
I Am Caligula Activation Key Crack



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About This Game

Follow the real life events of the late Roman Emperor Caligula and his dear sweet sister Drusilla during his short reign. You will explore Rome and deal with the senate while living the life of an Emperor.

Story/Game

"I am Caligula" Will be the most in depth story driven game about Caligula ever made. What we have done is take the very best parts from our Caligula series which has been our most successful and put them into one game. The player will experience strong RPG elements with a beautiful visual novel style art.

Features:

-RPG level progression.

-Historical weapons and armor to equip your party with.

-Voice overs at key story events.

-Quest system.

-F5 to change screen size.

Title: I Am Caligula
Genre: Indie, RPG, Simulation, Strategy
Developer:
Seraphim Creations
Publisher:
Seraphim Creations
Release Date: 25 Mar, 2016

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Minimum:

OS: Microsoft Windows XP/Vista/7/8

Processor: 1.6 GHz or faster

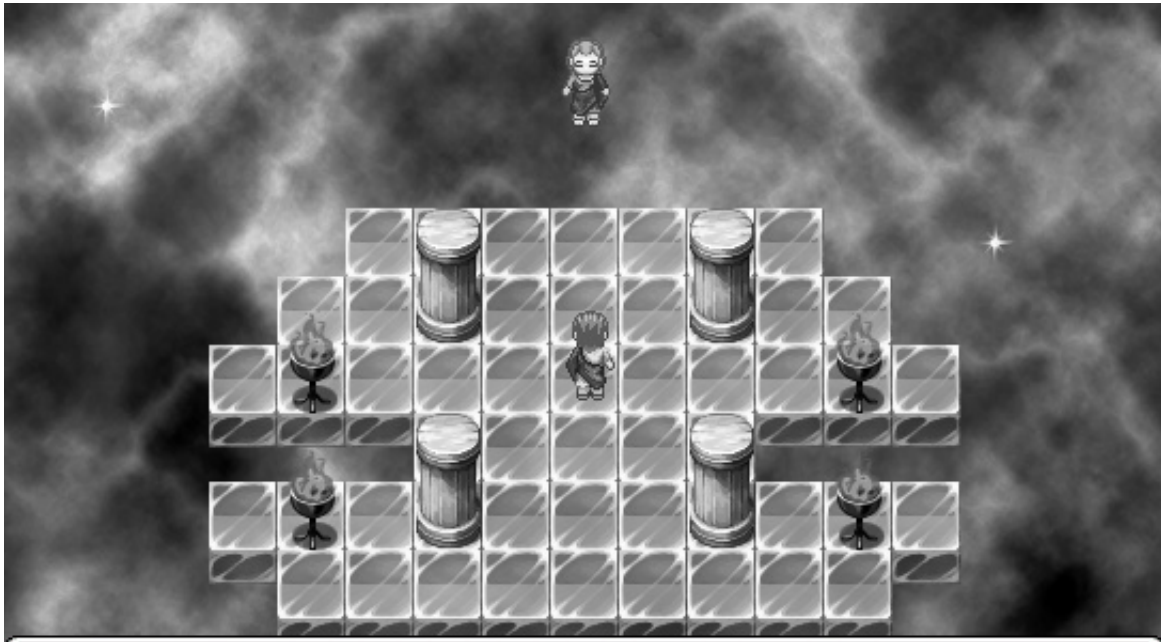
Memory: 1 GB RAM

Graphics: 1024 x 768 pixels or higher desktop resolution

Storage: 300 MB available space

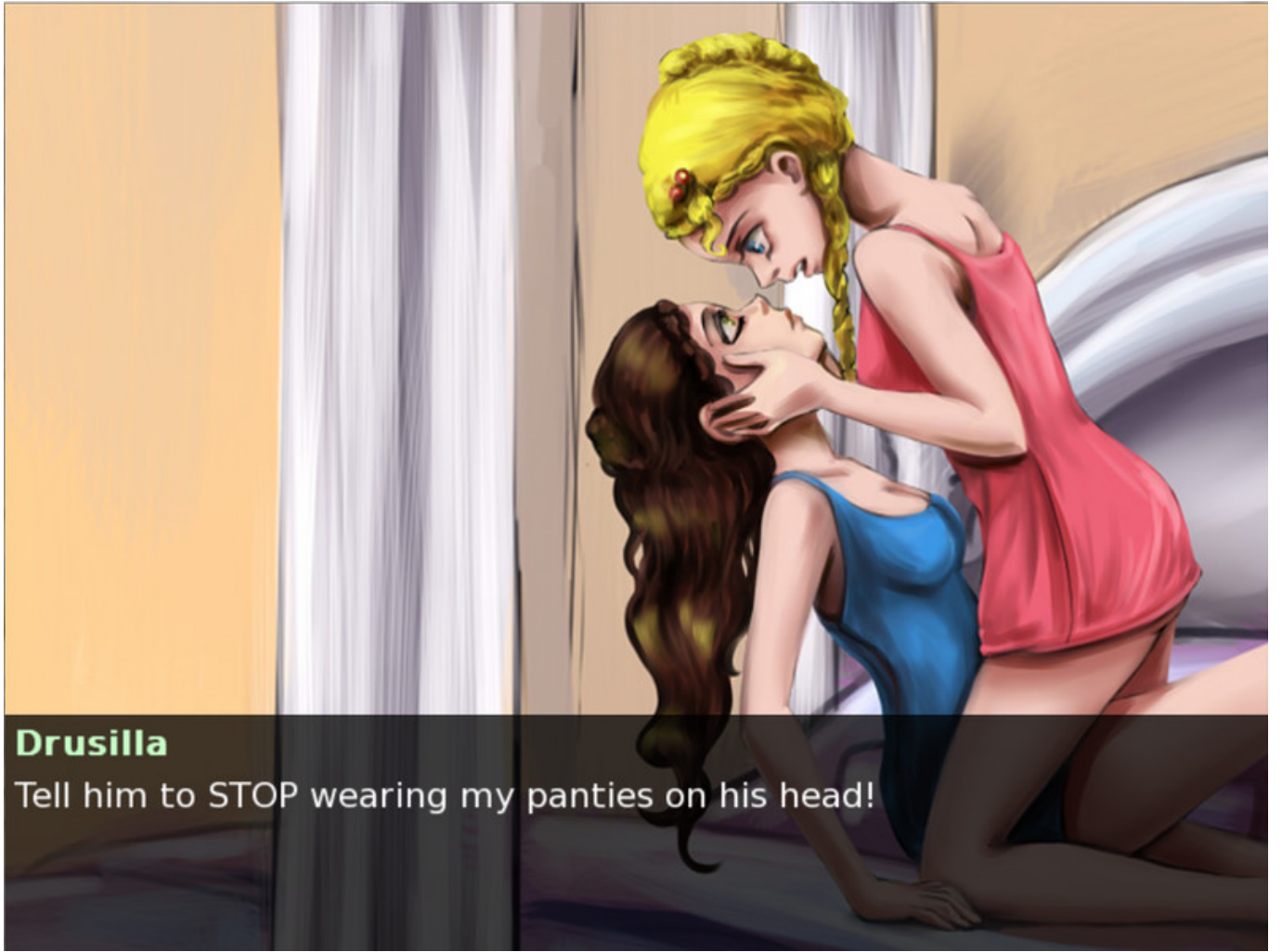
English





I am not afraid.





Drusilla

Tell him to STOP wearing my panties on his head!

caligula i am a god. i caligula am a god speech. caligula i am still alive

The protagonist is a megalomaniac, incestuous, and murderous lump of failed tactics. So he's almost as unlikable as Squall Leonhart.

