
Tale Of Enki: Pilgrimage Download Setup Compressed



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About This Game

*"Every Ogre must make his own path outside of the clan, but always pay respect to where he came from." - Overlord Gruuga
Wrathsin*

TALE OF ENKI

PILGRIMAGE

Overview

Tale of Enki: Pilgrimage is a story-driven RPG that tells the tale of a young Ogre, **Gargan**, who's kicked out of his house by his father for being a layabout. Gargan is determined to prove to his father that he's a true Ogre and sets off on a journey across the country to retrieve a relic from an ancient Ogre hero. Gargan is joined on his journey by: **Rook** the aspiring paladin, **Drusilla** the cruel demon witch, **Twostone** the rocky cyclops hermit and **Ka-gu** the reformed villain and current necromancer. They all have their own reasons for joining the journey, but it's never smooth and they don't always get along too well.

Features

Tale of Enki: Pilgrimage is a turn-based RPG with **no random battles!** It has influences from both Western and Japanese role-playing games as well as influences from classic pen and paper games like Dungeons and Dragons.

- Character-driven plot that won't have you saving any worlds for a change.
- Fast-paced battles using our custom Stamina system that lets you take multiple attacks per round.
- Over 120 pieces of equipment to use ranging from swords to spells to armour.
- Over 50 enemies and bosses to slaughter along your journey from bugs made of fruit to demon lords to the ghostly spirits of your ancestors.
- Dozens of quests where you can help the good folks of the land or abuse your power.
- Original art and story all put together in our custom engine.



Title: Tale of Enki: Pilgrimage
Genre: Adventure, Indie, RPG
Developer:
Jordan Allen, Howard Ross IV
Publisher:
Jordan Allen, Howard Ross IV
Franchise:
Tale of Enki
Release Date: 29 Jan, 2019

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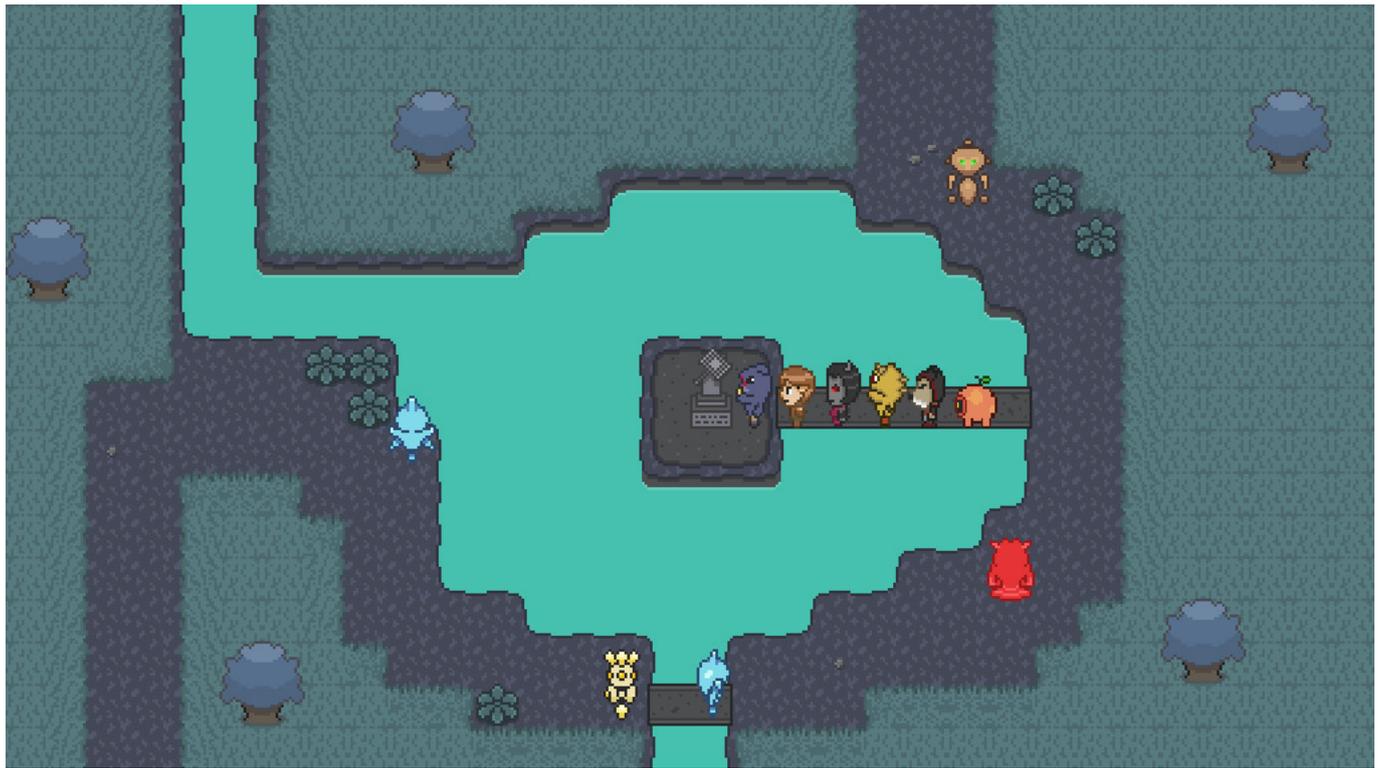
English

