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## About This Game



Thy Sword is a hack n' slash platformer with procedural levels and roguelike elements.

You, bold adventurer, must break the tyranny of the Dark Overlord. Your quest will be to obtain the ancient crystals of power with which to overcome the Dark Overlord's rule.

Can you be that hero? Can you fulfil the destiny of greatness and bring deliverance to these shadowed lands? The answer lies in your heart...and Thy Sword!

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Inspired by true classics like: Barbarian, Moonstone, Golden Axe and Bubble Bobble!

Get ready for a heroic challenge!  
Better yet, summon a friend for a truly epic co-op adventure,  
...or a duel to the death. Whoever wins keeps his head.



- Fast paced yet strategic combat with sword and bow
- Single player or local co-op
- Procedurally generated levels
- Choose your hero and unlock new ones as you progress
- Player vs. player combat
- Loot! Shops! Gambling!
- Equip your hero with weapons and items
- Challenging enemies and epic bosses
- Steam achievements
- Beautiful pixel art & animation
- Chip music created using the legendary SID (Commodore 64)
- Full controller support with customisable button mappings



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Title: Thy Sword  
Genre: Action, Adventure, Indie, RPG  
Developer:  
GamePhase  
Publisher:  
GamePhase  
Release Date: 14 Nov, 2017

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**Minimum:**

**OS:** Windows XP

**Processor:** 1.0 Ghz or faster

**Memory:** 1 GB RAM

**Graphics:** DirectX 9 (or later) Compatible Card

**DirectX:** Version 9.0c

**Storage:** 100 MB available space

English









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Not so much a review, but more of things I found good about the game and some things I feel needs to be fixed/added to the game.

Good things -

It's fun sneaking around houses, disconnecting alarms and finding secret codes. It makes the game feel more like you're a thief who needs to get all the intel to pull off the biggest score in history.

Things that need fixing -

I found that when you let go of the move button, the character would continue to move forwards instead of stopping. That got annoying pretty quickly.

The AI are either too dumb or too aggressive at times. I found myself trying to hide from them but they still find me even if they didn't spot me. I'd fix the AI and the movement physics the most.

Graphically, the game's character models need a lot of work as they look like dummies and can be kind of scary.

Environments in some levels are bit too open and bland some of the time, and can usually distract players from the game.

Things that could be added -

I think giving players the ability to hide would be a great option, a peaking function would also benefit the game as it gives players that strategic edge against the AI.

Going through secret passage ways to bypass security would be fun in some of the levels and using objects to block doors from being opened whilst you hack a security camera (I also think they should has Security Cameras into the game) would be neat.

Really, I have to say that the game is fun but needs a lot of work.

Would I recommend it? Not now, but it does have a lot of promise so I'd keep an eye on it if you're interested.

. I was very leery of buying this game. I love point and clicks but they are not all created equal. I was pleasantly surprised by though. The world is neat and intriguing. I enjoyed the pixel art style. The sound was decent. I really wish it had been a longer game. I felt that is the game was longer, we could have delved deeper into the lore of the planet. Shortness aside, it's totally worth the money if you are a fan of this genre. There were more places to go than I expected. In some ways this reminded me of Dustbowl (another great game). I hope this developer makes more games.. of best game ever. Old platforming game which is too cruel (atleast for me). You will make a lot mistakes in this game and that will be very frustrating thing.... This is a really good game.. For me it really was a blast from the past to play Lumo, one of the earliest games I played was Equinox for the SNES, and it was a game I liked to play, and since I stucked with my SNES for many years I got to play Equinox a lot. I then

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bought a Wii in 2010, and hoped to jump into the next isometric puzzle adventure, only to find out the genre had gone the way of the dodo.

So why did I like the genre? It is mainly that the challenge in the genre lies in your perception and interpretation of the room, with a good level design this can be very tricky to find out, to the point that you might feel a death is unfair, and the next moment have some clarity on what went wrong, and look at the room in a new way. This has been done well in Lumo too.

