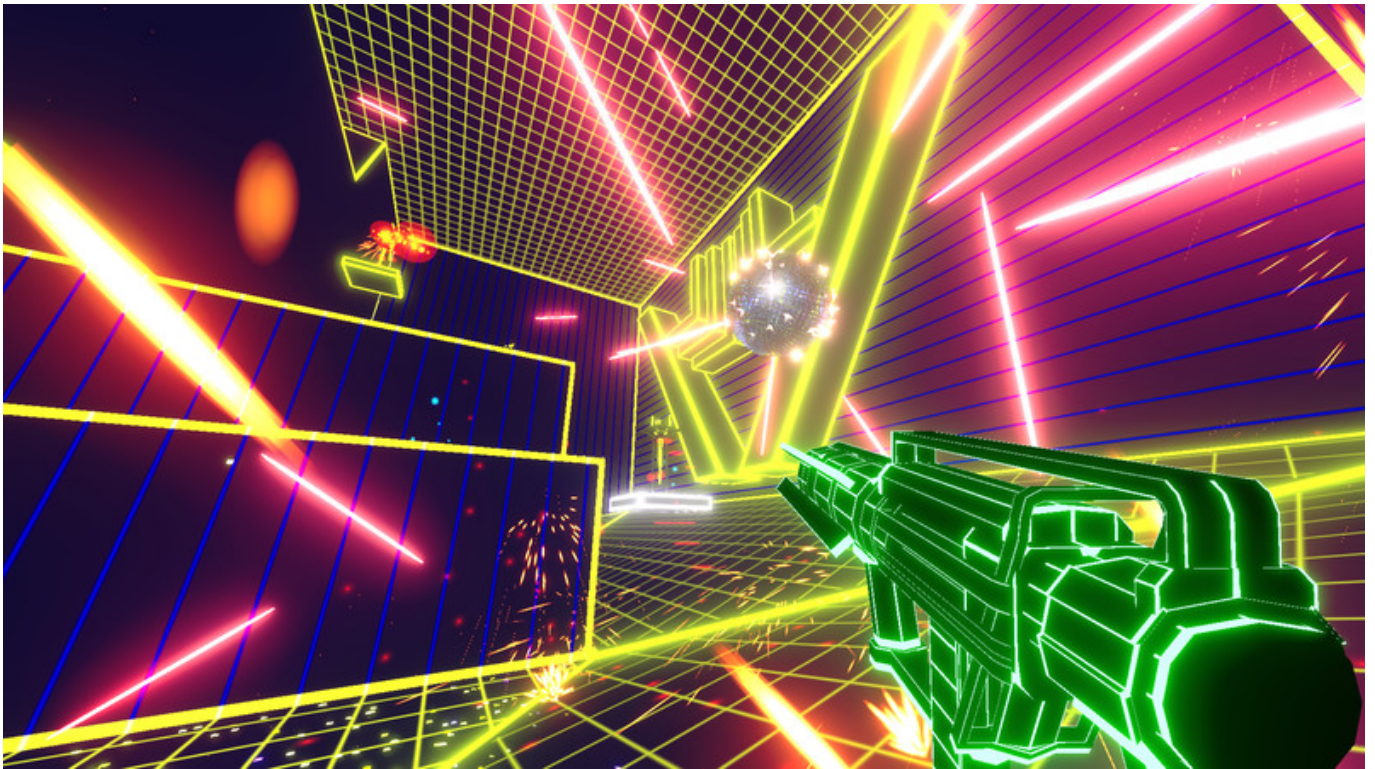


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The Last Monster Master Download 10 Mb



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## About This Game

Will your monsters save the world, or destroy it? As a Monster Master, you'll telepathically train wild monsters to be treasure guardians, royal pets, or giant stone masons. As war breaks out with the kingdom to the north, will you train monsters to be vicious soldiers and mindless power generators?

*The Last Monster Master* is an epic 250,000-word interactive fantasy novel by Ben Serviss, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

How you care for your monsters will determine their fate—and yours—as the your kingdom faces a grave threat. Can you discipline your monsters with gentle compassion, or will you use cruel punishments to bring them in line? Will you lead your monsters to victory and prosperity? Or will you go down in history as the last Monster Master?

- Embark on a 250,000-word journey of kinship, sacrifice and heart-breaking decisions.
- Master Telepathy or Body Language detection skills to read monster minds.
- Will your clan be ready to protect the realm when the time comes?

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Title: The Last Monster Master  
Genre: Adventure, Indie, RPG  
Developer:  
Choice of Games  
Publisher:  
Choice of Games  
Release Date: 28 Sep, 2017

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English

# LOGistical Games



LOGistical Cloud Save



Statistics & Leaderboards



Achievements



DLCs



**Standalone Games**  
(Original LOGistical not required)

LOGistical British Isles	LOGistical New York USA
LOGistical Florida USA	LOGistical Switzerland
LOGistical Italy	LOGistical Russia
LOGistical Oregon USA	LOGistical Wisconsin USA
LOGistical Norway	LOGistical Brazil
LOGistical Chile	LOGistical South Africa
LOGistical Japan	Other Modules





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ITS A GOOD STARTING PACKAGE BUT WILL THE DEVELOPERS OFFER THE FOUNDERS MORE ITEMS\WEAPONS EXCLUSIVE FOR FOUNDERS ONLY OR AT LEAST A CERTAIN AMOUNT OF GEMS A MONTH FOR LIFE FOR JUST BEING A FOUNDER? THE GAME IS AMAZING AND I WOULD LOVE IT IF FOUNDERS GOT PERKS. Gives those artillery wusses something to do while we're out winning the war.. Best engine for indie developers, presently cheapest plan, small lack of documentation that is overshadowed by a sprawling community at the forums and ever growing online documentation with examples etc... I highly recommend this engine to any new developer with limited funds. Engine is shipped with already done FPS, those include animations, textures, meshes, sounds, GUI systems, and many more. From FPS to RPG to RTS.... there is a small jump for skilled programmer.

