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About This Game

A thousand years after the fall of a spacefaring empire, a young princess named Tahira travels the far reaches of her barren kingdom, alone but for her trusty horse, Iba.

When word reaches her of an army wielding the devastating technologies of the past, she finds herself thrust into the most challenging night of her life as she fights to become the leader her people desperately need.

Experience the epic coming of age story of a young woman, told in near-real-time across a 12-hour period in this tactical turn-based adventure.

Tahira:

- Control up to 20 characters as you fight against the vast army of the Astral Empire in large-scale tactical turn-based battles.
- Guerrilla Warfare – Even the odds by ambushing enemies, taking cover and knocking foes off cliffs and rooftops.
- Meet a rich cast of characters - Spend time between battles exploring the environment and talking to your companions.
- Discover a shattered world, where the shadow of the past hangs heavily over all that remains.
- Four difficulty settings, catering for beginners more interested in the story and to seasoned tactics veterans.

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- A soundtrack featuring instruments, sounds and textures recorded while travelling in the Middle East and Central Asia

The Team

Tahira was created by a three-person core development team who were inspired by real-world travels through the Middle East, Nepal, and India.



Title: Tahira: Echoes of the Astral Empire

Genre: Adventure, Indie, RPG, Strategy

Developer:

Whale Hammer Games

Publisher:

Whale Hammer Games

Release Date: 31 Aug, 2016

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Minimum:

OS: Windows 7

Processor: 1.7GHz Dual Core (4th generation i5 or equivalent)

Memory: 4 GB RAM

Graphics: 512MB DirectX 9.0 compatible graphics card (shader model 2)