The image shows a game interface. At the top, there's a battle scene with two mummies in the center and two panda-like creatures on the sides. Below this is a yellow UI panel. On the left, there's a grid of icons: a sword, a dagger, a shield, a jar, a star, and a back arrow. The main panel is divided into sections:

- DRUSILLA HIT POINTS:** A portrait of a woman with red eyes and dark hair, followed by 15 red hearts (10 full, 5 empty).
- STAMINA:** A portrait of the same woman, followed by 5 green diamonds (4 full, 1 empty).
- WEAPON: LVS PERMIA'S NAIL**
- STATS:** HIT: +15, DAMAGE: 23, CRITICAL: +1012+5, STAMINA: 5.
- BONUS:** THIS WEAPON DEALS +5 POINTS OF DAMAGE TO ELEMENTALS.

LVS PIGSBANE

	GARGAN	HIT POINTS 	HIT: +15 CRITICAL: +1012+5 DAMAGE: 23 STAMINA: 5
		STAMINA 	BONUS: THIS WEAPON DEALS +5 POINTS OF DAMAGE TO OGRES.



This is a quick RPG that hits a lot of the good notes you'd expect: cogent story, alright combat system, building up strength...

However, the game has a number of issues. The combat is fine, but not well polished or thought-out. It's great to be able to avoid enemies, but the collision detection doesn't match the graphics. There is no apparent "ambush" mechanic, so engaging an enemy from behind gives no noticeable benefit. Later in the game, fights always include long stretches where you are just watching enemies attack over and over again between each of your actions. There is no leveling up, so your incremental growth comes from looting better items or grinding money to buy hp/stam/weapon/magic/armor upgrades.

It is not clear when the game actually ends. There appears to be a main quest which, once completed, does not grant the traditional ending screen/sequence. You can complete side quests after finishing the main quest, but there are a number of areas alluded to in the game which do not seem to be included.

Powerful weapons/magic feel more clunky than strong. The stamina-based combat system is not very forgiving of the "level 5" items and spells which use up most of a maxed out stamina bar. That means you only get one use per turn which doesn't always rate well compared to weaker, lower-stamina options which can be spammed.

All in all, I enjoyed the game with some frustrations (like the game randomly crashing). It would have been great if the combat system was more polished and the leveling system was friendlier to players who want to power up multiple members of the party.. This is a quick RPG that hits a lot of the good notes you'd expect: cogent story, alright combat system, building up strength...

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