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## Deck Of Ashes Activation Code



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## About This Game

"The Outcasts brought Ash Curse upon us all, and they are the only ones who can lift it." - Ash Master.

Deck of Ashes is an adventure game with tactical card combat. One character at a time, lead the cast of antiheroes on a quest for redemption. Explore the cursed fantasy world and hunt down powerful cards. Put your survival and resource management skills to the test when upgrading your Camp of allies.

The choices that drive your journey - where to go, which resource to collect, which risk to take, and which card to craft - are the difference between success and untimely demise.

## Can You Rid the World Of the Ash Curse?

### Features

- Creative deck-building - collect combat cards that fit your unique playstyle and crush the enemy!
- Unique hand-drawn eerie art style.

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- Dynamic dark fantasy world - travel through a procedurally generated, changing world in search for cards, supplies and glory!
  - Various biomes that harbour different monster classes - each biome affects the gameplay and offers a unique set of opponents!
  - Survival and resource management - you have limited opportunities to restore health or spent cards, so use them wisely!
  - Camp - strategically improve your base depending on your style of play.
  - Permadeath - unless you use the help of dark magic, then when you die, you die for good.

## **Deck-building Done Right**

We provide you with the best deck-building tools we could develop. If you are a newbie - we got you covered, as there are sets of cards that obviously work well together. And if you are ready to go crazy with your own deck idea, there is a 100+ cards for each character to explore and combine. BEWARE: a ton of potential to go nuts with the unexpected combos!

## **Dynamic and Dangerous World**

Deck of Ashes features a procedurally generated world where danger waits around every corner. Sudden ambushes, cataclysms, and random events will force you to constantly adapt and explore fleeting opportunities to gain an edge! Refine your strategy on the go to ensure your survival!

## **Upgrade the Camp to Meet Your Needs**

Different strategies require vastly different upgrades of your Camp. The resources are scarce, and you won't be able to upgrade everything in one playthrough, so choose wisely!

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Title: Deck of Ashes  
Genre: Adventure, Indie, RPG, Strategy, Early Access  
Developer:  
AYGames  
Publisher:  
AYGames, WhisperGames  
Release Date: 11 Apr, 2019

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English,Russian,French,German,Simplified Chinese,Japanese









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While I like these types of games very much, I just don't find DoA very fun. To be clear, for an Early Access game, I think it's in a great state. For me personally, there are just glaring flaws in the game's core design that eliminates the fun.

For example: While I understand their desire to create strategic decisions in combat, I feel like I am punished for playing cards because each card I play goes to the "trash". While you can spend points to recover your cards from the trash, it creates a tedious and unenjoyable cycle every combat. This becomes even more frustrating as your deck grows in size, and now you start going through tradeoffs of deciding to take damage because you don't want to play a card yet. It then gets worse as building combos in the deck (part of why you deck build) punishes you.

I would also say there's a lot of unnecessary complexity when it comes to an awkwardly implemented resource management system. Don't get me wrong, the impact it has on what you can do is fun, but the effort to get there is not.

While I think the art is great, the game is stable, and the rogue-like travel is fun, at this point unless you like the core design mechanic of restrictive card play, it may not be an enjoyable game.. It is a deck building game like Slay the Spire.

I am not sure if I like this game. I like card games but at this point there is too many that doesn't feel right. I know the devs are reading the feedback so I put the things I think should be changed. Hopefully this is getting better but for now I cannot recommend this game even if I want to like it.

- can't skip chapter dialog
- "Shield of Pride" too expensive. maybe 3 Mana
- discarding cards back to battledeck seems pointless
- update cost with resources are too expensive V or too few resources
- the events feel too punishing (losing cards is not fun at all)
- renewing cards with 20 health is too expensive on health (maybe reduce the cost to 15 health instead)
- most of the cards are feeling pointless
- what is the point of having an end boss in chapter 4 when your progress literally doesn't matter (cards V upgrades V health). I didn't even play an hour of this game, and frankly I didn't need to. Mechanistically, there's a system called the ash deck. Essentially, every card you play gets trashed. There is no reshuffling at all. And this isn't per battle either. Cards will linger in the trash until you bring them back. And the only way to bring them back is to pay your hp to do so. Either in battle at a cost of 20 hp for 5 random cards, or after battle using 1 of a limited type of point per card. These points are super important as they're the only way to regenerate hp.

And that's really the main gripe. The game ties regenerating cards to paying hp, and ties regenerating hp to the same system used to bring back the cards. And this is all on top of getting damaged by enemies. The end result is constantly hemorrhaging health and being punished for using your cards in a card game.

