
Aztaka Activation Code

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About This Game

Inspired by Aztec legend, this action/rpg side-scroller will casts you into the middle of a war between the Gods and Mankind. As Huitzilo, heir of the Sun God, skilled i 5d3b920ae0

Title: Aztaka
Genre: Action, RPG, Indie
Developer:
Citeremis Inc.
Publisher:
Citeremis Inc.
Release Date: 7 May, 2009

English,French

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Aztaka boldly combines classic side-scrolling mechanics with basic rpg features like questing, loot, and action oriented combat. The graphics are very stylized so it wont lose appeal over time. Unlike other side-scrollers that use puzzles to wall off progression. Aztaka uses a very in-depth and intertwining quest system to guide you through the game. This game also includes a gear check, so if you happen to rush ahead without getting proper gear you will get stomped by the natives of Aztaka. Aztakas

combat system and stupidly difficult jump puzzles may act as a deterrent for some gamers, but if you stick with it, the game rewards you with a decent storyline and epic boss fights.. If you're all into Aztec mythology, or even cool sidescroll platformers, check Aztaka out!. Don't like that it is played with keyboard and mouse - takes away from the platforming feel. Starts to feel like a point-and-click adventure.. Good game. 75/100 If you like sidescrollers with RPG element, this is a good game to get. Art/Music fits well with the overall game. The game should be selling much better than it is.. You know, when people complain about the positive/negative system here is due to games like this. This is a typical mediocre game: +good scenarios +different or at least very rare ambientation -bad combat IMO) -WTF history (seriously, I could not pay attention to anything, a real mess) -Crashed a few times But it kept me entertained for 8+ hours, so thumbs up Edit: Oh, if you get lost very easy in the game it's normal, but since it's short, you'll find your way with "brute force", and there's an impossible jump near the end of the, but it's just a mechanic you had no idea the game had since the beginning.. A very nice game, especially for the price. It takes a big of thought to get through completely, and some backtracking is required. Combat starts off fun but once you get the aerial attack it gets way too easy. Graphics are simplistic but appealing, although there does seem to be some loading errors to be found where the backgrounds turn completely black. Definitely a fun platformer though.. The game was fun at times, challenging at times, boring and tedious at times, a real mix. While it is an RPG, and you can buy/sell equipment, you can't buy or sell armour or weapons (except for bracers) which felt incomplete. You can buy/sell rings and charms but rarely do you bother or need to as the loot you pick up often ends up being far better. There are places in the game where you can take advantage of the nature of enemies respawning, in particular enemies that give loot drops that include potions that increase your strength or other attributes by one point permanently, simply by staying in the area and continuing to kill the same enemies as they respawn over and over, then hoarding up a nice supply of stat point potions and bumping your character up significantly. Likewise, there are places where enemies drop a lot of loot, and once you've fully completed the potion guy's 3 quests and unlocked all of the potions he makes, you can just go raid high-money-loot enemies for a while, return to the potion guy and buy stat point potions and bump your character up significantly again. It doesn't even take that long to do, but gives a significant advantage that somewhat debalances the game. The game crashes very often, and you lose everything that has happened since the last progress auto-save which can be frustrating. There are other bugs in the game where large blocky areas go completely black and you generally have to exit the area to a save point then restart the game to continue. Throughout the first 90% of the game, casting spells is extremely tedious especially while in battle, having to hit a number key or click an icon, then click on either yourself or an enemy, then click 3-6 more times in a pattern to make the spell cast, I found that annoying so I didn't use spells very much at all in the early game. In fact, I didn't even understand how to use them until I did it by accident then tinkered and figured out the awkward spell casting mechanic. Overall the game had long stretches where it was fun, but it also had long stretches where it was rather tedious, or where you had to figure out some extremely complex jumping manoeuver that was not immediately obvious either in order to proceed at all, or to collect some special beneficial item. If someone really likes Metroid/Castlevania platformer semi-RPG type games then they might like this if they can handle it crashing every few hours and messed up graphics on occasion requiring a restart. Otherwise I wouldn't recommend it as the story was kind of weak.. Good 2D side scrolling rpg. Brings back fond childhood memories of games like adventurers from YK and others from SNES days.. Really fun platformer with some interesting mechanics.. Wasn't fun. Skip it.

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