In Lumo there are two modes Adventure and Old School. Adventure mode is the games easy mode where you have unlimited lives. It is recommendable if you are new to the genre, since it can give you a taste of what the genre is about, with very little risk. If you are a hardcore gamer in this genre you won't get the same kick out of Adventure mode, and should really stick to Old School where you have 4 lives to complete the game, and no way to save.

I personally stuck to the Adventure mode, since the difference between Adventure and Old School isn't explained in the main menu. I have had a hard time to not compare Lumo with Solstice and Equinox, especially because of the nods this game delivers towards those games, which made me feel like there should have been more enemies in the game, this is however a thing I can let pass though, since as I wrote earlier the real challenge is the rooms. The problem however is that it takes until the middle of the game, for some of the rooms to be particular tedious which makes this game less challenging.

I will end by saying that because of my nostalgia and longing for another isometric puzzle adventure game, it is hard for me to say where exactly I would put this on a 1 - 10 scale, it would pass so it would be 6 or higher, but I think it would end on a 7/10. I will admit that this genre might not be for everybody, and some might think of this game as a "fake" 3D game, but if you are up for having your perception challenged, or want to try a genre that has been away since the 90's, this game will be for you.. Best game ever made, the atmosphere is fantastic.

This game is perfect.

Just buy it.... Awesome game!! basically all it is is blowing up everything and destroying everything. little buggy depending on the the quality that you pick but still awesome!!!. great game for the price. Pudding is a hell of a drug.



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This second chapter of the series about Princess Isabella's adventures is much better than the first, slightly less childish, lots of HO scenes, nice graphics (not the best, but enjoyable) and several locations to explore. No backtracking since there's a handy map, 2 difficulty settings. Sadly there aren't achievements and some of the interactive zones can be difficult to spot because of their strange locations and the hints aren't always helpful. The story ends with an interesting cliffhanger.. Pros:  
She's kind of like a faster Katsuragi which makes her very fun to play IMO (maybe my favorite). Also she's the cutest.  
-Cool theme song

Cons:

She says "IKIMASUYO" and "IKIMASUNE" way too much. The current state of the game does not support Xbox controllers well. For strange reasons the game requires a lengthy gamepad calibration the first time you activate the Xbox controller in game. The calibration stage is cumbersome yet producing bad calibration results, and it is impossible to steer and aim in the game in any meaningful way.

Bad impression regarding the gamepad controls, as I have yet to see a gamepad compatible game on steam that requires calibrations. Most games just work with gamepad right off the bat.

Maybe the developer try to ensure precise aiming, by mapping the range of the twin sticks to the corners of the screen of the current frame size? Anyway, stay away from using gamepad for the moment before a fix is available.

However, the graphics and sounds in game is pretty superb, albeit the in game dialogues can not be fast forwarded/skipped. If you do do that, please make an effort to make the dialogue brief, relevant, and interesting.. Great Game !. This game is the same♥♥♥♥♥like Horizon Source was. Cant even start it, considering Im stuck at the ♥♥♥♥♥in creating a name screen. Good job, chinese ♥♥♥♥♥s, you managed to ♥♥♥♥♥ up again. Oh, and btw, these guys got sued for using players video cards to farm bitcoins, so good luck with this game. Cya!. So...what can I say about Dungeons and Darkness?

Well...its a fun dungeon crawler, it reminds me to Kings Field in someways.

The graphics and the music are...acceptable, the music may not be memorable but it has its charms. The graphics look like a "remastered" N64 game but those are not important. The gameplay is good, the dungeons are well made but after you complete certain quests, you will find that area of the dungeon empty. Regarding the story...I feel its a bit forced when they give you the quests to enter the dungeon...but meh, the whole point of the game is exploring dungeons, so I dont really mind if its forced or not.

Either you love the game or hate it. I suggest that you try the demo first. The good thing about the demo is that it includes the first dungeon, so you have enough time to get a hang of the game and see if its for you or not. Regarding the bugs...for now, I have not found any serious or gamebreaking bug/glitches. There are some but are minor and can be annoying but are not serious to threaten your gameplay.

