
Trail Breaking Free Download [Password]



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About This Game

Trail Breaking is a First-Person Adventure/Puzzle game set in multiple fantasy worlds. You will start your adventure as a hiker setting out on what would normally be a typical stroll on a beautiful morning. You will soon encounter a detour that will lead you from the marked trail and into a mysterious cave. Upon investigating the cave, you find a strange box. When opened, a great magical force envelopes the room drawing you into a portal. You are dropped into strange, wondrous, and dangerous new worlds. Your goal is to solve puzzles, survive, and make it to the next portal in hopes of finding the one that leads back home.

Title: Trail Breaking
Genre: Adventure, Casual, Indie
Developer:
JLS Softworks
Publisher:
JLS Softworks
Release Date: 24 Jun, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 10

Processor: Intel i5-2500k 3.3GHz

Memory: 6 GB RAM

Graphics: GeForce GTX 780

DirectX: Version 11

Storage: 23 GB available space

English



A MAGICAL PURSUIT...





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This game is very good. 10/10 would buy again.

Just because these wolves are freaking cute!

Attacking mobs? Naaah, just lemme put my totem there.

Pew, pew, lightnings everywhere!. Words fail me when trying to describe how this game makes me feel. It wasn't the worst attempt at a game that I've ever played, but I wouldn't say this was good either. This looks and plays like something for free off Game Jolt. There's no reason anyone should have to pay money for this. There was just enough of a jumbled mess of a story to get you from one random location to the next, doing mindless tasks that mean nothing. On the bright side, it's a step up from My Bones.

****Spoiler alert**** There is no damn mirror anywhere.. Ever played marble blast ultra? well this is like it's cousin, not that it couldn't be fixed but it's far from worth the money in its current state. Fantastic! Simply fantastic!. always crash

. Amusant 10 minutes maximum, ensuite d\u00e9sinstaller.. If it is in the sale and you know that you like simple hidden object games, this is your poison!

But if you pick this for the story or "amazing" cut scenes look elsewhere, it ends with a to be continued and not a hint of how or when...

I found myself laughing at the "animation" and story through the game and enjoyed looking for the items. its worth the pound odd I payed for the enjoyment of 3 something hours so far.

Like some others on here, this was my first DLC as these were regular units on my local line when I were a lad and I often sat behind the driver pretending I was driving the train and watching the driver change gears, notching up/down and braking. This DLC replicates all that you have seen the driver do and I find this to be a very enjoyable unit to drive. It is quick drive enabled so you can drive it on any route imaginable.. This game had a very awesome concept and it looks like an interesting platformer. What bothers me about it is how bad they communicate anything to the player. I didnt even realise until the 4th level that I had a punch attack and I never needed it in the game, because i could just use the jump kick to kill anything. Another example of bad communication is the slug thing that you can stun and jump over. Any other enemy you can kill, but not this slug! Frustrating to say the least. It's also very hard to plan how to jump when you cant move the camera and just slightly see behind the next corner. The game is basicly a 2D game in 3D space, which is very awesome in theory. But it's also in some places frustrating when you the game dosent communicate very well what corners you can and cannot cross by, although I did realise there was a little indicator through what looked like a green 3D box sticking out. If you could move the camera around the corner and see what you're supposed to jump to, that'd be great. But you have to go around the corner, go back and then make the jump instead, in some places. The first boss also didnt come with a tutorial for me, so I had no idea what to do. I found out that I could jump on his head to stun him, and then he'd charge (ridicoulessly) fast at me. I ended up looking up on the net what to do, and even with that done, I got annoyed at how I didn't even have a split second to make the jump. I don't recommend this game as a result of that and what really felt like terrible level design to me.. A game with an interesting concept and nice art style. I enjoy the piano music in the background and the attention to detail in each frame.

HOWEVER:

I was very interested in this game because of the plot. It seemed mysterious and alluring. This is not the case. In the first 5 seconds everything is revealed to you. (The bad guy is actually named "Murderer" not exactly mysterious.) Also, some play-throughs of the game take 20 seconds. No, this is not an exaggeration, 20 seconds from start to finish. There is no interaction with items in the back drops that can extend the gameplay even marginally. I was given two-three 'choices' in each play-through (I've completed 4 so far) and they each led to a swift ending.

