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About This Game

Description

Freedom Cry is an RPG published by [Aldorlea Games](#) and developed by [Warfare Studios](#), the company already behind games such as [Vagrant Hearts](#), [Ashes of Immortality](#) and [Valiant](#).

Note: to toggle between screen modes, press ALT + ENTER.

Storyline

She thought she was doomed to an existence without meaning. But when a normal day at market opens the door to adventure, humble housemaid Kismet finds herself thrust onto the stage of destiny, playing a larger role in the current of fate than even she knows. Now, with new friends at her side, and new enemies in her path, she must find her own destiny, and earn her freedom,

while fighting to save her family and her nation.

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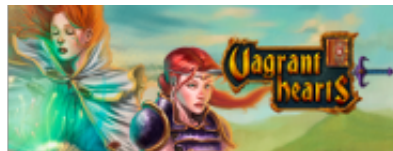
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Title: Freedom Cry
Genre: Adventure, Casual, Indie, RPG
Developer:
Warfare Studios
Publisher:
Warfare Studios
Release Date: 4 Sep, 2015

a09c17d780

English

Master Ghorin



In that case, as agreed, 50,000 Quid for your daughter's services. With an additional 10,000 a year going into her coffers until she reaches the age of 21







This game centers around Kismet, a girl who has been sold into indentured servitude. One day, as she heads to the market to fetch the material for her master's dinner, she stumbles into a great adventure. You know, save the world and all.

Characters are vibrant, the plot interesting, and gameplay is... RPGMaker, so decent.

Worth a try.. I checked the earlier reviews, and the pathing and terrain issues have been talked about quite a bit. The way you can walk into some walls, walk out of bounds in many areas, that weird one-way bridge. Not to mention there are a number of rooms(usually off to the side) that you might miss altogether if you're not paying careful attention, and the occasional doorway that throws up a message(in Portuguese? Spanish?) when you try to enter it. It's just weird and makes everything feel incomplete, like whoever made this was in a big hurry.

So I'll add something new that I didn't see mentioned yet -- the broken "sick girl" quest. Pretty early in the game(maybe 2 to 4 hours in, depending on how fast you play), there's a side quest that's triggered by talking to a man who appears after you investigate a "rat infestation" in the sewers that ends up revealing a poisoning attempt. You'll see him on your way to the palace to talk to the Queen. He directs you to a house in the same district as the sewer entrance, and you'll find a bed-ridden girl with a doctor and another person(her mother?). They say it's terminal, and send you to get the priest to give her last rites. If you haven't talked to the Queen, you can't enter that area of town yet. So you talk to the Queen. Now you can enter the area, but . . . the priest isn't in the church! So you continue with the next story quest, come back, and go back to the church.

The priest is now there! As are a couple of his assistants. None of them do anything when you talk to them. No mention of the dying little girl. Nothing.

The man who started this entire quest is still giving his spiel about how he hopes the little girl will make it.

If you visit her house, the little girl is walking around just fine! She's talking about how she feels kinda sick, but she's not bedridden or anything.

The doctor is back at his place a couple houses east of your character's house.

. . . congratulations, because you talked to an NPC when he appeared instead of psychically knowing that you should wait(I assume) until after certain other events, the quest is broken!

I also have another complaint. Compared to the pathing\terrain issues and at least 1 broken quest early on, it might seem minor, but . . . the game is slow! Walking is slow, with no dash feature available. You can't disable battle animations, and they are really slow too. Screen transitions are annoyingly slow(and annoyingly common), which there's no excuse for in a game that's just a step or 2 above SNES quality in terms of graphics and sound. I've played a number of RPGMaker games, so I know that RPGMaker has tools to deal with most(if not all) of these. It's just so weird that whoever made this wouldn't make use of them..
PROS: It was on sale?

CONS: I still had to pay for it..

Seriously:

The story makes little sense.

The characters make even less sense.

There is way too much dialogue that mentions things from the real world (as jokes) but takes away from the game rather than adding to it.

The 'pathing' is annoying at best with some stairs being unusable for no apparent reason, the ability to skip large sections of maps because you can just walk out of bounds, walls that you can walk into just because there is an object placed there, a bridge that can only be taken in one direction (again, no apparent reason) and a world map that suffers some of the previous problems.

