
Omni Link Download Exe



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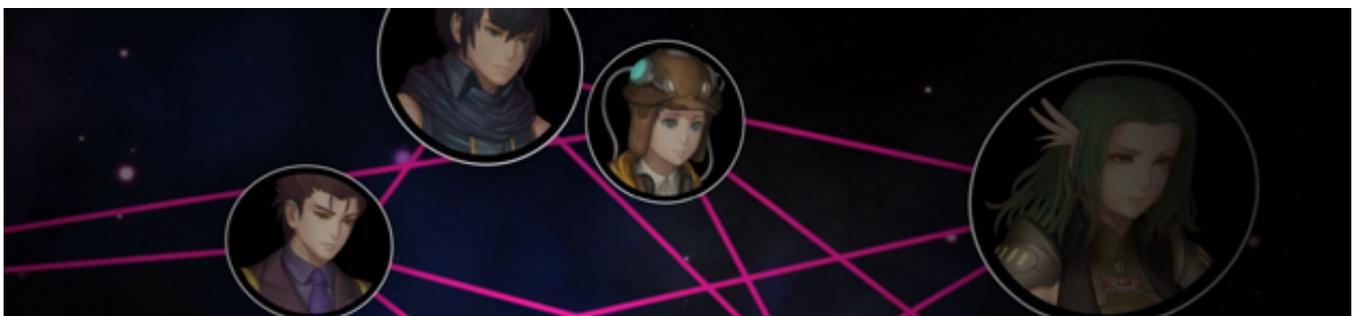
About This Game



Omni Link is a visual novel at it's core, but it's unlike other visual novels you've read before. Game-play and dialogue choices mesh together so you can see a real impact to your decisions. A story is not only about reading, it's about experiencing. Get involved with Omni Links characters, and experience their pains and joys as if they are your own. It all comes together in the end for an epic conclusion.



After the prologue, the game takes you on a mission for Zaos Corporation. You encounter an alien vessel and connect with an entity known as Ectype D-7, an attractive and powerful being of technology. You quickly learn that there is more to this ship and A.I. than meets the eye. The artificial intelligence is so advanced she is able to absorb energy from other ships and duplicate them. As well as use a mysterious ability called Omni Link.



Match your abilities against a faceless terror. An enemy called "The Virus" awakens near the edge of the galaxy. Suns are disappearing and planets are dying. No one knows exactly what the Virus is or what it wants. Take the Virus on full force, or select an easier difficulty to breeze through the story.



Features:

Real-time tactical combat - Defeat ships and absorb them into your fleet. Summon each ship to fight with you in battle. Discover hidden ships with powerful abilities and skills. Influenced by games such as Escape Velocity Nova and Star Control 3.

Choices that affect gameplay and story - Dialogue and gameplay choices make every decision you make carry weight. Some will change dialogue in minor ways, but also open paths for completely new dialogue and space events. Even your gameplay actions have consequences. Some are not fully apparent till later and it's too late to change course.

Hand drawn art & epic music - Beautiful art and music accompany your journey. Feel the emotion through epic battle moments and emotions that comes from characters as you take part in the story.

Manga adaption - Experience key scenes as if you're reading a manga.

Title: Omni Link
Genre: Action, Adventure, Indie
Developer:
Roencia
Publisher:
Roencia Game Creators
Release Date: 4 Sep, 2018

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English



Fantasy Grounds

LIBRARY

Core Rules

- DD Elemental Evil Players Companion
- Feats
- Races
- Reference Manual
- Spells

SPELLS

- (Index)
- Bard
- Druid
- Ranger
- Sorcerer
- Warlock
- Wizard

SPELL INDEX

A

- Abi-Dalzim's Horrid Wilting
- Absorb Elements
- Aganazzar's Scorcher

B

- Beast Bond
- Bones of the Earth

C

- Catapult
- Control Flames
- Control Winds
- Create Bonfire

BARD SPELLS

Cantrips

- Thunderclap

Level 1 Spells

- Earth Tremor

Level 2 Spells

- Pyrotechnics
- Skywrite
- Warding Wind

SORCERER SPELLS

Cantrips

- Control Flames
- Create Bonfire
- Frostbite
- Gust
- Mold Earth
- Shape Water
- Thunderclap

Level 1 Spells

- Catapult
- Earth Tremor
- Ice Knife

Mold Earth

Spell (Druid, Sorcerer, Wizard)

Transmutation cantrip

Casting Time 1 action

Range 30 feet

Components S

Duration Instantaneous or 1 hour (see below)

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.

You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns.

GM

0 1 2 3 4 5 6 7 8 9 00

1d20 2d6 1d4 1d8 1d12 1d100 CH

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12



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I had a lot of fun with this game. It's simple, but well made. All the characters were likeable, and I enjoyed the story. This is not a hardcore game, it's just a light-hearted game with a simple story, and fun gameplay. I found it very relaxing.

