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Desecration Of Wings Download For Pc [Torrent]



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## About This Game



The Endless Court is eternal, ruled by Immortals who have guided the four races of the world since the dawn of time. They seem very concerned with preventing anyone from studying the broken ruins that litter the world, and peace is more fragile than it seems.

Felana is one of the historians at the margins of society, oppressed by the anti-scholarship edicts of the Endless Court. All she wants is to take care of her daughter and study in peace... but as war brews among Immortals and her knowledge suddenly becomes troublingly relevant, she isn't going to have that option.

## Features

- An old school RPG adding modern elements and removing the grind.
- Learn unique skills from equipment, both active and passive, to customize your party.
- Enemies in dungeons are visible and avoidable instead of random encounters.
- 10+ hours of twisting storyline with further optional challenges available.
- Sidequests and postgame content that improve your party's relationships.
- 24 base scenes and 100+ images total showing plot points and scenes between the characters.

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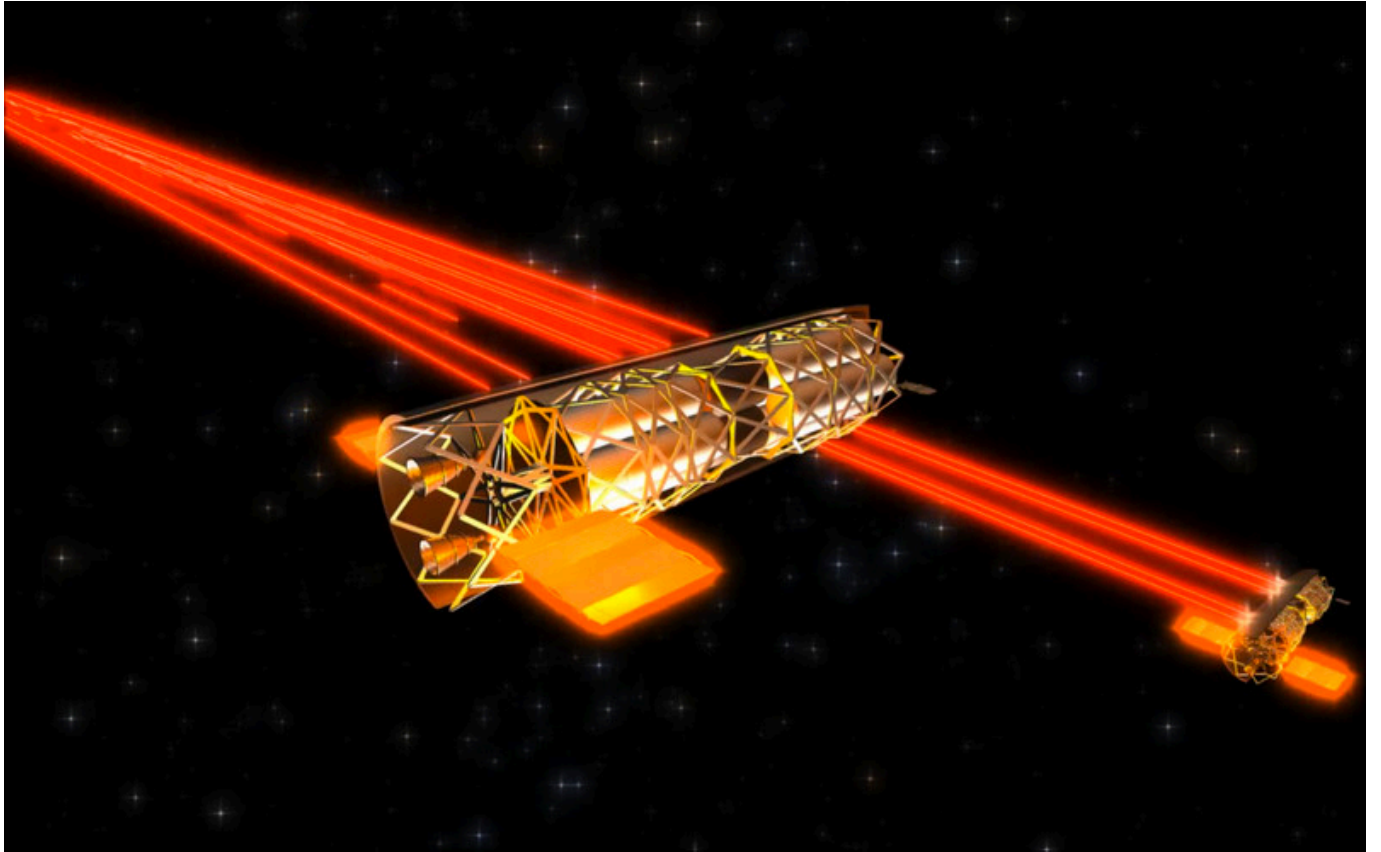
Title: Desecration of Wings  
Genre: Adventure, Indie, RPG  
Developer:  
Sierra Lee  
Publisher:  
Sierra Lee  
Release Date: 16 Mar, 2018

