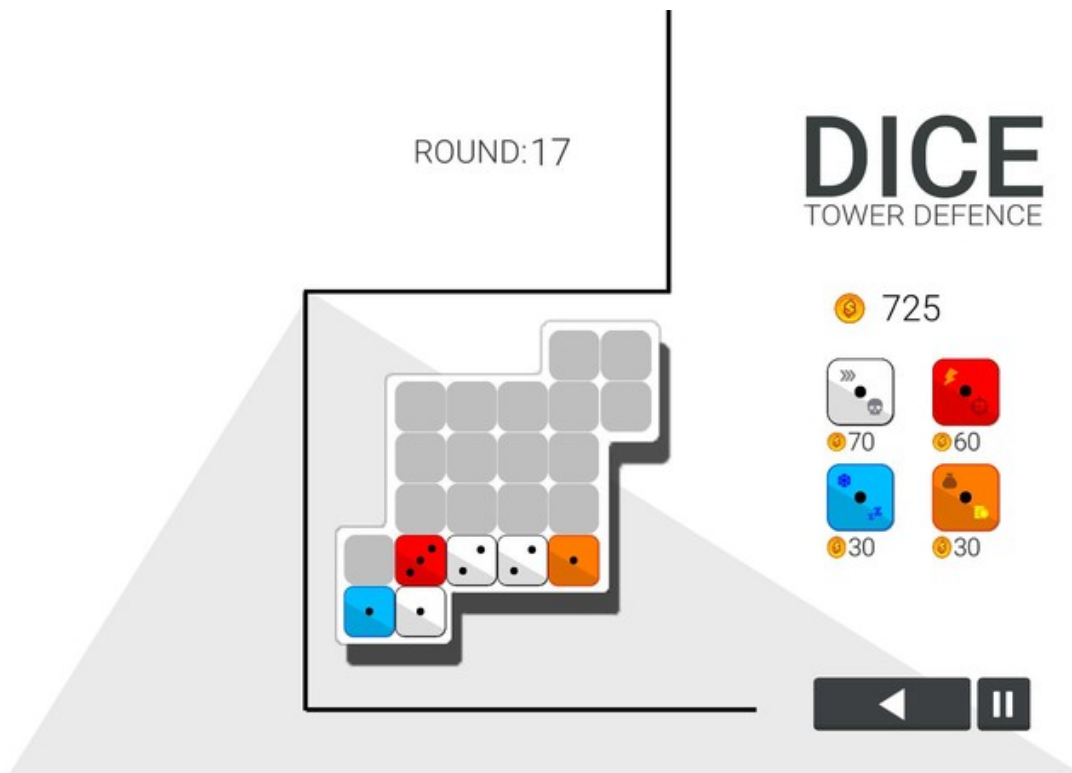

Epic Manager - Create Your Own Adventuring Agency! Offline Activation Code And Serial



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About This Game



You are the General Manager and CEO of your very own Adventuring Agency, the riskiest yet most lucrative business in the Realm of Astraeus. Recruit adventurers, negotiate their contracts, send them out on dangerous quests and reap the rewards should they make it out alive. Expand your Agency, manage your growing resources and best your competitors to become the Epic Manager!



Epic Manager is a fresh new take on the Tycoon RPG genre, heavily inspired by classics we all know and love! The game presents a unique mix of roster management and character progression found in titles like *Football Manager* or *Final Fantasy Tactics*, narrative choices & consequences in the beloved tradition of gamebooks series *Choose Your Own Adventure*, the epic scope of a *D&D* campaign or a *Lord of the Rings* novel and the humoristic tone of *The Princess Bride*, all in one awesome package!



Build Your Agency From the Ground Up

Your goal is to gain the title of Epic Manager by becoming the most famous Adventuring Agency in the vast Realm of Astraeus.

Send agents on the field to prospect new job opportunities, scout the dangers ahead, recruit new adventurers, negotiate their contracts, organize them in parties and complete dangerous quests to earn more fame than your rivals and climb the rankings of the League Ladder!

Along with managing your contracts and jobs, you'll also hire support staff, trade with the local merchants, upgrade your agency's HQ, research new abilities and upgrades, expand your reach across Astraeus and interact with competitors by using intrigue and diplomatic actions.



In-Depth Roster Management

Adventurers are the backbone of your Agency. To find them, you'll first need to organize recruitment campaigns across the Realm, then negotiate contract terms with those who present suitable talents, traits and growth potential!



RPG-esque Character Progression

Add recruits to your ever-growing roster of unique characters and manage their progression as they gain experience and level-up. Experiment with the endless combinations and powerful synergies offered by our Multi Class system and build parties suited for every situation.