My only complaint with it was the Tower Crash-glitch. Don't get into too many Tower battles. Exit the tower and save often if you go there.. i think you'll have a lot of fun with this game if you just play it and never read anything anybody says about it. ever.. Legendary Game. Whooping it up with fun. more fun to come.
GG.

P.S. i play offline most of the time.. The Last Birdling is not for the faint of heart. -My own being one of those. I had bouts of crying, shouting at my monitor and constantly feeling distressed and unnerved. The Last Birdling is part horror, part thriller and part love, and it's up to you and your choices which will have the strongest impact on the 5 possible conclusions. Our two female protagonists in this fantasy fable is the birdling Bimona (Bibi), and the human Tayo (Yoyo). Birdlings are a humanoid race with many of the characteristics of birds, and them and humans don't mix. In fact, a war, a few decades past, made humans kill out all the birdlings to the very brink of extinction. When Yoyo and Bibi have a chance meeting deep in the forest as kids, an unlikely strong bond and growing love takes hold of both them and our now branching story. -And it really is a great tale, in all its gory detail. With everything you'll need from a great visual novel, from great music, really great art, lots of save spots, gallery, ingame encyclopedia etc., there really is nothing at all I can fault with The Last Birdling well maybe a frayed heart.. that's not safe my guy. This is truly hilarious :D. hold off buying until its updated..... I do believe Meadowland was Marten Jonsson's (Star Sky, Star Sky2, But to Paint the Universe) first Steam game. As a walking simulator (though the player flies) the ambition I feel was to tell a simple visual story with the added elements of a puzzle game. As a puzzle game the visual clues found in the book are a bit difficult to understand but the story is "age-old" of when a boy and a girl meet and fall in love.

Biggest review complaint is about an achievement called "Tree of Dreams". To gain this achievement the player must fly back and forth across the whole landscape (day and night) looking for semi-translucent puzzle pieces, a type of mini-game. A bit tedious but doable. No offense intended to Mr. Jonsson but I am glad he steered away from actual puzzle elements in his later games. His later endeavors are still beautiful art pieces but focus more on the tale being told than gimmicky puzzles. (Since I own all of this developer's work I do feel I have a little right to comment on an artist's growth in a difficult medium.)

The artwork is very pretty and the music soothing. If one enjoys this artist's work Meadowland is must for the collection.

don't buy if you expect great graphic quality, this game is made in RPGmaker2000. lol
Just enjoy the story and the game's theme.

some time the counter attack button seems to not work..

and I've got irritated of how the game didn't let you click the finishing blow by yourself.. gud gem if you hate yourself. is a quite good, non immersive game but funny after all

pros:

+relaxin soundtrack

+nice atmosphere

cons:

-slow gameplay

-so much brighten

-difficult controls

-bored quests. Not bad, but still needs improvements. I don't like the fact that after the winter is over I lose a lot of stuff from my cupboards. I know some of it is used to survive the winter, but that much, takes too long to stock up. Has some graphics glitches but nothing too serious. The towns are too repetitive, needs different buildings made out of different materials. I'm giving it a thumbs up because it has a lot of potential to grow and become much more enjoyable. Definetely needs more animals. All i've come across so far are pigs, rabbits and dears. I know it's still early days yet so i'll just be waiting for more content to be added. Still enjoyable to play.. What could have be a truly interesting game, turned out to be a waste of 30 minutes and a waste of \$5. I usually don't consider how much money I paid for a game after I've bought it, but this is the first time I've wanted my money back.

The narrative started out interesting enough, but platonic and frustrating mechanics lead me to despise this game within a few minutes. But I still gave it a chance and continued playing it. And I was continued to be disappointed by this game.

The story feels like it was written in 5 minutes, and the graphics are terrible and creepy. I understand low production values, however everything I saw in this game was worse than what any 12th grader could produce for their IT final.

Do not buy this game. It is a waste of money, an extremely shallow, and very disappointing experience. I want my \$5 and 30 minutes of my time back.. I don't know what's happening but im not having fun.. This game is so addictive. You completely lose track of time and before you know it the sun is rising. Love playing this game with friends.. i suppose they weren't bad games some time ago. but they didn't age well. they don't run on a more up-to-date machine, lagging and crashing on the regular. the art work is about as good as one can expect from older games like this. if you loved and miss the feel of the hidden object games of the nineties, have an older o.s. and don't really feel like playing anything challenging, then by all means, get this bundle. but may i suggest you wait for a really good sale before purchasing it? because despite the fact that there are six games in the bundle, it's Still not worth the eleven to thirteen dollars it's Usually sold for.

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