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English







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Alright. First of all, I like management games. I found the game while randomly browsing the store and it immediately caught my attention.

However, it currently has severe flaws, in my opinion, which makes me want a refund (for now, at least).

Major issues:

- You have no way to predict how well something will sell (to "NPC" automatic customers). You have to use trial and error, and manually adjust your price, then wait for a server tick, see the results, rinse & repeat. It doesn't make sense.
- Competition between players is mostly based on price. Engineers have more options but it's often limited to maxing every setting. Meaning basically you'll run out of business, unless you can log in often to fight a potential price dumping war.
- The game mechanics heavily favor "whales" (already rich players). Early, you struggle; your businesses suck and you can't produce much, + you have to face loan repayment. But elder players got buildings with literally 2000x your output. So they get fatter. Hence the weird leaderboard.
- The "wealth snowball" also means that an already rich player will simply do everything himself, since he can. That limits player interaction... and the ability of poorer players to get into business.

Additional issues:

- Tutorial is very short and doesn't include much information. Wiki is very limited too. UI is clearly not user-friendly. Having a proper production chain chart (with npc buy √ sell options, and mandatory player interaction) could help, for example (and yes, I've seen the one on the wiki, but come on...)
- Adding a command to "reset" your character (deleting the character √ selling everything to the city, to start fresh) should be an option, honestly. Making a poor early choice will block you in a dead-end.
- Graphics. Not talking about the city map, which is very simple, but okay (and pretty clear, which is nice). But the UI, buttons, and icons feel particularly cheap. Those simple 2D assets can probably get much better for little cost, and honestly, that'd be nice, because current drawings seems to be freshly out of MS Paint, and do not feel professional at all.
- Limited filter options (and inability to "search") in the contract√product tabs, which means market offers are quite a mess (even though there are very few offers !). Will escalate out of control if player population increases.

Ideas:

- There should be a way to severely prevent players to get too rich too fast. Diminishing returns, someone ? Especially since many products can be sold to "NPCs". Basically, the first one selling to them increases its production capacities to the infinity & reaps all the free cash available. You can do that in several ways: diminishing returns on output (or exponential administrative costs for additional sites√employees... ?), encouraging a player to specialize in a few productions chains (and not everything) (=> player skills increasing output, but limited by a hard cap ?); reducing the difference between a basic building (10 employees and that's all) and a high-tier one (2000 x 10 employees + thousands of machines... I mean, come on; at least make people choose... like you either favor staff, or machinery, or storage space, or a custom mix of it... and not everything at the same time)
- Further in development, you should seriously start another server and√or reset this one. There is absolutely no point in playing a competitive economic game where one or two players hold 99% of the resources, while you have to struggle to get a few dollars. Of course, it is useless if the other design issues aren't adressed first, since the snowball will repeat itself.

