SWORD MASTER Full Crack

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About This Game

sWORDMASTER is a spelling game that offers four different game modes:
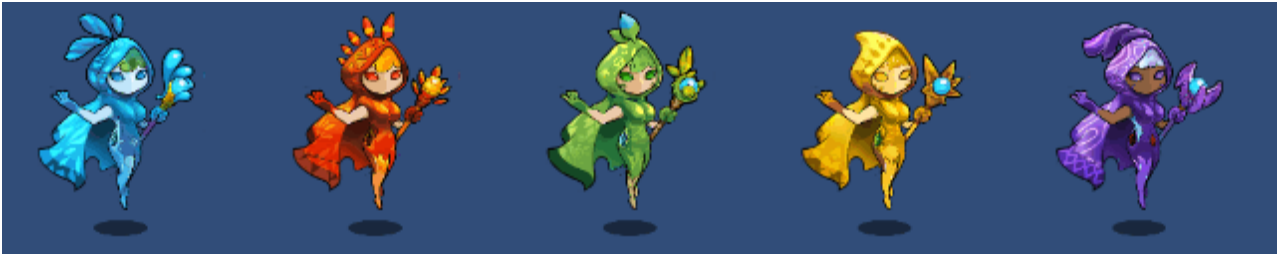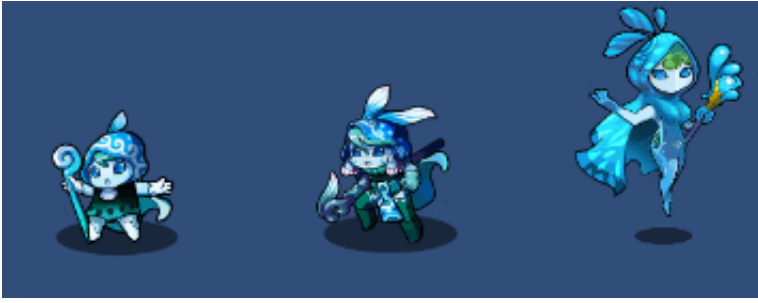
- **Adventure mode:**
  The adventure mode contains 25 levels with increasing difficulty.
  Every enemy slain in the adventure mode will provide the player both gold and experience. Therefore should you feel a bump in the difficulty, you can always go back and repeat some of the previous levels to catch up.

  Beating every 5th level(5th,10th etc) will unlock a fairy to help you in your journey.
  Fairies provide unique buffs to your charachter, such as increased drop rate for potions or chance to stun enemy with each attack.
  These faithful companions will earn experience with your character and can be leveled up twice, increasing their bonuses.

Each level on normal difficulty offers 4 medals should you complete the requirements.

- **New Game+:**
  New Game+ offers the ability to replay the 25 levels of the adventure mode. This time around your enemies are buffed and create a greater challenge.
  Each level on plus difficulty also offers 4 medals.There are two more medals which don't depend on the difficulty, making a total of 10 medals to collect for each level.

- **Endurance:** Unlimited enemies, getting stronger as you slain them.

- **Against the clock:** Type as many words as you can in a given time. Alternatively you can set a custom time and relax, trying to beat your personal best.

Personalized Difficulty

A spelling game can be both very easy or very difficult depending on your proficiency in the language. sWORD MASTER allows you to alter the difficulty however you like and you still get to unlock achievements!

Title: sWORD MASTER
Genre: Action, Adventure, Casual
Developer:
Studio 1983
Publisher:
Studio 1983
Release Date: 3 Dec, 2017

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Minimum:

OS: win7 or later

Processor: i3-530

Graphics: intel hd

Storage: 300 MB available space

English

$250000

Item	Stats	Cost	Qty
Sword	+1 / +2	$100	x1
Sword	+2 / +2	$250	x2
Sword	+3 / +4	$500	x2
Sword	+4 / +4	$000	x2
Sword	+4 / +6	$200	x2
Sword	+5 / +7	$300	x2
Sword	+6 / +8	$450	x2
Sword	+7 / +12	$600	x2
Sword	+11 / 20	$500	x2

BUY ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓

Shield	Stats	Cost
Shield	+2 / +5	
Shield	+4 / +10	$5000
Shield	+7 / +20	$15000

✓ BUY BUY

EQUIP ITEMS

LV: 1

0 / 200

⚔ 6
◎ 2
🛡 7
»» 20
♥ 120

⚔ +1
◎ +2

CHANGE

🛡 +7
»» +20

CHANGE

	1 / 50 / 100	Attack power is increased by 5%
	3 / 300 / 300	Enchanted letters drop 5% more often
	2 / 100 / 200	Potions drop 10% more often
	2 / 24 / 200	Attacks have 4% chance to put the enemy to sleep
	2 / 158 / 200	Lifesteal for 20% of the damage inflicted

SHOP

LEVELS

MAIN MENU

Well, if you own all the other word games on Steam then maybe get this. If you don't, get the other worthwhile ones first.

Not enough effort was put into this game, even at the low price of $3.

What do the items do? What do the symbols do exactly? Why are there 348 achievements? What do the colored squares do? Why can I buy more than one of each of the equipment if I can't sell them back or equip more than one at a time? What is behind the locked item screen under equipped items? Why are the menus so \u2665\u2665\u2665\u2665\u2665\u2665 when it comes to buying items? Why is New Game+ unlocked at the start? Why did you use the system to differentiate hard mode from normal mode with the New Game+ button? Why are the "grades" you get on each level such a \u2665\u2665\u2665\u2665ing miserably excuse of a system? Why is there dodging...?

Some of those can be answered in the screenshot section of the game now that I look. You can equip two swords at once. Faries or something seem to be behind the locked screen in the equip tab.

I think you get my point.. A fun word game to kill some time; 10 minutes or an hour at a time.

There are some minor bugs here or there and some questionable UI\menu decisions, but generally doesn't have a huge impact on playability.. Decent concept but very simplified.