download >>> <http://bit.ly/2NEJ8AP>

About This Game



Feel the pulse of ruin beating within you

A world that has accepted its miserable fate does not ask for a saviour. The condemned do not ask for more than their Gods' forgiveness. From where do you draw hope, when you have already accepted your destiny?



Will you atone for your sins, or will you rebel against the Gods themselves?

-Experience an **intense and deep storyline** of 40 hours about finding the strength to challenge your destiny and discovering purpose beyond survival.

-**Create your own classes:** Choose freely between 9 elements to level up and unlock hundreds of skills with different combinations to flexibly grow your characters.

-Adapt to your surroundings in turn-based combat: Both your actions and your enemies will all heavily influence the battlefield and efficiency of elemental skills.

-Discover a vast world ruined by an ancient war and ruled by unforgiving Gods. Meet numerous Characters with their own stories and motives. Engage in an innovative battle system with voice acting.



Divided by sin – bonded by a promise

Our world has been divided for thousands of years. The Pure, chosen by the Gods, live in paradise. The Impure, whose sins have brought ruin to our world, live in the devastated outworld. They will never be forgiven. This is the divine order our gods have established.

But, through fateful circumstances, a man of the Impure meets a woman of the Pure. To save her life, Kiro has no choice but to take Saia to the outside world. Committing the greatest crime of all, his only hope for redemption is to bring her back to paradise safely. That is what he promised her.

Hunted by demons, heretics and the gods themselves, they will try to find peace in a world that has known nothing but suffering for over a thousand years.

Stand up. Don't give up. Survive!

Title: HYBRIS - Pulse of Ruin
Genre: RPG
Developer:
Lucien Krebs
Publisher:
Hybrisgames
Release Date: 15 Jun, 2018

b4d347fde0

Minimum:

OS: Microsoft® Windows® XP/2000

Processor: PC with 800MHz Intel® Pentium® III equivalent or higher processor

Memory: 128 MB RAM

Graphics: 1024x768 or better video resolution in High Color mode

Storage: 900 MB available space

Sound Card: DirectSound-compatible sound card

English,German







Wonderful Game, just like the other Hybris games before. I just completed it with everything the game has to offer, including all side missions, maximum Level on all characters, all minigame rewards and arena 100%. This game offers awesome Storytelling, mostly nice Minigames, a deep fighting system with many elements and very nice written characters. Please give me more of this Lucien!. Disliked grammar using ing too much and other grammar mistakes, 2 sounds one is from the machines and other from some fly bugs and 2 side missions weren't logged as complete even though i had all the materials. Also some lag on the mini games but i have a potato pc maybe that why it's like that. And that you could use smoke bomb to escape a boss fight i believe, but i didn't abuse that, also not sure if remedy was supposed to be available in shop but i believe it should which it wasn't after completing a certain side mission.

Liked the post apocalyptic setting where the centrum obeys the gods and you are just a hunter in this ruined demon infested world which you aren't so good with the centrum. Music was pretty good, there is even voice acting which i think it fits the characters, characters are kinda 3d looking and they look good if some faces are even funny i like how they convey their feeling with different possures or that some sequences are animated.

The graphics are a huge advancement from the previous game which was called Hybris rebith gold. The monsters, machines, demons and human all have their sprites some are so ferocious looking, the world enviroment is also a nice touch how different they can be and you can use certain character skills advance in the game which i believe is geniously made.

Gameplay is inovative you really don't see such a skill system in games usually, where you can use keyboard controls for attack buffs debuffs from 1-6 key and 7-9 for blocking and supportive skills where 0 is a special skill. There is usually 3 characters on screen which attack monsters with pressing the correct ID number for the enemy to attack them. I decided to go with the with the first three skills which i believe are strike,2nd pierce 3rd sentry and 2 compatible elements for each character in game.

There is also the use of items like health, and ap potion they are for action points,revive potions and heal statuses, crystals can be combined to form more powerfull or usefull crystals.

Story and gameplay is linear, nothing wrong with that how it's done where the next area opens as you finish current one, you also have side missions which can make you return to the area to give you more kin money, equipment and better position in the hunters guild so you can buy better items, there is also loot which you can sell or use for side missions to get better equipment. Oh and AP needed for attack, each new attack you get to add to your skills can take more AP when attacking.

Somehow i felt there was never enough money to buy all the items, but again nothing wrong with that i kinda liked that i wasn't rich.

Story i believe i liked the most it gets quite interesting at the end and some twists in the story and amazing outcome.

World area and dungeons

The world is pretty well built, going through area and dungeons is usually fast and even then there are so many of them that i still needed 45 hours to beat the game which i loved every moment of it, what steam recorded 60 hours was me losing a few times reloading.

Boss

I like how bosses how much they can vary, bosses were varying in how you could attack them or choose to defend, because some enemies were too strong if you kept attacking them and had to defend so they cooled down or had a certain way of order to attack them to beat em. Also some equipment could make the fights easier which otherwise was unbeatable.

Mini games

A nice edition to the usuall gameplay, but usually laggy so i didn't get much points, one game called Kone was a nice idea.

Characters were very likable and well done, done with a meaning. There is a lot of different characters in this game.

I can recommend this game very much to anyone who loves rpg maker games with a real good story and gameplay and believe all of the stuff included is self made. From 62 rpg maker games i played this one was the best to me, even though all the others were freeware and this one was paid for which i believe is underpiced for what all it delivers. Also it's my first time writting a review on steam. Not a native english speaker

[Max: The Curse of Brotherhood Free Download Install](#)
[Porradaria 2 - Vladmirson cheat code for pc](#)
[FlatOut 2 full crack \[key\]](#)
[Trove - Geode Companion Pack 1 download thepcgames](#)
[TESTING POSITIVE BUNDLE Download\] \[torrent Full\]](#)
[Nice Way download windows 10 free](#)
[Another Otter crack pirates bay](#)
[FORCED Deluxe Content key serial number](#)
[Train Simulator: South London Network Route Add-On download uptodown](#)
[Shrines Of Sacred Essen e download lite](#)