And their constant misuse of the word then when they really meant than (every freakin' time!).

This game is not worth buying.. I only heard about this game because I crafted a badge and got a coupon for it, and I only bought the game because it was ridiculously cheap at that point and had cards.

It feels like an old Final Fantasy or Dragon Warrior (yeah I said Warrior, not Quest, I'm old and know its original name) from NES. There are a few glaring typos, but otherwise it seems okay, and I'm an hour in.. Achievements don't work and the developers don't give a turd!. Very disappointing - I was hoping that all the glitches had been fixed before this game was released on Steam but apparently not. The dialogue has no spark, the story telling is boring and game is extremely slow- paced. There is no dash button to use as in other games. Some of the side quest do not activate, some do not show up in the mission log and some are still shown even after they have been done. Very frustrating. Glitches very noticable are the fact you can walk through walls, over buildings etc and this becomes very annoying to say the least. Considering that this is a very old game, it would have been nice for the Dev to make sure it was free of all bugs. Also the ending says that there will be a continuation but that has never happened. In a nutshell. Freedom Cry looks cheap and amateurish. would not recommend this game..
STOP STARTING STEAM BIG PICTURE MODE WHEN I PLAY THE GAME!

This is a great Quest., I had hours of fun playing this game until the end when it said "To Be Continued", because I just wanted to keep playing.. I can't recommend this game which is making me sad since this publisher has not yet brought out a game (before this one) I haven't enjoyed least to an extend.

Let me state few things I found based on first hour of play, that will sadly be my last hour of play considering this game shows no promise.

- Texture problems, terrain that is literally 3 blocks away passable is impassable in other spot.
- Typos and spelling errors, normally I do not mind this here and there but.. how can they miss something like : Hadrworking (hardworking) In the bloody intro ?
- People with really strong accent suddenly talking normal and going back to accent at random, and who apparently didn't pass the towns accent to their kid.

The concept of heroine called Kismet (yes, that chocolate bar), being sold by her parents as servant is kinda interesting.. except when nothing indicates she's brave in nature and suddenly by plot twist ends up fighting bandits, not that unusual plot twist for rpg right?

Except when it progresses like this

Elder servant : "go buy some fish maid"

---*goes to buy fish talks to first npc on the way "

"Ain't it lovely to live in the SAFEST CITY IN THE COUNTRY"

-----*walks to market, buys fish*

random woman : "oh man, bandits kidnapped my son DAY ago, help officer"

Sergeant of the damn royal army:

" sure madam, I am sergeant in the citys army but I do not know anything about the surrounding area, so lets have this maid volenteer to help us, and no she clearly can't be allowed to bring the fishes home, I mean her house is just literally on the way to outside gate, we are in rush it's been a DAY after all"

----*they go to the forest with bandits*

sergeant : " blah blah bla, I will save (gets shot by arrow) OW OW I can't go on you take it from here"

Maid : " I'll go get help"

sergeant : " no no entire frigging army is parading some\u2665\u2665\u2665\u2665ing where for some reason, you have to go on alone with no weapons"

random recruit guy : " I come to save the day!"

sergeant : " cadet good timing ! you are combat trained "

cadet : " yeah basic\u2665\u2665\u2665\u2665\u2665\u2665"

Sergeant : " good and I see you got a KNIFE, you are CERTAINLY WELL EQUIPPED TO DEAL WITH MERE BANDITS THAT JUST \u2665\u2665\u2665\u2665ING ONE SHOT YOUR SUPERIOR OFFICER WITH A BOW, GO GET EM TIGER. Oh and take this maid she wants some."

- after killing the first bandit that is a weakling with 5 hp (heroes have 70 hp and two shot him. I bet he hoped he had used a BOW)...then they run in to two more bandits.

random cadet guy and maid "oh no we can't beat two bandits we must surrender and get trapped in cell"

.. that's where I signed out from this \u2665\u2665\u2665\u2665\u2665\u2665t. The npc's actually SAY all that, wording is different of course, I took some ragetistic liberties of impression.

Cons : Everything exept the world map, and perhaps music when it does play.

Pros: world map is nice, the map drawer is the reason I am not asking for a refund, I hope they use my 5 euros to buy him more coffee.. this is some good\u2665\u2665\u2665\u2665

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