
Dark Ages Free Download [License]



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About This Game

Dark Ages was the first shareware game to support the Adlib & Sound Blaster music cards. It featured a movie style soundtrack of eight unique songs and themes.

Each volume of Dark Ages has its own unique appearance, with different goals, level designs and locations. Each volume has 10 huge scrolling levels packed with devious traps, creatures and treasures.

Game Features

- Built in instructions
- Save and restore
- Permanent high scores
- Sound on/off
- Flexible keyboard configuration
- Three skill levels

Bonus Info

The EGA/VGA graphics are colorful and stunning, with fast scrolling screens and high-speed animation. Dark Ages has such demanding graphics and animation that it requires an 80286 (or 80386) machine to run at proper speed, otherwise it may run too slowly. (NOTE: Dark Ages runs too fast on 486 or higher computers. You will need to slow them down to play).

Title: Dark Ages
Genre: Action
Developer:
Scenario Software
Publisher:
3D Realms (Apogee Software)
Release Date: 1 Feb, 1991

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English







I think it's really fun 12/12. got it for the trading cards. stayed for the fourth wall. This is a pretty addicting little game. I was hoping it'd be longer, and with more customization to how things were built, but that was just the optimist in me. Like most time management games, the levels are effectively largely pre-planned for you going in, with little real option for where to put what even if it seems fairly wide open when you first start the level. Really, this could have been a much bigger and more ambitious game, and it would have been amazing, but it's still good for what it is and at the price point it's offered for.. Good attempt at a logical platformer that utilizes gravity to make you think. I enjoyed the game quite a bit but found it too short for my liking, more on that below.

Pros:

- Smooth gameplay
- Precise platforming controls
- Levels are simple and yet complex enough to have you think through the "game plan"

Cons:

- Intro and ending are waste of time, no point to them
- The menus are somewhat too simple, adding labels would have helped a bit but they work as intended
- Only 50 levels that can be powered through relatively fast (completed the game in 44min and that includes getting all achievements)
- Levels range from dead simple to I have to stop and think for a bit, but never posed any real challenge
- I never died more than a couple of times at any level (had to manually get 25 deaths in a single level achievement), mostly due to the difficulty being fairly low. Adding expert mode that makes all the levels twice as hard after finishing the normal game would have address this.

Get it on a discount for a quick and fun gameplay if you enjoy puzzlers. 5V10

. Too good ,enjoying the game in 2019. Looking through the reviews for this game, it doesn't seem like any really address what it actually is, so I'll attempt to answer that.

Wagamama High Spec is a VN that stands out in two areas, comedy and art. The fact that the art is gorgeous should be obvious from the store page, a lot of detail went into the sprites and it shows.

The fact that this is primarily a comedy isn't really obvious though.

I spent 29 hours playing this, and of those about 25 involved me laughing out loud or grinning like an idiot. The cast of characters is well rounded, and most of the humor comes seamlessly from the character personalities and the dialogue between them. That is to say that the jokes aren't forced in. I would even go as far as to say that it feels like the story gets caught up in the characters' pace, it just naturally gravitates towards hilarious interactions.

This is a feel-good VN through and through. It's not a thriller, nor will it give you "the feels." It will however make you laugh until you can't sit up straight.

The story is well written, though not exceptional. The scenarios aren't particularly new or interesting, and the writers managed to drop the ball on the endings of most of the routes.

The romance is cute, and admittedly more realistic than standard VN fare in the way the relationships progress. Despite the obligatory flaming about censorship (Can we just get over it already? Please.), this game handles sex and sexuality much better than most VN's I've read. Sex is not taboo, it's a part of a healthy relationship and for ****'s sake, by the time you're ready to proclaim your love to someone you should be ready to kiss and have sex.

All the buildup wether that be a steamy exchange or the abrupt "Let's \u2665\u2665\u2665\u2665 for no apparent reason" that you find in VN's is left in tact along with any pillow talk afterwords. All they did was replace the hentai slide show + erotica with a black screen that leaves no doubt as to what just happened.

That said, none of the romances were particularly heartwarming or moving, they were just cute.

Of the four routes, I rated them 8, 7, 7, 6, which is pretty decent, though none blew me away.

My biggest complaint with the novel is that the writers completely dropped the ball when it came to finishing up the routes. A good epilogue can cinch the route, and stay with you. It's what you'll remember when you think back to the game a year later. I think that the routes could have been at least a point or two higher across the board if they had gone for a big finish. Instead they usually had a cop out, which is just sad considering I can immediately think of ways the ending could have been impactful and meaningful in 3 of the four routes.

Due to the lackluster endings, really I'll just remember this as an extremely funny game, where the journey, not the end is what matters.

