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About This Game

A Mobile-Enhanced Local Co-op RPG for 1-4 Players

Explore the lavish dungeons and tunnels that stretch below Tarnum Fortress and conquer dozens of unique quests and challenges. Prove your worth on a tactical battlefield, and overpower your foes with strategy, magic and martial prowess. The Eon Altar's defenders are many and they are deadly.

Choose to cooperate with your allies or deceive them. Engage them in player to player dialogue to expose the truth in myths and legends, and guide your hero to their ultimate destiny or defeat.

Your smartphone is your character

- Receive personalized secret thoughts from your character direct to your smartphone
- Choose whether to share personal information with your friends or use it against them
- Upgrade and manage your character without interrupting other players
- Control the action from your smartphone with context sensitive information

Couch co-op role-playing game

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- Connect your mobile devices to a central platform to coordinate tactics and movement
 - Play together with up to three friends, or play by yourself in solo mode
 - Work with your friends, or betray them as you race to fulfill your destiny
 - Defeat legendary enemies in exciting tactical turn-based combat

An epic story of friendship and betrayal

- Experience an epic quest in nine episodic installments filled with action and surprise
- Explore a deep, compelling, and original sword-and-sorcery fantasy world
- Interact with enemies, allies, and your friends by acting out your character's lines
- Make impactful choices and forge your own destiny

Fully-realized, immersive gameplay experience

- Gorgeous art and atmospheric environments
- Intricate, ancient, and original fantasy setting
- NPCs are fully voice acted, but you voice your own character
- Epic soundtrack by composer Tom Salta, known for his work on the Halo series

An ancient, malevolent presence stirs within the depths of the Eon Altar, and only a small band of heroes can stop it from consuming the world. What mysterious force brought you here together? Are you strong enough to stand up to your gods?

Title: Eon Altar
Genre: Action, Adventure, Indie, RPG
Developer:
Flying Helmet Games
Publisher:
Flying Helmet Games
Release Date: 22 Jun, 2016

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Minimum:

OS: Windows 7

Processor: 2.4 GHz Dual Core

Memory: 4 GB RAM

Graphics: 512 MB NVIDIA GeForce 9800 / ATI Radeon HD 2600 XT

DirectX: Version 9.0

Storage: 4 GB available space

Sound Card: Direct X compatible

Additional Notes: Local WiFi Connection

English



SCORE:

1307





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boring gameplay and story.. *Truth: Disorder is a short (~30 min) visual novel with just one choice at the end of the game.*

Backgrounds, sprites are fine, nothing exciting for me personally but pretty enough. I disliked music completely, had to set it as quiet as possible. But maybe it's just me, I rarely like soundtrack in games.

And I guess that's all what I can say about it in a more or less positive way. Now let me explain why I don't recommend it.

I've never seen text in such condition O_O It looks like the devs\translator\proofreader(?) had some serious problem with space on their keyboard. Practically each sentence has either typed together words or an extra space where it shouldn't be. It looks weird and soon becomes very annoying. I seriously can't understand such devil-may-care attitude. I've seen games with much worse mistakes and too many typos. But here, is it really so difficult to fix it?! Though of course space problem is not the only issue with the language, just the most eye-catching.

I started this VN because I accepted recently released Truth: Disorder III--Gemini. Maybe I'm the only one who starts with the previous parts but shouldn't you fix the first game before releasing the next parts. I do hope the next third game is of better quality. Maybe you think I nitpick and pay too much attention to the translation quality but it's a real ordeal to read through the text in such condition. It's stated on the store page that the game has English, Russian and Simplified Chinese languages but there's nothing in settings, just English. Maybe playing it in Russian would be more pleasant but if you release the product with the main English language, you should provide the necessary quality. In credits I actually saw devs thank their proofreader, well in this case I can only feel sorry for their unquality work. I'd recommend to use more beta testers. Though I don't even know how one person could miss so many obvious issues. The text is just unreadable.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1732703081>

