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## About This Game

*Cross of Auria* is set in a world where the memories of all the inhabitants were wiped out by a plague known as the Scourge. This plague throws our hero's consciousness into the realm between worlds - the Veil, forever establishing her ties to that land and ability to cross into it. Now, a girl who would have led a normal life is given the gift of electrogenesis- the reason for which she must uncover.

## About *Cross of Auria: Episode 1*

- *Cross of Auria: Episode 1* is the first installment of a new RPG universe. The story is told from the hero's perspective and focuses on the early days of the most recent Scourge outbreak. While some cities had prepared strategically placed information to help residents find their purpose after the memory-erasing fog, most of the world wakes up without such help - leading to panic and chaos. Man, monster, and Gods alike fell victim to the loss of all that made them who they were.
- Each chapter of the story may be released as a living project. While the project is live and in development, all updates and additions are free of charge.
- *Cross of Auria: Episode 1* is no longer a live project and no longer receives content updates, bug fixes, or other patches following any schedule.

## About the Gameplay

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- *Cross of Auria: Episode 1* features classic style turn-based combat in a fantasy world.
  - A number of puzzles can be found throughout the game including during combat. It is important to try different approaches to each situation.
  - As the player, you control the main protagonist Ruby in her efforts to reclaim her memories from the Scourge and the evil force which created it.

## Features

- A new story crafted with the intent to create the next long lasting comic book style universe.
- A story that starts in the first few days of the world's memory.
- Optional side-quests and bosses.
- A bounty/hunt system inspired by various RPG series'.
- An arena where the party can revisit previous areas at higher levels for better rewards, inspired by MMO group dungeons.
- Achievement Support for Windows.

## Additional Info

- The completion time for a new player to finish all content within the game, both main story and optional, is roughly 7-9 hours, provided they don't skip dialogue and complete all available quests.
- While the game was in its living state, players received patches and content updates at no additional cost. New players just picking up the game will have access to all content deployed during the entire lifespan of the game.

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Title: Cross of Auria: Episode 1

Genre: Indie, RPG

Developer:

Hardytier

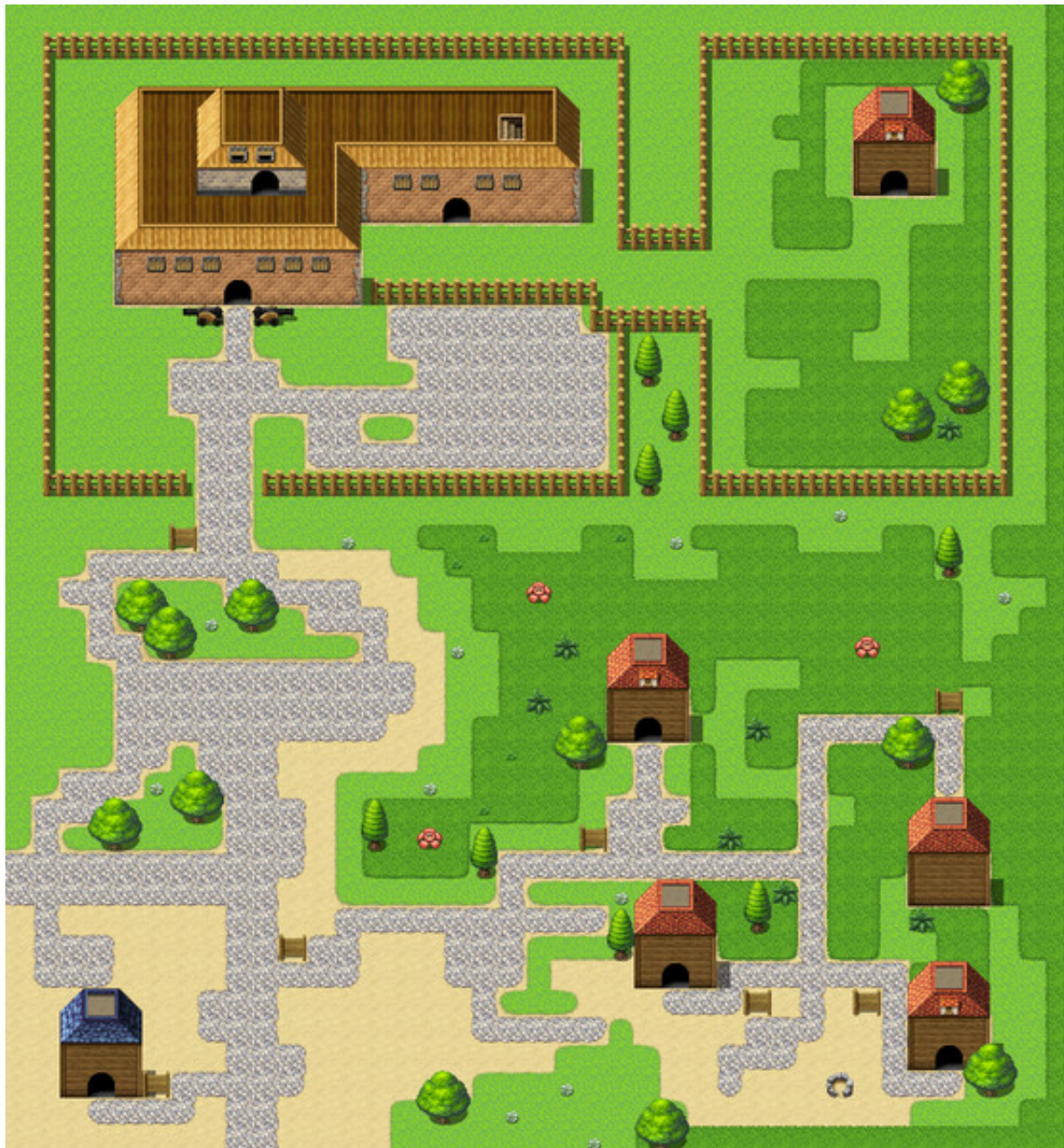
Publisher:

Hardytier

Release Date: 31 Dec, 2017

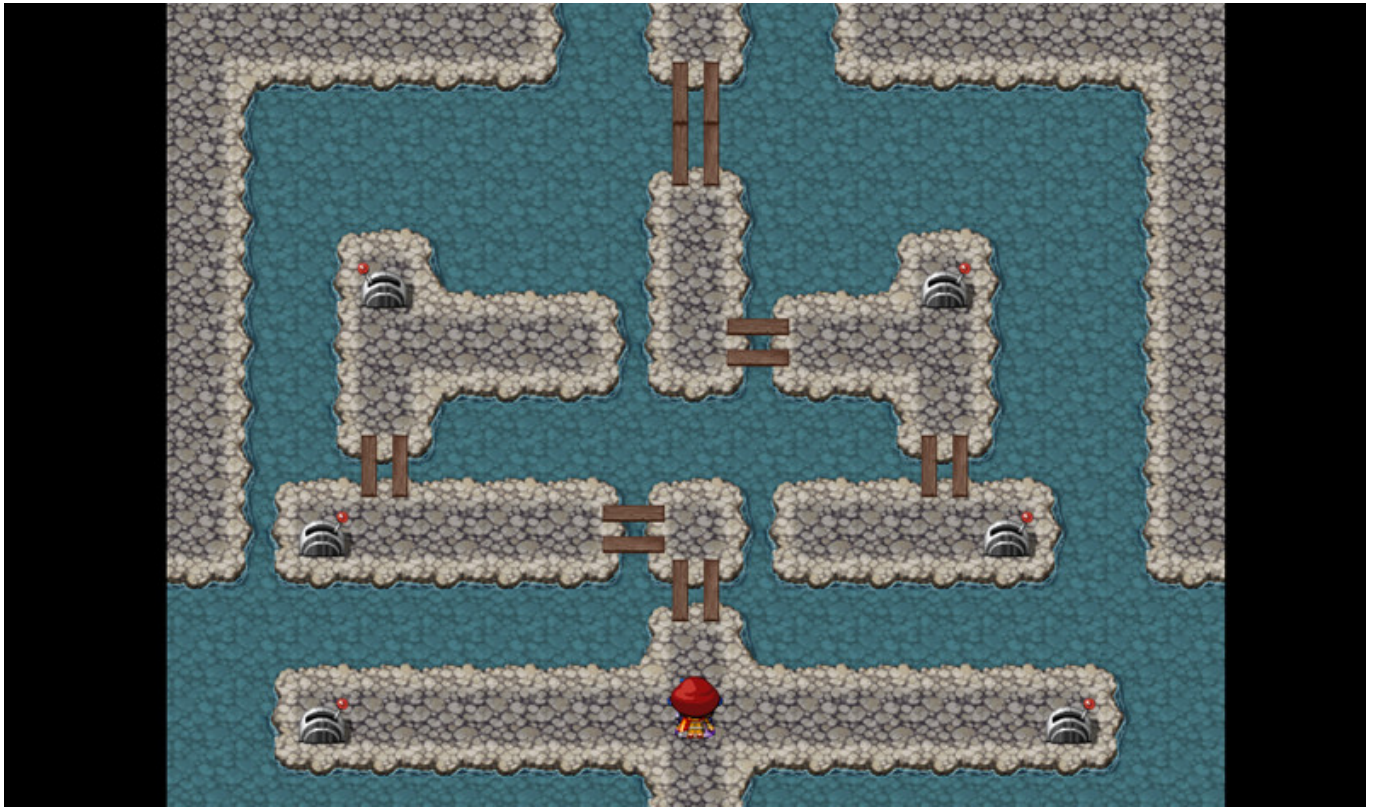
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English