It's really a shame. The story seemed engaging and I wanted to know more. But with such a fundamentally broken system that prevents the fun factor, there's really no helping this game in my eyes. I get it, they were trying to be innovative and I applaud that, but it didn't pan out in this instance for me.

I see on other reviews the devs responding and trying to assure people that future updates that the game will improve. I respect that this is an early access game, but when the foundational level simply isn't fun, and will actively block fun further up the line, there's not really a saving grace for this game if you don't like it as it is now.. It isn't polished, there are game-breaking bugs (such as playing a card that is supposed to draw an additional card but it in fact does nothing) the storyline is bleak and dialogue is repetitive, combat itself isn't even satisfying when you win. Every card you play feels like a punishment. There is no real reward for playing well, you can basically close your eyes and cast all the cards in your hand in any order and still win each battle. 0/10 cannot recommend this to anyone at this time.. Hi,

This is an amazing game, I invite you to test it as soon as possible.

There's some magic on this game, when you start, it's hard to stop before ending your run or die. Music, artwork and gameplay are fantastic.

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It's still an early access so the game is not perfect of course. If I have to change something, for now I see 2 points :

- When enemies are stealth they should be a little bit "filmy", it could be nice to see through a little instead of having a small animation on their feet. With this modification it would be easier to see when they are on this stance.

- The dialogue of area's boss should have more than 1 sentence, it will be more interesting to read them because now it just has a feeling of receiving a "spam"

Except this, go buy it and play, it's really a super game ;). It is a deckbuilder roguelike game. The premise of this game is pretty clear and it tries some unique things to separate from slaying the spire.

Unfortunately the game just does not work. This doesn't refer to bugs, but to the mechanics of the card game. Essentially, all played cards go to an ash deck (your "graveyard" so to speak.) Some cards only work while in the ash deck, and your ash deck isn't shuffled back into your draw deck after a fight. After each fight, you get rest points which you can use to replenish health, cards or craft cards. If you have no cards to draw, you gain a card that lets you trade 20 health to put 5 random cards back into your draw deck.

Now, here are the problems with this system. The randomness of the ash pact (20 health for 5 cards) means that your beautiful setup of getting cards that matter in the ash deck there can be destroyed by RNG. Also, being able to only replenish cards with this card and rest points means every card you play is essentially paid for by health plus the mana you expend. This makes playing a card and killing monsters not a rewarding experience. Every time you play a card, it feels bad and punishing.

Think of this game as punishing as a rage game, but without the rewarding feeling after beating a level.



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Deck of ashes in an interesting cardgame with a unique mechanic that focuses on all the cards you using burning and thus a huge focus on managing the resources you have and gather. This is both the game's strength and flaw to an extent as it can be a bit tedious at times and complicated to manage. However with some more polish I do think this game will turn out great! I'd recommend to give the game a try if this type of cardgame interests you!. I'm pretty torn on this review because of the state the game is in. I'm a Slay the Spire addict, and I was looking for another game to get my fix of the deckbuilding roguelike genre, and I was disappointed by the slow startup that each and every run of this game has, especially when death comes just as easily. The developers, however, are incredibly attentive to what their audience wants to see, and more often than not, grievances that the community has with the game are patched before too long.

There's still a long way to go before it's anywhere near as good as Slay the Spire, but the developers actively want to walk it, so I'd say this game is worth the buy.. I've struggled with this review. A lot. Because I really wanted to like the game. Here's why I ended up negative:

The "Ash deck" concept sounds fun at first, but quickly turns out to be a dealbreaker. It forces you into small decks, unless you play the overpowered discard archetype - which profits from having specific cards in the ash pile... sounds legit. Every other deck is struggling to retrieve key cards AND heal after combat.

Every pick you make to overcome momentary or situational obstacles bloats your deck even more, which adds to the aforementioned problem. While this problem is in theory solvable through NPC services, you will hit a wall there quite fast. Because those services need upgrades, which need resources. Besides the resources being scarce, the upgrades are absurdly pricey. So no remove-that-card-from-deck-for-you. Something that is a given in ANY deck-builder is heavily gated here. As are some other core services.

