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## About This Content

All new content in an all new strategic adventure: Play as elves and defend against hordes of demons. All new units, enemies, buildings, map and music. Introducing spells and magic into the world of Grim Nights. A colourful experience packed with action.

- 11 elven buildings.
  - 8 elven units.
  - 8 demon mobs.
  - 3 demon bosses.
- New portraits for units and mobs.
  - New music.
- Roughly 5-6 hours of new game play.
  - New achievements.

So, yeah, cool stuff! Hope you like it =)

Also, a fair warning: This DLC will be difficult to beat, just as the original game. You are almost guaranteed to lose a few times. You might get frustrated and perhaps angry. Even on the "beginner setting" this won't be easy. Part of the game is trial and error learning.

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Title: Grim Nights - Elven Curse  
Genre: Indie, Strategy  
Developer:  
Edym Pixels  
Release Date: 8 Feb, 2019

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English







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I'm loving the game so far having trouble understanding why the overall is "mixed". Seems like a good majority of the bad reviews have to do with them lacking support for special controllers.. I really wanted to like this game, as it has everything a good game needs: controller support, achievements, platforms, demons, shotguns and roguelike-permadeath.

However, everything it has, it does poorly. No atmosphere at all, bad sound effects. the game, just no.

Happy I just payed 0.74 cents on this.. For short: This is a overpriced VR horror game that has a few cool concepts but the lack of a story or any interesting gameplay makes me not recomend this game.

Scares: I don't think there was any part in this game where I felt even remotely scared. After the first three go throughs I am left to believe that there is nothing to do in the game other than wait for the ghost/demon to scream at you, which was just a failed jumpscare just about every time.

Story: This section is kind of simple... There isn't really one.. You go into a scene in which the same ghost/demon approaches you as you watch the same few signals of her approach. Once the lady screams at you, you are teleported back to a area where you read a couple notes then go into the next section... The backstory behind the ghost/demon can be found through the notes, but it is hard to follow as very little information is given at a time and the isn't too interesting anyway.

Gameplay: This section is also pretty simple... There is no gameplay really. As I mentioned earlier all you do is look at the signs that the ghost/demon is walking over to you and a few other objects to see her coming. The items that allow you to see her are pretty cool and they are probably one of the few good things about the game.

Is it worth it?: No, not at all. For 20 dollars I would expect this game to at least have some form of gameplay or an intreging story. I know that it says it is not a "Traditional game" but saying it is not a traditional game would not make me think that it is just an interactive horror clip.

I would just stay away from this game.

Edit: I would also like to add that it being "different every playthrough" is just getting a different combination of items and locations. It isn't really anything special, so if that is why you were considering getting this game, definetly don't bother.. **Game type: 2 player Objective based Board game with LCG elements.**

**Objective: Take and hold points on the map, each round you control them they contribute points towards a victory total. First to the victory total for that map wins.**

**Impressions: I played a few total hours. Got to level 7. Played against the AI. Some UI/control complaints but nothing you can't get used to. The full 3D Isometric view and animated units are neat looking, but I don't feel like the 3D adds to the gameplay more than it gets in the way of seeing everything you might want to sometimes. Definitely more board game than CCG. You draw random cards from your deck, but there's not really combo elements or much in the way of variability. I have a feeling if I went in to play multiplayer I would run into people with some essentially unbeatable card sequences. There's not much here right now, it's fairly basic for a CCG or a board based tactics game. It's not exactly exciting to me, but I also don't feel like I was cheated by buying the game. I got something from it, even if it's just ideas about how games like this can work and some do's and don'ts.**

**Boardgame players: Recommend if you like tactics games with random elements.**

**CCG players: Might be too basic if you're looking for CCG depth or variety.. Nice little challenging game, playing it with my girlfriend and it's a lot of fun !. Probably the best game you can get for 1 currency**

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battlefield 2142? 3/10. I bought two copies of this game-- one on Steam and one from the publisher. I ultimately paid \$65 for this game just to justify having a Steam version of Littlewitch Romanesque that was the full version of the game. Do I feel like I overpaid for this game? Not even slightly!