Good news for people who like bad games: if you aren't burned out on RPGmaker fails, this may be a good one to get you there.. (OOC Post and Review here. Let me say this right now. This game isn't for everyone. I Am Caligula, I played this game back on Itch and i was one of the Beta Testers for it to. I gave Lato Feedback on it and even found a Game Breaking Bug that he didn't know about to before it came to Steam. Back then, the game wasn't as good as it was now. It didn't have many of the Cut Scenes that it does now. Lato really did try his hardest with this game with adding things into it and all.

As for the story and what people are saying, it does follow Real Life events of Caligula. A lot of people are calling it an Incest Sim, but the truth is if you Google it, Caligula really did have a Relationship with his Sister. That is actual history of the Emperor. Now I'm not going to lie and say that he did add some Fantasy Elements to the Story, but he did it to flesh out the Characters and give them some back story. Read the Wiki page on Caligula and then play this game to see how Accurate it is. You'll find out a lot of the things in the game are accurate. Caligula was one of the most Insane Emperor's ever back in the Roman Empire.

As for the Graphics and Sprites, a lot of it was hand made and drawn by an Artist. A lot of work did go into that. Some of it was Default things, but not much.

The Sounds and Music really does go with what is happening during the time. Sometimes it's hard to find the right music for an area of a game, but this one flows well given the length of the game.

As for Combat, you do have to do a bit of Grinding in it before moving on to the next area. Not much, but a bit. The combat isn't that hard to go through and figure out.

As for the Navigation in the game, you just have to talk to people like in ever RPG game and Explore. It's not hard to figure out what to do next or where to go.

Bottom line is it's not a game for everyone, but i do reccomend it and for people to give it a try before bashing it. I've played my Fair Share of bad RPG Maker games and I will be completely Honest. I've played a lot worse than this. Games where no effort was put into it at all and use nothing but Default Sprites and Assstes. At least Lato did try with this game and that is something. So please, before you give it a Neg Review, at least remember the points I've laid out in this Review and try it out with an open mind.). === 30 Min ===

Ok First impressions, with 30 minutes in. It can be fun, but it has a bit of a learning curve. It is reminiscent of old KOEI games of past for me. Reminds me a bit of Uncharted Waters and some might consider it similar to some of the original Zelda games. If you like these kind of games, you will probably enjoy this, if not then don't buy it you will likely be unimpressed.

The game puts you in the shoes of Caligua, 1st century Roman Emperor. If you like historical games, this might be for you too. So far though I've not seen too much in the way historicalness other than the Emperor's name, this isn't to say there isn't more.

The artwork is nice, especially on the overhead screen. It can sometimes be tempting for developers to cut corners here, in this game this not the case. The game add voice actors which can be nice for those that are kinda lazy, and don't want to read. A few of them are nice, a few others are midly annoying, but no fear you can skip over them if you like. The world is enormous, at least it seems to as I am constantly getting lost in a labrinth like city.

As of right now I recommend the game. The low price doesn't hurt either, definitely worth 5x or more what I paid for it. I'll continue to play it, and follow up later on with replayability and time to complete. Good enough for not only me, but good enough that I'll be sending a few copies out as gifts.

One thing to keep in mind. Combat mode you are on the right side of the screen not the left, this can be confusing at first. To get to full screen mode hit F5, hit it again to go back to windowed mode. If you dont do this the small screen will get distracting real fast. Spacebar allows you to talk to people.

=== 2 HRS ===

Ok 2hrs in... I'll try and keep this objective. The game starts off a little wierd and is hard to follow. I spent a good time running around trying to figure out what to do. This is kinda difficult to deal with. Once the story line starts it gets going and I found myself having fun fighting anything and everything in Germania once I got the hang of the strategy involved in combat. I could offer a few tips here but I won't, I don't want to play spoiler.

Once glaring issue is spelling and grammatical errors (watch I bet I spelled that wrong.) There are a few haters who have left reviews, I recognize one of them from a hate group that was started against the developer before the game even launched.