So... I can say that Dungeons & Darkness is a good game, not the best but does what a dungeon crawler does...exploring every corner of the dungeon to find treasures and kill monsters!...so i say that the game deserves a 8/10. Give it a try, seriously, its fun!.

. How do i play this game? :p. This game should be tagged with VAC (Valve Allows Crap).

Don't let my playtime fools you, it's another game that made me fall asleep like 2 minutes into the game, and now I have 5 hours which is another shame to me and my family.

The game provides you nothing but turn left, turn right and shoot. It has only 1 level, 1 song, the control is terrible, no goals, no modes, no level up, etc.

Just stay away from this game, even if it's cheap.. The entire allure of this game is in the high score chasing. It is very difficult to go after achievements with this game as the online multiplayer is effectively dead.

Not all is bad though. As far as the actual game is concerned, it is quite fun if a bit simple. It was well worth the 80 cents I paid for it.

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I recommend it so long as the game is on sale for less than a dollar.. This game is a disaster and I cannot believe people are giving it a positive review. What a broken game nothing works! It is just a\2665\2665\2665\2665\2665\2665\2665\2665\2665\2665

### **Patch 30 - Patch Notes:**

Hello,

This patch includes greater support for third party add ons. Please make sure you go into your options panel to enable add ons.

### **Feature**

- Fixed issues with salvaging and UI mods for salvaging
- Implemented option & functionality to enable third party add-ons

Thanks for playing!

John

. **Enjoy the Snowy Fairytale!:**



The most exiting winter season has come! Have you already started the celebration? We invite you to take part in the Christmas event in Sphere 3.

Snowy Fairytale!

New unique adventures and possibilities await you during this event.

Meet the Frostman! He will be your Santa during this event and will guide you through all the challenges, we prepared for you.

And this is Frostman's assistant.

If you get lost, ask him, he will tell you where to find the Frostman himself.

So, what adventures are waiting for you during the event?

First task offers you to save the day at once. Local monsters have stolen Christmas decorations, and the Frostman can't finish the preparations without them. Help him to punish the monsters and return the stolen items!

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The Frostman lost the presents prepared for the holiday! They were seen somewhere in the area waiting for you to bring them back!

Help to light the fairy lights! To do that you will need to obtain the special Star energy from the Keepers. Find the Keeper in the location and ask for help.

Complete all the quests to get great rewards!

After you complete all the quests for the first time, they will become dailies, so you can take them again every day while the event is running.

And of course what a Christmas without playing in the snow! Find snow banks and pieces of ice to get snow balls and icicles that you can throw to monsters of other players. They will slow the hit character down, but you have to be quick: after you get a snow ball or an icicle, you have only 5 minutes to use it till it melts and disappears from your inventory.

And now let's start celebration of the Christmas in the Sphere 3. Winter adventures are waiting for you!

We wish you a merry Christmas and a happy New Year!. **Update: Terroir Version 1.02.1:**  
Our dear winemakers,

We know you've been waiting for this, so we finished it up as soon as we could.

Here are the patch notes:

## **BUG FIXES**

- Fixed a distributor bug that was caused by selling less than 24 bottles of wine to a distributor.
- Fixed a bug involving cork/screwcap selection wherein bottling cost did not change no matter the chosen option.
- Fixed a bug involving some tooltips that persisted if icon disappeared while cursor was on it.
- Fixed a bug that ignored bottle type choice.
- Fixed a bug that showed Yield as "%" in certain instances, often observed when planting a third grape variety.
- Fixed a bug that caused Lifetime Revenue not being reset when starting a new game.
- Finalized camera panning, fixing the "stuck camera" Players experienced when scrolling to the edge of the screen.

## **ADDITIONS & AMENDMENTS**

- Added audio settings.
- Added keyboard shortcuts for Pause, Play and 2x Speed.
- Added simple indicators showing game's state.
- Added Hotkey chart (key mapping to be included in a future update).
- Revamped the Renown earning system.