I'll still follow this game from afar and I might get back to it later, when it has been developed into a more polished product. Decent (and recent) management games aren't common anyway. For now, however, I don't see the point of playing it (except if you really like being an alpha-alpha tester of a game; but even though I like trying stuff, I already have a day job and I can't spend my evenings on game design).. The engine is slow...never quite sure if the game has froze or still loading. the turns are slow and laggy. The game play its self is poor. Unless you like a laggy game that constantly over rides your orders and does what it wants anyway then hands you your√√√√√the moment you start to turn things around this game isn't for you. I have invested enough hours to assess this game as a boat anchor.. Easily top 3 or 5 of my best horror game, along

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with P.T, Biohazard, Siren, Fatal Frame series, you would never thought a 2D top down could be this scary until you try Darkwood.. If this game had been born as a stand up ,circa gauntlet,...you would have walked into the arcade, bar,restaurant,gas station ,etc... with some type of self defense tool...as you might just need it.

[Today.lol...in the privacy of your own homes...you can only cut throat your friends.\(or other random people that you allow into your own home\)...which...while there may be a few more laughs...they probably know where you keep your cutlery...tools...stairs...etc...](#)

[In conclusion...](#)

[CMYW NEEDS an online presence...](#)

[a place where several unfamiliar triangles can choose to work together or plot each other's doom.](#)

[Oh...Squeaky Smurf brought me here.. What a brilliant and satisfying ending. Do watch the credits role and wait for the gems in pictures :\)](#)



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This is a top notch game. Everything just works and looks wonderful. The gameplay is fun and addicting. My son loves it as well. If I had one gripe it would be that it feels unnatural to hold the rifle type and shotgun weapons with one hand.

I highly recommend.. Fun since I enjoy escape room games! Some of the puzzles are harder and more odd than others but its not unbeatable. There are some very interesting mechanics in the game that I liked. I wish the ending rooms had a bit more detail to them as the first few rooms though.. Incredibly tedious if you want to get the achievements, incredibly short if you are just playing through. I got this in a bundle for a few pennies, and was bored after 10 minutes, but "played" for another 75 minutes trying to get the achievements.

If I could simply look at the items in the shop, it would make sense. But no, it had to be a visit to the mother in law every time. Perhaps this was intended to be how the stories were told, and the decisions on whether to buy or not, but it came off as poorly designed tediousness.

For the achievements, in a bundle, ok maybe. But in all other cases, NO.. Adds some great mechanics to civ 6. This game told me "do you kiss your mother with that mouth?" upon hitting the quit button..  
in what world does that make ANY sense  
Garbage. love this game play it all the time

**patch v1.03:**  
**PATCH v1.03**

- UPDATED: Base code for RenPy 7.1

NEW GAME AND ANNOUNCEMENTS!. **Paper Shakespeare: Loves Labor(s) Lost is out!**:  
[https://store.steampowered.com/app/854540/Paper\\_Shakespeare\\_Loves\\_Labors\\_Lost](https://store.steampowered.com/app/854540/Paper_Shakespeare_Loves_Labors_Lost)

There's gonna be one more stick figure Paper Shakespeare out this year. More news next week.. Paper Shakespeare: Stick Merchant of Venice **Community Avs!**:  
Community Avatars added for the following games:

- Inexplicable Geeks
- Furrries & Scalies & Bears OH MY!
- All Paper Shakespeare games

. **FURRY SHAKESPEARE announced, and 2019.:**  
[https://store.steampowered.com/app/947060/Furry\\_Shakespeare\\_To\\_Date\\_Or\\_Not\\_To\\_Date\\_Cat\\_Girls/](https://store.steampowered.com/app/947060/Furry_Shakespeare_To_Date_Or_Not_To_Date_Cat_Girls/)

You thought that it couldn't be done. The immortal works of William Shakespeare together at last with Furrries.

Not really a sequel to Paper Shakespeare: To Date Or Not To Date? as much as a side adventure in a different Shakespeare dimension.

2019 Plans. **patch v1.04:**

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**PATCH 1.04**

- ALTERED: Archiving. **patch v1.02:**

**PATCH 1.02**

- CHANGED: Text width.

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