Would all be fine if the gameplay felt nice. Which it doesn't. You have 5 Mana, and you will stay at 5 Mana. Considering that most cards cost between 2 and 3 Mana, you will never ever play more than one or two cards per turn. Which feels sluggish at best. I played a lot of Magic, StS, Yugi-Oh, Hearthstone.... I know those control-type decks which play this way. But ALL those games offer faster paced styles if you can build them. Not here. Adding to that, you usually play your highest damage cards, descending. Lacking any kind of defense or interruption cards, you usually don't even care for the enemies play; aside a few, very welcome exceptions.

I could say more, but then this would turn into its own book.

TL;DR: Slay the Spire. Better, more fun. Save money on this one.. After seeing an advert for this game on youtube I decided to check it out. It has a very similar artstyle to Darkest Dungeon, and is heavily influenced by Slay the Spire, but also has its own special mechanics in the ash deck, which relies on discarding/renewing cards and the tough choices made in doing so.

The thing that has impressed me most about the game though is how lovely the dev team are, and the passion they have for this project. They are so willing to listen to ideas and feedback, and are basically allowing the community to design the game alongside them. All ideas are taken onboard (including harsh criticism) as they really do want to create the best game possible.

If you are interested at an inside look at the development process of this genre, I highly suggest you hop onboard and share your ideas with the crew. See you guys on the forums :). This is a great example of interesting ideas implemented incredibly poorly.

Where to start. The game is ridiculously slow, using cards have "animations" that tack on a couple extra seconds every time you want to do anything, if you try to play a second card before the first one is done animating, it throws it back in your hand and you have to try and use it again. The interface has a weird lag to it that when you click on a card to pick it up, you will sometimes click it again because it seems like you didn't grab it but, in reality you did, and it was just unresponsive which ends up then putting it back down. Very annoying.

The interface is unintuitive, and the game does a poor job of explaining game mechanics and how things work, all while throwing a bunch of stuff at you. For instance, each fight takes place on a certain "terrain/location" and they have certain benefits, cities all "human" characters have a bonus to crit, swamps you have a 10% chance at the end of each turn to get an ailment (I'll touch on this horrendous mechanic in a bit), graveyard all undead heal a bit every 2 turns and so on. The game at no point ever mentions these, and the only way to figure it out is hover over an icon in the top left corner of the screen, which is alright I guess but, you have no idea what kind of meaning it has, until you go to another "terrain" and see that it's changed and

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now has another effect.

The camp\town screen requires you to hover over the people in it to find out what they do and at first glance, you have no idea that they even do anything until you hover over them, as they haven't even got names above them. The worst offender, is actually the banner that you click on to leave the camp. It blends right into the background and it's a mystery how to even leave the camp unless you randomly hover over it to see its description.

Now when you actually click on one of the 4 characters they will all do different things, craft cards, heal you, renew cards etc. The huge issue here is that A) again mechanics are not explained so half the stuff they do makes no sense until you start randomly learning the games terms and effects from taking guesses or testing things out. And most importantly B) 95% of ALL features these shops\characters provide are locked behind tedious and stupid unlock paths. You unlock them by getting resources in game, and you do not come by these resources easily.

A real terrible example as to why this is a big deal will be encountered when you head into the swamps and end up fighting a hard\medium creature that places parasite cards into your hand. Parasite cards are unplayable and serve no other purpose than to take up space in your hand. Pain in the\u2665\u2665\u2665\u2665\u2665cards, no biggy tons of games have those. Now the problem with this in DoA is that your cards "burn" or become unplayable after being played once. When you have less than 6 cards in your deck that are not burned, the game gives you a card that does 20 damage to you and unburns or renews 5 random cards in your deck to be played. However, if you get back luck and end up with 6 parasite cards in your hand, well GG you're done. The game sees you as having a full hand, and will not give you any option to unburn or remove others in your hand. You are stuck with a hand of 6, unplayable cards, until the mob kills you, ending your run. And considering how sluggish the game is, this could literally be you sitting there clicking end turn for 5+ minutes while a monster slowly beats you to death.

And how does this play into my previous point of unlocks?

Well those parasite cards can only be removed by one of the characters in town (or by some cards that rely on RNG to find) and only after THREE separate upgrades that require a pretty hefty chunk of resources to unlock.

This game has countless problems, problems that stem beyond it being in early access. Problems that shouldn't require people buying the game and reporting them as issues for them to be discovered. These are core gameplay issues that should be picked up on by the devs.

I do not at all recommend this game, which is a shame cause it has promise.. Great game, takes ideas from slay the spire, and brings their own new mechanics to make a great rogue-like deck builder. I don't write many reviews, but I felt this game needed more attention. I have tried almost all the games similar to slay the spire, and this one is by far the best and not just a clone.

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