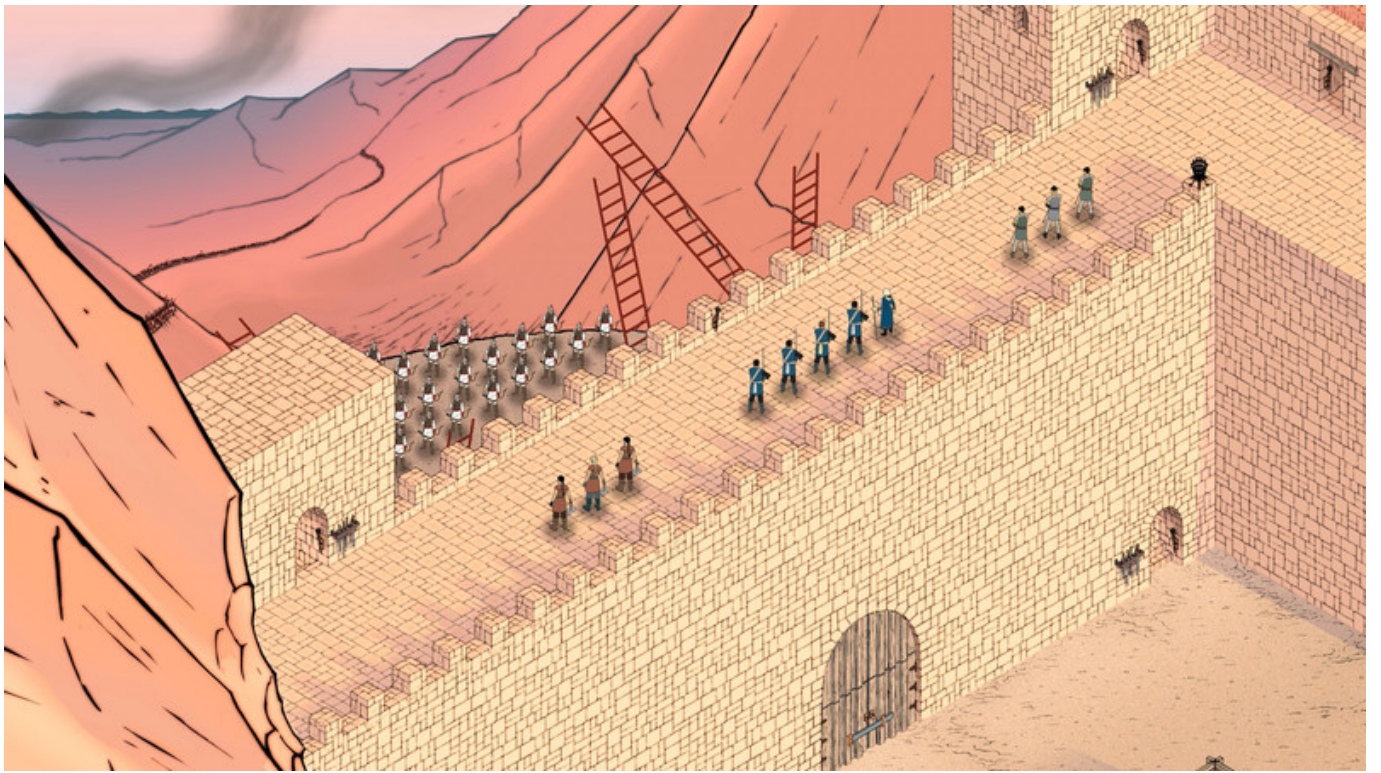
DirectX: Version 9.0

Storage: 4 GB available space

English







Tahira was a fun, but brief, adventure that in the end, felt like the first hour of a really good movie.

It ended when the character and story development was JUST starting to get rolling, JUST starting to hook you in--and then abruptly, it's over---clearly paving the way to a sequel or two.

Which, incidentally I'll be buying--because Tahira seems to have nailed a lot of the fundamental aspects of gaming, correctly.

Most of your time, and I mean 90%, will be fighting. And the fights are large-scale, multi-staged, arenas which make for some pretty triumphant moments if you use the battle mechanics correctly to your advantage.

The battles are fairly long, with scripted events, and virtually every battle is a fight against overwhelming odds, which at first glance look impossible--but it's pretty gratifying to 'hulk smash' their superior forces.

I've been a strategy and turn-based strategy fan since the term came into existence, and in Tahira, was content with the level of balance and difficulty that I ran into. What it lacked in dynamics in terms of NPC skills, it made up for largely in the size and range of options of the battle fields. Essentially, while there weren't a lot of individual skills, there was a lot you could do with what little you had--so in the end, it was still fun and challenging.

The graphics/animation are hand-crafted and look wonderful, similarly, the sound effects and music quality are well chosen.

My largest gripe with the game is that it ended too soon--I don't want a half-scoop of ice cream! :)

In terms of improvement, I think the characters could be better developed, and more dialogue could have been added to the game to make it seem longer. Dialogue between characters did not include descriptive elements (only direct, spoken lines), which I think is a missed opportunity for immersion into a well crafted, mystical environment. Humans relate to emotions--and if players can become privy to the internal dialogues and states of protagonist characters, they can relate to--and connect with them better; this is the difference between a comic-book and a novel. And as Tahira is a story driven game, it would be greatly improved by adding narrative and descriptive elements to add to it's already solid combat systems.

Overall, I'd give it an 8/10, for 3 guys, it's quite a job well done. I hope they use this game as a template to launch future games with expanded character abilities, substantially more dialogue and descriptive elements, as well as special attention to individual character (personality) development.

I had fun! looking forward to the next one!. i was unable to progress very far due to game breaking bug 'repeated crashes in an early battle'.this is unfortunate since i did enjoy the game untill that point,i experienced crashes throughout the game but was willing to over look it untill i could not continue.

furthermore i reported the bug and still have recieved no response now more than a week later.. In a nutshell:

- +Very friendly and responsive developer
- +immersive story
- +beautiful art
- +engaging (albeit repetitive at times) turn-based combat system

And yes, the game draws clear inspiration from The Banner Saga, but I can't see how that would be a bad thing considering how good a game TBS is.

Overall I'd recommend a purchase if you enjoy turn-based strategy, story-driven gameplay and/or are a fan of beautifully executed game art.. The music is very good, and the setting and art are enjoyable.

I did not appreciate the language at times, but I expect most people reading this are less sensitive to vulgarities than I.

The horse is awesome.. There's just so much to relish in this mouth watering debut from Whale Hammer Games.

The empathetic and engrossing story centres on a young woman growing up and finding herself as she leads her people against the Astral Empire over one epic night. Unusually, the game is heavily imbued with a Middle Eastern flavour. So refreshing on both counts.

The story works perfectly with the haunting musical score as well as with the gorgeous artwork and beautiful animations. The overall effect is one of simplicity and richness simultaneously.

The combat (4 difficulty levels, excellent tutorials) ramps up to become deeply complex and tactical. Lovers of turn based tactics games will be in their element. But the devs are to be commended on their inclusive approach as people who prefer less combat or who focus mostly on story are able to turn the combat off.