From all engines that are reasonably available for developer teams (or single dev - like me), this one is:

- cheapest option by far, for only 10 eur per month you get access to considerable C++ source, and ability to publish any game during that time with 0 royalties or hidden costs!
- greatly tuned to be usable with minimal change (out of the box look is matchless)
- access to C++ source code (to a level 95% programmers would ever need) (you can get whole source contacting them for a contract)
- Extremely powerful Sandbox software, where map and content creating (mannequin, flowgraphs...) is best in its class, all done with 0 need in programming. (People have made RPGs with flowgraphs alone)
- Streamlined communication between C++, lua scripting, xml, flash.
- Scaleform GUI (basically you can make a GUI -or whatever you want- in flash, and then -extremely easily- import it ingame)
- Flowgraphs, intuitive system of rapidly designing game logic (in a few min you can make a regular FPS on a empty map: spawning, enemy spawning, camera, sounds, notifications...etc)
- Engine is designed, for small to huge teams, just look at the dev teams that use this engine and are still in development, for instance games like : Kingdom Come: Deliverance, Star Citizen, Ryse, Evolve and many many more..
- Most importantly. engine is regularly updated, its imbued with new technology (recent deal with AMD and MANTLET integration)...etc!. This is a great game and I had a blast playing it in 2019.

To address the mixed reviews I think I understand what is going on here. When you hold this title up against its predecessor there are some things missing from this title which I think warrant some peoples complaints namely: there's not much of the game that is destructible which is sorely missed since it was such a huge aspect of the first game, and its shorter than the first game (it was a perfect length imho but to each his own). Those are valid complaints when you compare it with the first game and I guess I just wish they had named it something other than Red Faction because when you look at the game without comparing it to its predecessor its great!

What you get in place of those aspects that are missing is a more exciting action packed game with more interesting NPCs, great voice acting (the great actor Jason Statham voices one of the characters!), excellent vehicle levels to add variety and interesting boss fights. The story had twists and turns which kept it interesting all the way through. This whole game was cinematic.

The gunplay is excellent. All of the weapons feel appropriately powerful and make a big impact which makes the basic shooting in the game (which is the core of the gameplay) feel fantastic. Its a joy to play and I had a blast.

I played it in 4k with max settings and it looked better than I expected it to tbh.. I love First Person puzzle games (such as Portal) and Magnetic: Cage Closed definitely scratches that itch. Really enjoying it so far! Can't wait to play more, hunt achievements, and sniff out speed run routes!. Nothing feels quite like missing a 96% swing and dying for it.

I bet the xcom tweekers love the random deaths, but you can 100% miss me with that\u2665\u2665\u2665\u2665\u2665\u2665. i didnt see that its only for vive when i bought it so i had a few issues bc i use the rift, but... if you open rift menu ingame and reset your veiw, lay down on the floor with the headset as low as you can get it and then when you get back up in the game you will be able to play, i dont understand it bc its for vive and not rift but yeah, on rift when you do the game it shows you under th platform and like your floating,

besides all that its an awesome vr testing game to get the full feel of your hights fear, 10-10 game for the price

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Environment is good for an indie game.

Storytelling is bad. So bad. I don't understand what is happening. Where do I go?

Got some jumpscares.. tl;dr: nice idea, but the concepts aren't working out.

The game needs a total redesign in:

1. how long ship parts are effective and reward a well built ship
2. the general game mode. It's done in under half an hour atm. Not OK! Think of Bosses and infinite Modes!

It's fun in general. Nice idea and some nice tries, but after a maximum of 5h this game is just plain boring. I get that it still is in early access, but the general concept of this game won't make it work out any better. It's barely any fun replaying this game after having seen every weapon once. There aren't many, and even if there were a lot more, they don't motivate to build any real ship. Simple designs triumph really badly over the more complex ones, since you have to rebuild your ship every minute and you don't have a lot of time to do so. Even if you had, your ship parts lose any value they had upon the next level.. I bought this game because the world looked interesting and the art looked unique. I was pleasantly surprised to find the game-world very deep. the crafting system is very extensive and the map is f'ing huge! I actually like just running around and interacting with the world. I just discovered there are portals to warp around the map which is awesome. I feel like every time I play this game I discover something new.. for 2020 really nice, 8 Quests new Equip more Fun, I still wish it's like Monster Hunter (free). This game should be bunched up and thrown away. Play Magicka instead, it is better in every conceivable way.. As in the description The Elite Units of the West DLC adds 14 new units to major eastern factions. A greater variety of available units is always welcome. If you like one of these factions you'll love this add-on.. Hard as hell. Options menu is a little hard to understand. Great music, adorable character! Some more backstory/tutorial would be nice.. Boring and basic. Definitely give this a pass. There are many better games at much lower prices.. one of the best poker games I've ever played

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