=== 2+ HRS ===

The game started off a bit confusing. As the game picked up I became more engaged. Again mad spelling issues. I do have a few things I'm not particularly fond of. It's hard to understand what to do next, there isn't much guidance. I did however complete the game, only took a little over 2hrs, but I'm confused as to... well... how. The game just kinda abruptly ended. There is a ton of potential here but it's missing some content. I was not a fan of the ending.. This is a game with an interesting core concept that turned it into an impulse buy. I was hoping for more of a story driven\managment type game was the description seems to indicate. The story I have experienced thus far actually is interesting...the problem is with the game design and mechanics. There is too much space to explore without direction and fun things to discover along with unnesssarily long, mazelike, and uninteresting old school RPG combat\dungeon elements. Develeoper would have been better off reducing or eliminating combat and spend more time on story in my opinion. For a Let's Play of the first hour or so please feel free to watch:

<https://www.youtube.com/watch?v=wGxEVPTpKKc&feature=youtu.be>. For 99 cents or less you will get at most 2-2.5 hours out of this game. The game is simple to learn and play but gives little direction on what you should be doing next. I found the world fun to explore, but was disappointed when the major events of the story didn't impact the world. There is no real development to the characters at all.

[There are a large number of glitches and errors in dialogue. The sound is overbearing but the soundtrack works for it. I've seen a lot of complaints about the combat system, but I only ever had one character die on me throughout the game, and after hitting level two found very little challenge in the combat.](#)

[This seems like a typical first try at making an RPG Maker game. That said it also feels that this was supposed to be a much larger project that got rushed and truncated.](#)

[Still with all the bad I have to recommend this dinky little game as I did enjoy my time playing it and it even made me laugh a few times, making it totally worth the 89 cents I paid for it.. This is a game where you can experience the slight madness of Caligula... well, it starts as slight madness, and then descends into full-blown insanity...](#)

[However, the game is a bit tricky to navigate and deal with. I mean, one of the first things you have to do is "borrow" something from your sister's room...](#)

[Frankly, I would say buy this for the Trading Cards.... and that's about it.. Sucks so hard. Do not touch this game even with a ten meters pole. \(and no i havent played 5 hours thats \u2665\u2665\u2665\u2665\u2665\u2665\u2665t\).. I dont like this game. I dont like the gameplay which is the turn based "everyone does an action then play the sequence" style "like Final Fantasy i guess". I dont like Caligula. Now thats not really the developers fault i guess, its like making a game where you play as Hitler, the only way to do that right is if you make him into a \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 in a goofy\u2665\u2665\u2665\u2665\u2665\u2665setting that doesnt take itself seriously which even then would be difficult to do. I dont care for the music. I certainly hope the dev doesnt quit. Its not easy making a game, and there is always more to learn. I hope he learns from past misktakes and looks ahead with determination to become a great developer who makes great and enjoyable games. Im glad he only charged 99 cents for it, which is really the only reason I bought it in the first place. To him I say: Dont give up, keep trying. Keep learning. To buyers I say: Dont buy this game.. What??? You mean for \\$1 I can re-enact that sick 70's Epic Roman Porno flick from Penthouse as a cute Zelda\Pokemon type J-RPG? SIGN ME THE HELL UP NOW!!!. So i put some time in this, tried to look for any secrets, thats why my playtime is so high. I can barely recommend this game, mostly because it was a dollar. I see where the dev\devs were going with the story, but fell short. I couldnt really see any real depth in the characters, and wish there was more detail to everybody in the game. Perhaps more background story as to why stuff](#)

happened to make the main character act the way he did would be greatly appreciated. I cant judge the battle system, because it is the basic rpgmaker battle system with little or no effort put into it. As far as music, most of which wasnt bad, well except the battle music was a poor choice. The little things I did like was somewhat decent drawings and not standard rtp ones, as well as the voice over. Do I think this game is worth \$1? yes. Can I recommend it?yes.

Please dev if you can read this. Listen to the constructive criticisms your reviewers have to offer, hopefully your next game will be a game of the year :)

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