
Beast Quest Crack Pirates Bay



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About This Game

Embark on an epic action-adventure to save the Kingdom of Avantia from ruin. Based on the best-selling fantasy novels, *Beast Quest* comes to Steam for the first time ever, with a rich, progressive storyline, vibrant settings, and an excess of compelling challenges.

- * **A Sprawling, Epic Journey.** Explore spectacular environments on your quest to release the Beasts that are under the dark magic of the wizard, Malvel.
- * **Action-Packed Combat.** Battle dangerous creatures and take on giant Beasts in boss battles, using swift maneuvers to dodge, block and attack enemies.
- * **Profound Upgrades.** Upgrade health, attack and defense through your skill tree, and equip accessories to augment your hero's attributes.
- * **A Land of Treasure.** Explore snowy peaks and spooky forests, seeking out ancient artifacts and lost fortune.
- * **Hundreds of Challenges.** Embark on numerous side missions along your journey that reveal the many hidden secrets of Avantia.

Title: Beast Quest
Genre: Action, Adventure, RPG
Developer:
Torus Games
Publisher:
Maximum Games
Release Date: 13 Mar, 2018

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English,French,Italian,German







I'll tell you this right now, this game is NOT worth \$40. I'd understand if this were an Xbox game, but I saw this at Gamestop for the PS4. Everyone looks ugly, combat is clunky and lags a little, I was entirely underwhelmed when I realized I "fell" into a pit as my character slowly slid forward, then suddenly respawned a little further back after taking damage, and don't even get me started on the cheesy voice acting and awful accents.

Fortunately, I've developed a taste for bad games, so I'm enjoying this. I wouldn't recommend it for anyone else, though. Definitely not at full price.. Everything is wrong about this game.

Game interface is irritating, it does not activate controls under cursor but responds on clicking, so when you click it does not actually click on a control under mouse cursor but "clicks" on a currently selected control. For example, when game asks you if you accept a quest, there are two controls displayed Yes and No and Yes is highlighted, and if you click on No, it actually counts Yes because it was highlighted. You have to navigate to No with keyboard and then click or Enter.

Exactly same with all menus, inventory and skills, it all better navigated using keyboard.

Combat is garbage, it feels clunky and like turn based so easily can be manipulated and dodges are completely useless. Indie looking animations, movement controls and poor dialogues don't add to the game.

Jumping is whole new level of sh*t in this game, once you need to jump over deadly river you die because jumping sucks and grabbing edges is for suckers.

And I was seeing the mouse cursor all the time in game.

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