There are obvious but not overtly stated parallels with current political events and the game does not shy away from the dark and the anguished but there are enjoyably light hearted moments, particularly involving The Claw and The Hammer. And just for the record, I love the horse!

As with all games, influences from various sources can be seen but Tahira is very much its own game. I am hoping for a sequel.

. I really enjoyed this. I loved The Banner Saga and this seemed similar so it was inevitable that I would give it a shot. It is somewhat short, yet the atmosphere of the game is excellent and while very similar to TBS in visual style, it is still pleasing and fresh to look at.

The combat can be very hard on higher difficulties (played through one second hardest myself) but is very rewarding as a result of this. A somewhat confusing save system had me replaying quite a hard mission at one point but I actually didn't mind because I enjoyed the combat a lot. There isn't a huge amount of unit variety but I personally didn't mind this too much either because of the generally epic feel of the fights.

Worth the price in my opinion and I would gladly purchase a sequel :)

This is not an objectively "bad" game.

The major characters' portraits are drawn with care and individuality; I feel fairly confident to say, for example, not a single portrait in RPG maker franchise history, present or future would remotely resemble The Hammer.

Some reviews dismisses this title because it is based on social justice agenda; to this I say maybe, but in no way detrimental to the game. To cite the aforementioned The Hammer example again, she possesses attributes necessary for excellence in warfare, and the game makes no attempt to portray her as "stunning" or "independent".

The combat is interesting because many stages introduce highly advantageous mechanisms unseen in prior battles, compelling the player to integrate and adapt.

And yet, I cannot recommend this title, for reasons below:

1. short: a single play-through isn't very long, as you can tell from play time of all other reviews.
2. no replay value: character statistical development is basically nonexistent (only standardized level ups for rank and file soldiers), and the plot is linear. barring difficulty toggles, battle conditions will remain identical across playthroughs.
3. massive cliffhanger: compared to a traditional story plot line, this title, presumably the first in a series, ends before the climax.

lastly, I wish to point out that the participants in the making of this game number far more than the 3 people, and the Australian government subsidized it.

. I dont play many turn based games, only played xcom and wasteland 2, this game has great animations and a cool art style with some awesome music, although 8 hours in my save was chewed up but i have no problem playing it over again :). The story is good and some very cool characters aswell, for 15\$ its worth buying although id price it a bit higher. 10/10. One of the greatest turn based strategy games I have ever played! Beautiful art, haunting music, intriguing story and challenging combat. Tahira is such a unique gem I didn't even mind the cliffhanger ending, I just hope Whale Hammer Games can find more funding V create a Kickstarter so I can help make part 2 a reality.. The game has a great story. The characters are extremely well written and each has a very different personality. I especially enjoyed some of the the banter and corny jokes throughout the game.

The combat can be difficult, frustrating and fun, all at the same time. I really enjoy turn based combat and this game brings a few new ideas to the table. Some of the fights are quite hard and you need to be constantly thinking about placement and timing

I think this game is really good value for money and developers who can produce this sort of quality should be supported.. Seemingly full of promise... In reality full of repetitive boredom. EVERY battle feels identical, most of your units are generic and randomly seem to carry on to the next battle or completely disappear, every battle begins with a massive enemy army facing your tiny but powerful army and quickly turns into a chaotic melee where your hero units (except the main character) are completely overpowered but never seem to get stronger, in the end it just feels like "how many ways can you defeat the same monotonous massive army" even the characters are rather lackluster, the main character's horse feels like the most developed character. *shocked whinny*. I thought this game seemed neat at the beginning but by battle 4 was horribly bored. Continuing onward just rewards me with more identical battles, more generic units, and more beating the same generic enemy with a stick, 50 times a battle. Frankly this game could have been salvageable with some actual battle rewards, there currently seems to be no reward for keeping any of your units alive except to avoid the game over screen, and your level-ups on the generic units aren't really very helpful, an extra 2 guard, 1 attack, and 2 HP does nothing when the enemies swarm like ants.

Overall I thought it seemed cool at the start but it quickly became a boring slog with unfortunately equally boring characters.

The ending also leaves a LOT to be desired, it looks set up for a sequel but I can honestly say after playing this one I won't be buying it.. Decently fun gameplay. The story is a bit too cartoonish and there's some tonal conflict between wanting to be serious and wanting to be light and joke-y. The story ends very abruptly. If you're a fan of the genre and don't mind cliffhangers, it's a pretty inoffensive way to pass the time. For myself though, I can't say it was a worthwhile experience.

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