If it weren't for the comedy gold in this novel, it would be thoroughly mediocre, however it's just so enjoyable overall that I give it a 7.5 out of 10.

To enjoy the novel to the fullest, I would suggest only that you end on Kaoruko's route and don't start with Ashe's.

TLDR:

If you enjoy VN's this is worth a buy just for the laughs.. Short words: I owe many games and that was the only one, that I want to return.. Really excellently made, simple, and efficiently designed game at a fair and accountable difficulty level. Very good for its price, breaks little new ground.. This game is absolute garbage. There's nothing redeeming about it, and I can only hope it's a port of a mobile game. I personally hope to see Jim Sterling talk about this one in a Direct To Video.. This is a lot of fun! Like a combination of side-scrolling shooter with FTL and Papers Please. It really feels like 3 games at once, all of which feed back really well into the next. It shouldn't work, but it does!

Pros:

Very well polished.
The pix art and the audio are great! It really draws you in.
The humour is wonderful.
The progression systems are really compelling/addictive.
A game with an IRISH language translation!

Cons:

A little difficult, but even then, after my feedback only yesterday, the devs have already improved the fully-auto option to be more viable in the later levels, along with several other minor improvements. And Papers Please and FTL were difficult so you get what you expect.

This game was rather enjoyable. I feel like this game is a very good starting point if you are new to point and click adventure games. The reason for this is the game is not too difficult, but there are some pretty good puzzles that make you think (I believe the puzzles are what define this style the most, since other aspects are easily found in other styles of games). I think that there are some games out there that take the puzzles too far to the point of frustration for veteran point and click adventure gamers, as well as those new to these games. For someone like me, I can live with some of these less desirable parts because I have witnessed some truly astounding games of this style! But sadly for some newcomers, they leave before they can see the great aspects that these types of games have to offer. Therefore, I think this game is a good safe start if you are looking to try out these types of games.

On a more negative note, the game sadly was not a very long one, which in turn made the story very short and a little bit under developed. The story turned out to be decent enough, but remember I said decent, not "the greatest thing since sliced bread". I was also not super into the style of the art and design of the game, but while I wasn't into how the game looked I have to admit that I think many people would enjoy the art of the game and many would also consider the art to be quite good. One last thing that you will have to live with is reading text. No voice acting. Again, not something that someone who played any of the older Sierra and Lucasarts games would have a problem with, but others might.

So while this game does not fall in my top tier of point and click adventure games, I didn't feel like it had any glaring problems either and I do believe that the game is worth a try for fans old and new. If you have some spare time pick up this game, sit back, relax, and enjoy your next voyage in space.

Check out my other point and click adventure reviews on my page!. We are born to this world only to die.

Why were we all born to this place?

-SHEPHY, a card game about sheep. I saw this game at the EB Expo AIE booth and was hooked. Simple yet polished game that keeps you coming back for more and with the different maps and game modes it's just enough to where it doesn't get old.. This game leaves much to be desired. It's the weaker sequel to Princess Maker 2. Especially the fact that they got rid of the Adventure feature was a real let-down, turning Princess Maker 3 into a click-and-point game which can become very boring very fast.

I like that your daughter in this one has some more character than your daughter in Princess Maker 2 and that you can plan out her entire life in one go and change the schedule whenever you feel like it.

Another thing that i like is that you can chose the father occupation, instead of being a retired Knight like in Princess Maker 2.

In some ways it's also harder than Princess Maker 2 but winning festivals seems more an issue of luck than planning and training.

You can also play it through in ~2 hours if you want a quick play-through.

To be honest: if I had to chance to buy it again for the same price, I'd decline.. you would rather watch paint dry on a wall, and then apply several more coats, rinse and repeat.

. Smooth intergration of the Gather Power, and Burn mechanics. Great job Owlcats.

Honestly, I'm probably never going to play a Tiefling.. Always The Same Blue Sky is a very charming visual novel. My only real complaint is that its pretty short, only about 30 minutes, but when you consider the price, thats fine. And it may just be me but I actually preferred the "Bad" ending over the "Good" ending. Rei'sen probably has some of the most unusual danmaku compared to the others. A weird Lv. 1 that hits randomly in a diamond shape, an instant death Lv. 2, a Lv. 3 where she actually can steal enemy items which might help with grinding, and a seriously strong Lv. 4 where she summons a Mecha Rabbit that pretty much is an invincible tank that aggroes everything in sight. I personally think she's one of the coolest DLC characters next to Utsuho and Sakuya, even though she's not very popular in the fandom.

She can handle weapons with the Splash seal without damaging herself. Since most weapons with the Splash seal are guns, it makes sense considering her military background.

She also can naturally negate Watatsuki no Toyohime's instant death fan attack. Why would she wanna annihilate her own pet bunny?. Got all the DLC from a bundle, they add a lot more content.

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