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RECOMMENDED : Ratings 7/10 (Interesting Game Mechanics)

This game is indeed a surprising "GEM" which I enjoyed very much. 2 days ago, I bought it for a surprisingly low price of under \$1, and it was not even on sale. That was the day that it was just release on Steam, and there were NO user reviews at all. The graphics looks ok, but I cannot tell by looking at the pictures if it would be a good game at all. There were also almost no information about this game, except for a facebook account with some info.

I bought the game, and since then I have been playing for more than 12 hours. The story is kind of interesting but complex, with some dream sequences that I do not understand. However, I can sense that it is a well thought-out game, with a huge game world, and a developer that is actively working on additional contents which would be released "free". That is great!!!

The game is a typical RPG Maker game, with some interesting twists in game mechanics. You can buy weapons and armor from shop, but monsters will also drop new schematics and new crafting parts which you can use to crafter better weapons and armors. Similarly you can also craft certain spells and powers from assembling various battle drops and chest contents. This will make detail exploration of the huge game world extremely important, as you can get a lot of goodies and powers if you merticulously look through every nook and cranny.

There are many types of quests. Beside the main storyline quests, there are contract quests from notice-board, side quests given by NPCs and a place called the Rabbit Foot that provide a series of additional quests. So far, after 12 hours I am not far from the start of the game, and will update my review as I spend more time on this game.

The steam achievements are also well made as well. I spend 12 hours and managed to get only 4 achievements, so the game really makes me work for them. That is great.

Anyway, for 99 cents, this is definitely a game worth getting. That I have no doubt.. A big "thank you" to Jargonaut for the excellent review, which decided me to buy this game.

I am a big fan of old-style RPGs and especially of RPGMakers, so this is just the type of game I like to play. I am not much of a reviewer, and just wanted to say that I find this to be a very nice and - so far - easy enough to play game. I prefer this type of game to difficult games with impossible battles, and recommend this game to players who also like to play games that aren't too stressful and complicated.

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#### **Update 0.0.80 (Class & Adv) (15.05.19)::**

- New Class added.
- Z15 added at stage 385.
- New Exp Bait, Perk Bait and Adventure bait available (bait 12+ fish target reworked).
- Slime Lab bonuses greatly increased.
- Fishing Rod & Bait art removed.
- Classes Trait explained in info.
- Baby Fishing Endurance reworked (Fishing skill x5 is the endurance gained).
- 2 Soul Items for Classes & 1 Potion.
- Plenty typos fixed.

#### **. Update 0.0.72 (Easter Event & Story) (27.03.19):**

- Xmas event is over and replaced by the Easter Event.
- Story added up to Stage 50.
- Pet Food Achievement target after 100 reworked.
- Battlefield Hell Spirit Upgrade Wave HP & Timer Reset will now apply the reduction instantly (like Demonic essence upgrade do).
- Lots of typos fixed.
- Next feature is ready but still on test and will be added around 2nd week of April. (actually it might be 3 new feature at once :o).

#### **. Update 0.0.66-1 (Adv Zone & Fix):**

##### **New:**

- Added Z11 with a 9 Items.
- Added 1 Item on Boss 2 for Minion level 176+.
- Inventory can now be expended by dragging it to show all the items at once.