Littlewitch Romanesque FEELS like a \$65 game, and if you consider that you can have the full game for \$40 from the publisher (both a digital copy AND a physical copy in a beautiful box) or the Clean version on Steam for only \$25, then you should already know that you are getting a great deal. Seriously, \$25 for this game? Clean version or not, that's just a steal! If I wasn't the type of person that hated the very notion of censorship (though I do understand and respect Valve's decision from a legal standpoint), I could have easily bought this version and wondered HOW ON EARTH they didn't realize this game was worth so much more.

Alright, alright. Too much praise, not enough ProsVCons. Here:

Pros:

- Interesting story
- Breathtaking artwork (for both characters AND backgrounds)
- Fun, unique, and diverse characters
- Great humor throughout the game as well as some surprisingly touching moments
- Excellent voice acting
- Unusual, yet engaging gameplay elements (though gameplay will also be in the "Cons" section)
- Managing timed quests proved more difficult than I expected later in the game, adding a layer of (needed) challenge
- High Replayability
- Ability to skip cutscenes you've already scene (This will be useful on multiple playthroughs. Trust me.)
- Physical copy with downloadable version and a few beautifully illustrated cards ("18+" version only!)
- Hundreds of cutscenes (They're great, but also a Con at times)

Cons:

- Gameplay is rather simple (It's each to cheat the system early on, though it DOES get harder to manage the longer you play)
- Some of the "18+" scenes are... short. (The first one I encountered didn't last but a few moments, though thankfully that seemed to be an exception and not the norm)
- LOTS and LOTS of cutscenes (Sometimes they can get to be too much, especially if you are focused on getting certain quests taken care of)

That's all I can really say for right now. Buy Littlewitch Romanesque! Is it worth \$25? YES! Is it worth \$40 for the "18+" version? That up to you, but yes, yes it is (because of Tillet). NOW, is it worth \$65 for the full version on Steam? Well, that's a lot harder of a sell for me, but like I said, this does indeed feel like a \$65 game, so I have no problem saying it was worth it for me, but I can't speak for everyone, especially since the patched version I'm working with right now doesn't allow for many of the normal Steam features, such as the overlay. Cards still work, though, so that's something.

Well, good luck of your decision-- not a decision on "should I buy", but a decision of "which version should I buy". There should be no question on whether or not to buy this game. It's just a must-own, ESPECIALLY at \$25!. Pitiri 1977 hits the 70's feel while delivering a excellent side scrolling platformer with some puzzle elements. The asthetic brought into the 2d world reminds me of old Steven Spielberg movies! Worth checking out.. Amazing game. A very simple airplane shooting game, nothing really special about it, but the handmade models in the game amazed me!. 10/10 would eat♥♥♥♥♥♥♥♥again. This is one of the best action RPGs I played on Steam. Yes, it's very reminiscent of the SNES Zelda, but that should be considered a big plus. The gameplay is very tight with constant things to do and places to go. It never gets old. And right up until the end, it's totally entertaining. It's not very challenging, but getting 100% does take extra effort. It's a very well put together game that any fan of Zelda or Alundra (remember that one?) should check out.. This game isnt what I expected, but it may be suitable for someone else

I purchased the game and got 6 friends loaded onto the map and the controllers worked really well

To me the game play and graphics are too busy for the multiplayer experience I was expecting, especially for new players

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1. Gameplay, the whole point of the game is single button, I understand that, however with multiple players who have never played before, the controls were not that intuitive - moving around with 1 button instead of traditional controls - which meant there was not really any element of skill, it was just who could fire the most.

2. Graphics, Im not sure if its by design, but the game had huge flashing colours covering the map, which was both disorienting and confusing.

I would be interested in trying out the game if there was possibly an addition of accelerator added (the joysticks already work for turning) because the 8 player addition is something that most other games dont have and was interested in this game initially for. I would buy a VR headset instantly if this was compatible. Not a big fan of it.

Seemed a bit sloppy, no exit for the game until it's done.

Pretty sure every answer was linear regardless of what you chowse.

Not worth the 2\$



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