Download Zork: Grand Inquisitor .rar

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About This Game

Magic has been banned from the great Underground Empire of Zork. By edict of the Grand Inquisitor Mir Yannick, the Empire has been sealed off and the practice of mystic arts declared punishable by "Totemization" (a very bad thing). The only way to restore magic to the kingdom is to find three hidden artifacts: The Coconut of Quendor, The Cube of Foundation, and The Skull of Yoruk.

Join forces with Dungeon Master Dalboz who calls you "AFGNCAAP"(politically-correct initialism for "Ageless, Faceless, Gender-Neutral, Culturally-Ambiguous Adventure Person") and together you travel throughout the Underground Empire's many locations, such as Hades, Flood Control Dam #3 and The Dungeon Master's Lair in an attempt to find the three missing artifacts and bring about the fall of the Inquisition.

Zork: Grand Inquisitor is the last installment of the famous Zork adventure series. It uses the same formula as its predecessor: first-person perspective, 360 degree camera rotation, pre-rendered backgrounds, and live actors. Humor and comical pop-culture references accompany you throughout the entire game and guarantee that you will never get bored. So if you are looking for a not so serious oldschool adventure then this gem is for you.

- Stunning graphics and enchanting music absorb you into over 30 unique 360^0 environments

- Live action video and voice acting by stars such as Dirk Benedict, Michael McKean and David Landerr

- Visit the famous landmarks that made Zork legendary. Enlist the aid of three fantastic characters on your magic quest through Zork

Title: Zork: Grand Inquisitor
Genre: Adventure
Developer:
Activision
Publisher:
Activision
Release Date: 31 Oct, 1997

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Minimum:

OS: Windows XP / Vista / 7 / 8 / 10

Processor: 1.0 GHz

Memory: 256 MB RAM

Graphics: DirectX 7 compatible AMD / NVIDIA graphics card

DirectX: Version 7.0

Storage: 1200 MB available space

Sound Card: Direct X Compatible

English

Fun light RPG, reminds me of WoW. Looks like it was an attempt and an MMO then cut back to be SP/Lan only. Shame it's incredibly buggy. My giant character was too big to actually leave the starting city. Also, co-op MP doesn't work AT ALL.

If it weren't for the bugs, I'd say sure. But unfortunately, it's a no.

Thanks guys... thuys.... This game looks like it could have a lot of potential. Unfortunately development seems to have stalled. There are virtually no detailed play instructions at the time of this review. Graphics are minimal, little variety in opponents\/mobs. After the first few worlds they all begin to look the same. I applaud the game concept but it's a shame it's not being realized to it's full potential.

. It would help if there was a tutorial that shows us how to work multiplayer, its a good game, but i feel it would excel if only i could play with my friends. Played this game years and years ago now. It was great when it first came out and to be fair i got my nostalgia from replaying it a little here as well.

If you have the same feeling of nostalgia i did then this game will be worth parting with your money for - if you are looking for a game that is older\/cheap and can still give you game value then this is also a title you should consider.

Enjoyed playing it again.. Game is abandoned, no updates in months, not even a half finished game in this state.. The game has a solid bottom where everything is arranged to make a good horror game, so why stop there? The graphics, sound design and voice actor are OK. You can play the game several times to get different endings so you can recieve all the achievements, and I might do that myself, but the game length is way too short, and the environment to play in is very small. It`s not that fun, or an exciting game to play several times. Why, because it`s not much of gameplay other than pick up some stuff (even that pretty limited). It`s more of a walking simulation game. Nothing wrong with that, but when it`s not much to explore either you`ll understand that the game lacks engagement and needs to get richer on basically everything. And it doesn`t really build up to anything, like a horror climax. Yes the atmosphere is tense at times, but it`s not scary. The game wont let you start to feel the horror on you. In other words it was in the end of the game I started to feel the horror, and it should have gone way further from there. So what I`m saying is everything seems half finish. The storyline has also great potential and could have been interesting if you went more in depth with it.. To be honest, it took a long while for this game to click with me. I went through the opening acts unfamiliar with the battle system and skeptical about the way the story was being told, and it was actually hard to tell if I was enjoying the game or not. But the further I played, the more I grew invested in the story and characters. And after reaching the finale, I can confidently say just how genius Underhero is.