I am truly hoping that this is just the alpha version of the game and that more content is to come. However, as the game stands, it seems unfinished and brief with clunky dialogue and unfinished plotlines.. This game is 3 hours long if you spend an hour plus doing the "what on earth am I supposed to do next" thing. And you probably will. Luckily it has a hint feature which truly helps, sometimes. Some good comedy, but about none in the last hour. Worth 2 dollars. 5 bucks? Not for me. Best line in the game "The boss is coming, act competent!".. TL; DR: is a GREAT game that screams GIT GUD take it or leave it

This is one of those moments when it would be good for Steam to have a more neutral vote.

the game and its immersion are really great and its controls are simple and easy to understand but even so I did not have a really good experience, the learning curve is exessive, there is no intention of the game to explain what is what you are supposed to do even in the first level, you have to try several things to know if that is what the game wants you to do and with that you die several times forcing you to start over from the check point, return to the place where You died and try to get it right this time or try something different because you dont know if what you tried the first time was right. and that in a virtual reality game is exhausting.

to be honest, for the price I recommend you to try it. This review is from an old school 80s kid who grew up with Nintendo and Genesis games...

This game is an excellent 2d ARPG. Yes, one could describe it as a Zelda Clone, but that shouldn't be taken as a negative.

You play as a boy trying to find his father, or something like that. You gain magic spells that can be used to solve puzzles and fight monsters. Instead of weapons, you use spells to dispatch enemies.

The game plays just like a top down Zelda would: you have a overworld that you can explore and find treasure; you find items that expand your abilities and allow you to progress further into the game; there are dungeons that test your physical prowess and mental ability; and the fighting is done in real time. There's a story tacked on, but it's not very good or engrossing.

I really enjoyed playing the game because the puzzles are nice brain teasers and the game is easy to pick up and play in short bursts or long sessions. Finding hidden items is never boring and there's always something new to discover. Also, you learn new spells that keeps the action fresh and entertaining.

System wise: there are no options for resolution or graphical effects. However, I did not have any problem running the game and it looks like it was running at 1080p. The sprites are colorful and the animation, although not amazingly dynamic, looks fine and suits this type of game.. Very short game. Once you finish the "tutorial" levels you're literally about half-way through the game, and the difficulty from there only increases very slightly. I was never actually challenged or worried about winning. That being said, if you can pick it up for super cheap (I got it for a dime) and you enjoy little "city" builders with minimal depth and don't mind almost no replayability, then have at it. I put a few hours into it and only regret that it didn't have more to offer... 'cause it's fun forming the land and using my desctructive godly powers on the enemy's village.. After playing the first free mission last night I can really say I cannot suggest this dlc more. Flrst off this front is often overlooked by developers in favor of a more conventional campaign in Western or Eastern Europe. The Artistocrats have proven that they can do off the beaten path when it comes to scenarios like the ones found in Rising Sun, and this shines through in The Winter War. Playing as the Finnish army really captures the asymmetrical warfare that characterized the brutal fighting throughout Finland's experience in the Second World War. People new to this subject area may complain about the lack of Finnish armour or aircraft or other state of the art weapon systems. It is important to understand though that Finland lacked all those assets in any appreciable qualities at the outbreak of hostilities in 1939. This makes fighting a unique challenge, I have had to voluntarily give up victory points and meticulously plan counter attacks with just infantry, ski and engineer units in order to knock out the cudgel that are the assembled armies of the USSR. The fighting is spectacular and the terrain plays into this perfectly. Your movement is hampered by the snow, as the Finns you can take advantage of the fact that the Soviets will largely be forced to stick to roads to fully employ motti tactics. This game feels like the Winter War, sounds like it (kudos to the developers for including Sibelius in the soundtrack), looks like it and I could not be happier to say that yes, this DLC is most definitely worth your money.

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