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- Added option to turn off background rotation.
  - Added the Barrel and Bottle quantity count in the Cellar Manager.
  - Reduced Renown cost of upgrading to Chateau Level 2 to 50 Renown
  - Increased the monthly maintenance cost of each owned tile under a Level 2 Chateau and Level 3 Chateau.

I'll start a discussion in the community boards explaining how the new Renown system works -- it was inspired by your suggestions, as is most of the new changes and additions in this first update. Why? Because you're all awesome and we want to make sure you get the game you envision playing in Terroir (well, not *all* your suggestions - we are not, I repeat not, going to introduce zombies).

We hope everything works just fine -- please report any bugs you encounter in this new version to us, and if possible, send us the output\_log and save game files to [dev.team@generalinteractive.co](mailto:dev.team@generalinteractive.co) -- that'll help us fix the bug sooner.

Again, thank you all very much for your incredible support! You can expect more updates and additions as we work towards making Terroir better in the coming months.

**MARK. Update 15. June 2018:**



Most of the code for this was done by Skylar, but due to lack of time we couldn't properly test & deploy it until recently.

The idea is that players get a personal goal like "do 10 successful passes" and gain XP as a reward. The goals were all picked so that they encourage team work more instead of trying to win everything alone.

Additionally, this update brings back the "unified match report" tab, but now fixed for lobby reports.

**. Sneak Peek #8 - Pumpjack:**





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A pumpjack is the overground drive for a reciprocating piston pump in an oil well. It's used in the oil-producing industry to drill wells up to 4,000 meters deep.

A typical installation may have a length of 7 m, and a width of about 2-2.5 m. The mass usually exceeds 10 tons. The general principle of the operation of the equipment is similar to the function of a syringe, which in this case is provided by sucker-rod pumps. Also, as an indispensable element, the pumpjack is equipped with columns of compression tubes. Through these channels the lifting and transmission of oil is realized.

The pumpjacks operate in a circular-based way, allowing the oil to concentrate around the well to ensure efficient pumping. In addition, this principle of maintenance minimises deterioration of the parts of a drive.

Operators control the lifting of oil, and technical staff also monitor the operating performance of the mechanisms in terms of maintaining their function within peak-load tolerances. The most common pumpjack in the pump-drive operations is designed for pile-supported mining. With the help of this unit, wells can be drilled in permafrost environments.. **Update 1.1.1:**



#### Improvements

- Added merchant to all skirmish maps
- Added merchant to map editor
- Energy Orb spell duration reduced from 3 seconds to 2.5
- Added Game Speed setting - from 75% - 125% of normal game speed.. **Version 1.1.2:**

#### Changes :

- \* Gameplay : Changed some spin parameters for serves : slices are more realistic, and topspin serves are more like kick serves, allowing "twisting" on slower speeds.
- \* Gameplay : Improved running with keyboard.
- \* Bug fix : Average stat in editor was wrong by an additional 2 points. Now displaying 2 decimal places.
- \* Bug fix : Circumvented Steam system to properly display online rankings.
- \* Bug fix : Sometimes hitting a button to end cinematic right at the end of set would also skip the stats screen.

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\* Bug fix : Copying a player in editor didn't allow the new one a different Unique ID. IDs that were duplicated that way will also be automatically fixed.

. 🎮(🔴🟢) **Small discounts list on our Games and Bundles!** (🔴🟢)🎮:

Hello dear players! Today we have prepared for you small list of our games, which can be purchased with a good discount!

Games with discount:.. **Small Patch Incoming:**



Updates to main branch are:

Minor improvements to controls- Fixed the jump button on oculus also being the slide forward button

Return To Load Out Menu Button- Don't like your guns? Just forfeit a life and return to the load out room, pick your new guns, and go continuing your murder spree.

More Minor map fixes to collision- fixed some areas that you should have collided with but didn't!. **Steam Free Weekend!:**





Welcome to the new players trying out Disc Jam! Be sure to check out the in-game tutorial if you're new to the game. We have an [active discord](https://discord.gg/active-discord)[discord.gg] if you want to chat with the devs.

Season 2 Starts on Monday so this is a great time to ramp up that SR before season rewards go out!

Have fun :)



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