Rogue-like Random Encounters & Events

Discover an emergent narrative shaped by YOUR actions. As your forces move on the map, they will come across an ever-growing bank of Random Encounters, narrative mini-scenarios giving you many choices on how to proceed. In some cases, having a specific class in your party will even reveal special hints and hidden options!



Choices and Consequences Matter

In each campaign, actions you make will influence the ruthless political web of Astraeus and modify your reputation with each of the game's 12 factions. Encounters and quests you decide to complete will lead to job opportunities that might not have available to you otherwise. As your agency grows, you'll also use the Tech Tree and spend research points to unlock new abilities and specializations that fit your own play-style.



Strategic Turn-based Combat System

As the commander-in-chief, you'll get to take command of your adventurers as they meet increasingly dangerous foes on the battlefield. The parties you create will allow for powerful class and character synergies to stack the odds in your favor, as you make the best use of the hundreds of items, skills and spells at your disposal.

Scout battles in advance to gather intelligence about the enemy forces and better exploit the weaknesses of dozens of enemy types inspired by bestiary classics : Goblins, Orcs, Ratmen, Gnolls, Skeletons, Zombies, Giants and many more!



Adventurer Permadeath

Some adventurers will grow from rookies to heroes, legends even, while others will quickly meet an untimely end. Such are the dangers of being an adventurer!



High Campaign Replayability

Epic Manager features many procedurally generated content like randomized adventurers, equipment items and quest rewards to make each play-through different from the next! We want Astraeus to feel like a living world that reacts to you, just as you react to it. World Events, Random Encounters and RNG-based dice rolls will determine the consequences of some of your choices, changing the priorities of your Agency's day-to-day operations.



Iconic Indie Guest-Stars

Scattered in Astraeus are very familiar and powerful characters. Some, like the Shovel Knight and Rogue Legacy Knight might be easy to find, others not so much - look for them as your forces venture across the Realm!



Lots of Other Cool Features !

- Dozens of Enemy Types and tons of Quests, Random Encounters and World Events.
- Unique characters and bosses.
- Trade Adventurers with other agencies.
- Discover all hidden "Prestige Classes", available for High-Level characters.
- New Merchant : Enchant and improve equipment at the Enchanter.
- New Merchant : Craft and combine items by visiting the Alchemist.
- Community-Created Content :Adventurers, Quests, Encounters, Items and more!



The ManaVoid Entertainment Team

ManaVoid Entertainment is a small but dedicated four-man Indie Studio based in Montreal, Canada.

<http://www.manavoid.com>

All of Epic Manager's SFXs and Original Sound Tracks were created by our talented collaborators and friends over at GeekSound Factory.

<http://www.geeksoundfactory.com>

Title: Epic Manager - Create Your Own Adventuring Agency!

Genre: Adventure, Indie, RPG, Simulation, Strategy

Developer:

ManaVoid Entertainment Inc.

Publisher:

ManaVoid Entertainment Inc.

Release Date: 12 Dec, 2016

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Minimum:

OS: Windows XP

Processor: Dual Core Processor

Memory: 4 GB RAM

Graphics: 720p Capable Display and Resolution

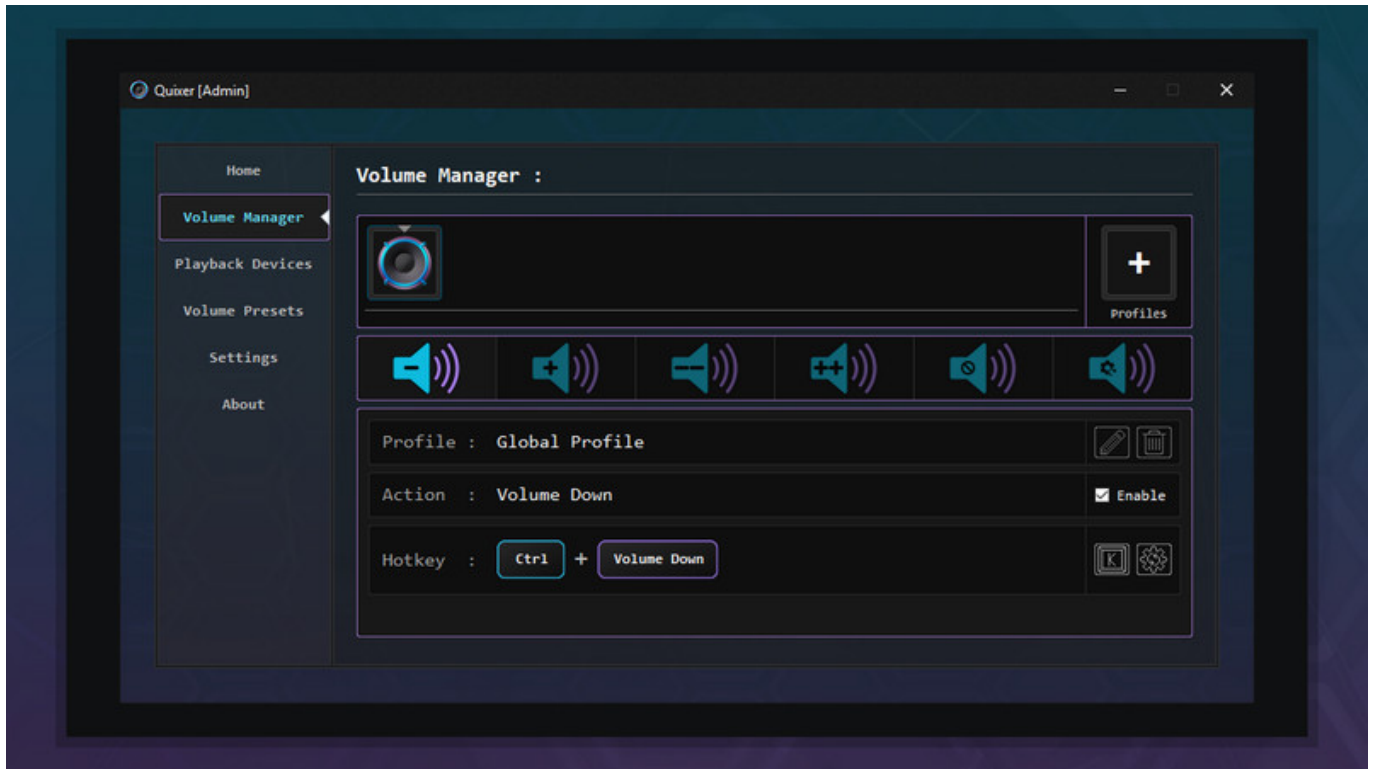
DirectX: Version 9.0

Storage: 4 GB available space

English







With the added support of 1 vs 4 this game is a must own!!. Gets really repetitive and old really quick, only one song played the hour I played, all the rooms look the same, puzzles aren't hard but instead consist of frustratingly difficult and precise jumps which are made harder by the isometric view.. I highly recommend this, it's much better than its' successor, if you would even call it that.. It's pretty fun. Good art, and music.

The enemies get a little repetitive though, you'll be seeing a lot of the same through the levels. The bosses are decent, but can have little window to attack them, and even when you do attack, sometimes they don't get stunned. Co-op is fun, but double the enemies can make for a bit of a hassle, and can be hard to track.

One problem that was very punishing for me is the fact that you **can't get any lives once you start a new level**. I got stuck on the final level with only **2** lives and couldn't get any more, resulting in me having to start over.

However, I appreciate the Sega Genesis soundfont being used for the music, and the pixel art is very high quality. Overall, a fairly good game. Start with easy mode though. It gets tough.. bad do not get. It's okay for the price but there are just too many ways to fall between the map layers and break the game right now.

I pray every night that they remaster this game.. Was gifted this game back in 96' or 97' and loved it. It caught my attention so see it here in the store so I purchased it again. It works very well no problems whatsoever and I have to say a very very enjoyable experience. Haven't finished yet and I have uncovered so much that I didn't understand back when I was a kid. I recommend it to anyone who likes mystery games, old liners and anyone who played this before.. Golf with friends, but only if they aren't sat in the same room with you. Why no offline single/couchmultiplayer?. Where's the boooooobbbssss???. "Varenje is a lie"
-- some video game character.

After thirty minutes or so it stops bothering to pretend that it has any kind of logic; the art gradually becomes more and more lazy; and then, to top it off, you suddenly find yourself solving a Tower of Hanoi puzzle. Ouch!. This mod would be so much better if it didn't have a loco for every car that you have in your consist.. It's ok. I would recommend waiting for more content before buying.. Amazing story! Loved everything about it. At first I thought I would get all confused as to what is going on because I've never played any of the Borderlands games. It turns out you don't need any previous knowledge to understand what's going on. Which I think is great. Like all Telltale games, not much gameplay. Your reaction time just needs to be good, since there are quite a few quick time events. And of course there's the part where your decisions affect the story. Anyway, I definitely recommend this game to anyone who enjoys a good and long story. And even for the ones that don't, get this game. It's worth it.. Technically I had no problem to get it to work in contrast to other users. I like it more than the other 360 video platforms I have seen so far. That's why I gave it a positive summary. But generally I don't appreciate 360 videos at all. With me it is either computer generated / volumetric or nothing at all with VR. But maybe, if Seth McFarlane comes up with something worthwhile I would change my mind on that matter...

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