[But you know, it's not even the worst thing about this novel. At first the story is too monotonous but ok it could actually be explained by the plot. But when the game unexpectedly ended, my jaw dropped. Wtf was that?! Any answers, please? Any explanation? After a drab beginning I was really interested to learn the truth but at the end of the game we just get \u201cYeah, I remember now!\u201d Wtf do you remember, dude?! Btw I don't know their gender but I imagined MC as a boy. Why was he deceived? What disorder? What medicine? Who is that girl? Who is actually everyone in that game? That's just some kind of mockery! I love open-ended games, books, films. When there's some space for imagination, but that's too far. Absolutely NOTHING is said. The idea could be interesting, the story became gripping at some point but that's the most terrible implementation I have ever seen. I always feel sorry when I have to write a negative review. But it's the first time when I'm not. I can even forgive the awful translation if you really hired a native proofreader, maybe it's not the dev's fault but wtf is wrong with the story or should I better say with complete absence of it?!](#)

[So, the game may be recommended for achievement hunters as it's not expensive. That's all. No stunning art or immersive story.](#)

Utter disappointment.

P.S. There're two more parts of *Truth: Disorder ahead*. Maybe I'm just dumb and everything is going to be explained in next games. And if the English version will be fixed I'll be more than happy to apologize for harsh words and change my review and a curator recommendation. For now.... Having struggled through the original *Nancy Drew: Secrets Can Kill* and it's frustrating disc-swapping, I was keen to see what the Remastered edition was like. I think the team did a great job at bringing this story into the present level of difficulty and intrigue as the series' newest releases. One of the hit and miss aspects of the original *Secrets Can Kill* game is the culprit, and I think the remastered edition did this justice by turning it on its head and making it relevant, exciting and, most importantly, logical. It makes sense, which is something the ending in the original game lacked.

My only qualm with this game is that it was very short, shorter than most games in the ND series. It didn't stop me from enjoying it, not at all, but I finished it in one sitting, which is unusual for these types of games. Usually I stumble upon a puzzle I can't solve, get stuck and, like a champ, rage-quit for a while. (But I always come back).

If you want an easier to play, updated version of the *Secrets Can Kill* game, snatch this bad boy up. If you're new to these games and want to experience Nancy Drew at it's finest, I'd rate this one at about mid-level, just because of its length.

(As an aside, my ultimate ND recommendation is *Treasure in the Royal Tower*. Brilliant storyline, gameplay and characters.). i easily put over 200 hours into the xbox 360 version so this is really nostalgic. Love this to pieces, it really satisfies. If you grew up with *R-Type* and attacking mutant camels, you should be able to appreciate this one!. Game is Fully Playable, no game-breaking bugs, however it is missing bits and pieces.

Poorly optimized mechanics(Fights with more than 10 characters makes the game stuttery).

There is no way to avoid 1 of your characters getting damaged when facing 6+ enemies. No advanced tactics.

Missing dialogues.

Farming and time-consuming but abusable loot rewards for money, which is essentially useless(money).

Talk to barkeep for infinite rewards.

Healing is laughable(fast travel to haven).

Character equipment variety is dismal(1\10 score).

No glossary(but indicated in-game there is one already).

But that's ok., at least the backers have their own statues.

Rushed release game. Get it in a month or so after the bugs and texts are fixed, if ever. No game replayability.. You can give people the finger like... the entire time. I feel represented.

13\10

A mobile port that should've stayed mobile. The video and images on the store page is from the mobile app also. The mobile version is free already, just riddled with microtransactions. There's also no real "multiplayer". In-game, you play against bots, but you also compete with real players on a leaderboard to get the most bot eliminations.

When you shell out \$10 to get this game on desktop, you're just paying to have mouse & keyboard controls while also being able to play in VR, and the game isn't really fun either way.. Fake Happy End is a surprising gem of a game, one which I thoroughly enjoyed playing through every step of the way. Though it has some flaws, they're relatively few compared to all the strengths this game has.