Gameplay-wise, Underhero is solid. The platforming is honestly pretty mundane, but it fills time much better than the plain old walking you'd be doing between battles in most RPGs. The rhythm-and-not-quite-turn-based battle system absolutely takes some getting used to, but it's fun and satisfying once you've learned it. The boss fights were especially fun, with the setup you had to do before attacking your opponent. Overall, it's definitely a fun game to play.

But the real fun comes from the game's personality. The graphics are delightful, and the characters are some of the most entertaining I've ever seen. Elizabeth in particular was a huge pleasant surprise for me. I was expecting her to be disastrously similar to Kersti from Paper Mario Sticker Star, given her status as a royal companion to the hero. Yes, she gets naggy sometimes, but she's far more complex than that. Travelling with her was a pleasure and never felt like a chore, and she always felt like a true companion. And the game is full of other characters just as enjoyable as her.

Underhero's story, though, totally steals the show. This game has, without a doubt, one of the most ingenious stories I've ever experienced. On the surface, it seems like a typical satire, full of tired metafictional elements and jokes, but by the endgame some of the things that happen caught me completely off-guard, and used the genre in ways I've genuinely never seen before. Stitches' relationship with his followers and Puzzle Man's complete out of nowhere reveal were some of the many things that truly cemented my love for this game.

The game's music is also incredible, using a really neat combination of orchestra, synth, and whatnot that reminds me of the early Paper Mario games. Combined with the colorful graphics and quirky character designs, it gives the game a bright and fun presentation that hides the dark undertones the story holds.

I will say that the game definitely feels rough around the edges. The physics can be a bit wonky sometimes, making navigation of more complicated areas more of a chore. I also found a few grammatical errors here and there. And while we're talking about negatives, I did find some parts of the game tedious, particularly the jungle and parts of the mansion that required running

around looking for stuff for a long while. Also, I'd say my biggest complaint is that battles are often far too slow. Enemies have tons of health, and waiting for them to reveal their weakpoints can be agonizing sometimes.

But none of that should scare you away. Underhero is a charming and colorful game with one of the most brilliant stories I've ever seen, and once you get used to the gameplay it's an absolute joy of an experience. It's sad that this is another fantastic indie game that currently really isn't getting the attention that it deserves. Hopefully more people will find out about this wonderful game in the near future, and I'm very excited to see what the folks at Paper Castle have in store for us next.

I died literally 9 times in the first room....

Not for the meek but an awesome soundtrack and atmosphere. Can't beat the first boss yet, it reminds me of the old Megaman games, but in a 3 point perspective.

Kind of makes me wan to die though, as a Dark Souls, Cuphead, and fan of a challenge, to not be able to get past a little robot spider means developer did it right. Going to make you want to break your computer I think (dont do it though)

I NEED the soundtrack though, really 80's, can't wait to hear more.. Needs a lot of work yet. could be an alright little game. but right now it is far from finished. only buy if you know what an early access game is.. A short and sweet platforming metroidvania, similar to VVVVV.

The game's gimmick is there's only two buttons -- left and right. The level design is created in such a way that this isn't a problem, as there's bubbles that make you jump and various upgrades that improve your mobility. The game is difficult and requires using the games mechanics to get through.

I beat it in about 3 and a half hours, but I enjoyed just about every bit of it. Challenging and kept introducing new concepts to keep me entertained. I think a game like this would be amazing with a level editor, adding hours and hours of content, and it's honestly a shame that it doesn't have one.

If you enjoy well made platformers that are actually challenging, Necrospshere has pretty much everything you want. If you are truly hardcore, there's achievements for speedrunning, and not dying. For only $5, I felt like I easily got my money's worth.

Oh, and the music is also amazing.. i think this better then something other "indie" \u2665\u2665\u2665\u2665. I've loved the Nancy Drew game series ever since I was a child. Warnings at Waverly Academy does not disappoint in either nostalgia or gameplay.. Very enjoyable, an essential part of a Dungeon Warefare & Orcs Must Die collection.. UI is clunky. The abilities are repeated in a guide on the top of the screen plus in a giant ugly overlay circle. Would probably looks great on mobile. On PC, I found myself clicking the abilities at the top, just in time to see my little dudes fall off a cliff, because I clicked the wrong place. Terrible UI pattern. Menus are annoying.

Sound is annoying.

Playing on a 1440p monitor and the background graphics are horribly cut off on every level.

No controller support.

Pacing is pretty slow.

Got this on sale, but it's not worth playing.