##### **Fix:**

- Save files modified and should be more reliable now.
- BA & Block Auto now work even if adventure isn't focused.
- Settings button has arrow so it make it more clear that you can scroll down menu.
- Inventory will now display the stats of equipped items when mousing over their location in the inventory.
- Better tooltips for dungeons.
- Fixed Labala spell (had a bug with the + button).
- Fixed the tutorial reward color (was too flashy previously).
- Fixed the Fishing Dungeon not working Offline.



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- Fixed a bug with Auto Lab.

**Steam:**

- Account linking removed, it's safer to simply use export and import.
- Chat system improved.

**. Update 0.0.77 (Slime lab) (28.04.19)::**

- Slime Lab has been added (stage 360+ to buy the recipe, it require a lot of pet food so be sure you got high level perk on pet food).
- Fix: Perk and exp buttons getting 'stuck' fixed hopefully.

-----Hot fixes since 0.0.76-----

- Improved: Can now enter 1.23e6 or 1.23m style values in the mana input. Short scale only goes to decillion.\nq = quad, Q = quint, s = sextillion, S = Septillion.
- Improved: Click and hold on perk purchases to buy multiple quickly.
- Fix: Notifications no longer fade in, it always just looked like a 'glitch'.
- Fix: Can not mix spam if you didn't have enough of the third color in a mix.
- Fix: Alchemy lab tool tips (several small issues).
- Fix: Slime bonus bonus now updates the total and not just the current value (no more 103%/100%).
- Fix: Exp x5 Perk T3 Tooltip showing wrong price is fixed.

**. Update 0.0.67-3 (Setting & Perk):**

- - New Setting to make the notification faster or turn them off.
- - 12 New Perk in the Plaza Shop. (Very costly, don't focus on them now, a new mechanic is coming soon regarding Perk).
- - Waifu base bonus as you level Genealogy slightly increased.
- - Spirit Refill / Demons bonuses reworked to be higher (base & increase on level up).
- - Waifu is a fun feature and very early in the game, a lot more is to come to Waifu for end game.

**. Update 0.0.76 (World Boss and stuff) (24.04.19)::**

- World Boss 3 is here with the first item (Stage 350+ / Minion Level 201+ / Secret).
- Achievements for Slime Adventure and Alchemy lab.
- Lab displays the mix you are currently mixing.

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- Plenty of new Leaderboard data on kongregate has been added.
  - Slimes are apparently now from some fantasy world where people don't ask for things you can't give them anymore. (No more locked feature wants).
  - Bait 12 cost has been reduced in the Exp Shop (and overflow exp refunded).
  - New sort filters new bonuses in Adventure equipment.
  - A lot of Slime bonuses has been increased (from Z7+).
  - Gathering exp scale increased after level 5000 & 25000.
  - Gathering Achievements Log / Ore / Gem scale increased after level 200.
  - Fixes for alchemy lab experiments, should be smoother overall now.
  - Fixed a display bug with Battlefield Gathering cost reduction upgrade.

**. Steam Achievements!!!:**

*...are **not** yet active in the game.*

We are still working on and testing this patch, but as part of testing we have to have the achievements enabled on Steam so for now, you can see but them, you can't earn them. The patch is expected to go live within 12 hours.. **Update 0.0.73 (Changes & Fix) (30.03.19):**

- Exp Misc Drop & Rarity reworked so it's not a buff anymore but a permanent purchase.
- Exp Shop Mana now has a new row of purchase (bigger number).
- Auto Exp can now be used on every Cap / Refill / Power button.
- Food income from the minion screen now refresh every 1s instead of 0.02s.
- Drop & Rarity, Dungeons and Battlefield added into the number formatting (no more decimal displayed).
- Reincarnation screen misalignment is fixed.
- The event enter button was changed from x-mas to e-str.
- After many request the Blindfis is back to a Blindfish...
- Soulshop multiple buy limit are increased for Generator charge, speed and Drop / Rarity.
- Soulshop multiple buy items also show Bought when maxxed (yes yes finally ^^).
- Achievements Pet Food rework didn't work last time so now it should be good (i also reworked the Demons Created one).
- More typos fixed.

**. Critical Bug, sorry new players:**

For new players who tried to play in the last 12 hours, we had a critical bug that we didn't notice and it prevented anyone from doing the very most basic thing in the game (leveling training). We have uploaded a fix for this bug.

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