It's a fairly rudimentary dungeon crawler, one that, as the description states, is heavily inspired by Etrian Odyssey. The tower is split up into several areas, akin to EO's stratum, each with their own gimmicks and puzzles to solve. The puzzles are pretty simple, but slowly grow more complex as the game continues on. That said, never do they feel overwhelmingly difficult, so exploring the tower never slows to a crawl. The lack of random encounters only serves to make these puzzles more complex, akin to Etrian Odyssey's FOEs which served as tile movement puzzles.

The battle system is where the game truly shines. Fake Happy End removes a lot of the drudgery that many RPGs fall into out of tradition, such as dwindling resources that you solve by either having an infinite number of recovery items, or by halting your progress and backtracking out to restart everything all over again. Instead, all actions in battle cost action points, which constantly regenerate throughout battle and reset to half-full at the end of every fight. This creates far more interesting battle scenarios, as having a pseudo-infinite amount of resources at all times allows for battles to be far more difficult and require more strategy than many RPGs, which tend to only have regular encounters as a sort of long-term battle of attrition designed to exhaust you for the inevitable boss at the end of dungeons. With your resources starting from default at every fight, it lets you fight each battle with all you've got, and you'll need to in order to survive. Enemies operate under the same rules, making the battle system feel fair in that respect as well.

Aside from skills naturally gained through level ups, skills are primarily gained by equipping elemental souls. Although the game categorizes its attacks according to elements, nowhere is there an elemental weakness/resist system, so there's not even the suffering of random guessing to find a weakness. Instead, the importance of elements comes from their secondary effects, such as stat debuffs or ailments. Indeed, buffing and debuffing are very important, and picking the right sets of skills for each party member to make sure you can power yourself up and weaken enemies in the right way is the key to victory, as only defeat awaits you otherwise.

The basic description of this game's story is written in the store page, so I'll save you the trouble of repeating it here. Overall, the story is fairly decent, though it can be pretty hit and miss at times. The overall mystery of the tower and main plot of the game are solidly written, keeping you going until the end, but it preserves a light-hearted tone with plenty of amusing interactions between the main four characters. More on the miss side are the lewd scenes, which feel thrown in for needless fanservice at the expense of derailing the pace the quick exploration of dungeons set. The characters themselves also don't manage to quite feel that distinct, other than Aeri simply for being the voice of reason in the group.

The dating sim aspects of the game are also fairly rudimentary, with basic choices deciding which character you'll favor and ultimately end up dating towards the end of the game. In some ways it's nice to have choices not be obtuse; helping out Karin gives you Karin points, while agreeing with Mishika gives you Mishika points, and so on. On the other hand, it makes most choices lack subtlety and nuance, which could've gone a long way in making characters feel more distinct. The characters do grow a decent amount as the game goes on, though I can't help but feel like there wasn't a good balance to their development, with one character feeling far more central to the plot than the others, making them feel underdeveloped as a result.

Overall, despite the sort of hit and miss nature of the story and its characters, there's enough to make you want to really sink your teeth into where the game shines, and that's the core gameplay. Defying a lot of RPG conventions only makes you wish more of them had the uniqueness this game shows, and the fun I had searching out every last secret of the tower is something that'll stick with me for a while, if nothing else.. Interesting. After 1.5 hours of play I can say that is a little brother of Capitalism 2 :)

. At first i feel boring after try the game because the gameplay not really good and i only care about the story when buying this game. Then later i enjoy it, the magic skill look nice and the characters skill is funny. I really hope have more characters on the future.

Little disappointed they not completely full Luna Nova but seeing the difference in each room made me very satisfied.

Anyway but that aside, the story is awesome and fun. I now can see the strong link of each team and their problems to complement the anime story.

So, for the story this game do very good it job, not wasted when i was waiting half of year for it.

The gameplay, well use it for kill time.. this game is terrible I highly suggest not buying it

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