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## The Yawhg Torrent Full



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## About This Game

The Yawhg is a one-to-four player choose-your-own-adventure game that randomizes a unique story every time you play. The evil Yawhg is returning. How will the town's locals lead their lives in the meanwhile, and what will they do when the dreaded Yawhg finally arrives? The fate of a community hinges on the characters' actions, and the decisions of their players.

## Features

- Stories which can be played alone, or with friends.
- A fully fleshed-out world, where actions can have dire consequences.
- A randomly generated story that's different every time you play.
- Gorgeous artwork by the award-winning Emily Carroll.
- Over 50 unique endings that can happen to every character.
- A haunting soundtrack by Ryan Roth, sound designer for Starseed Pilgrim.
- A sense of impending doom

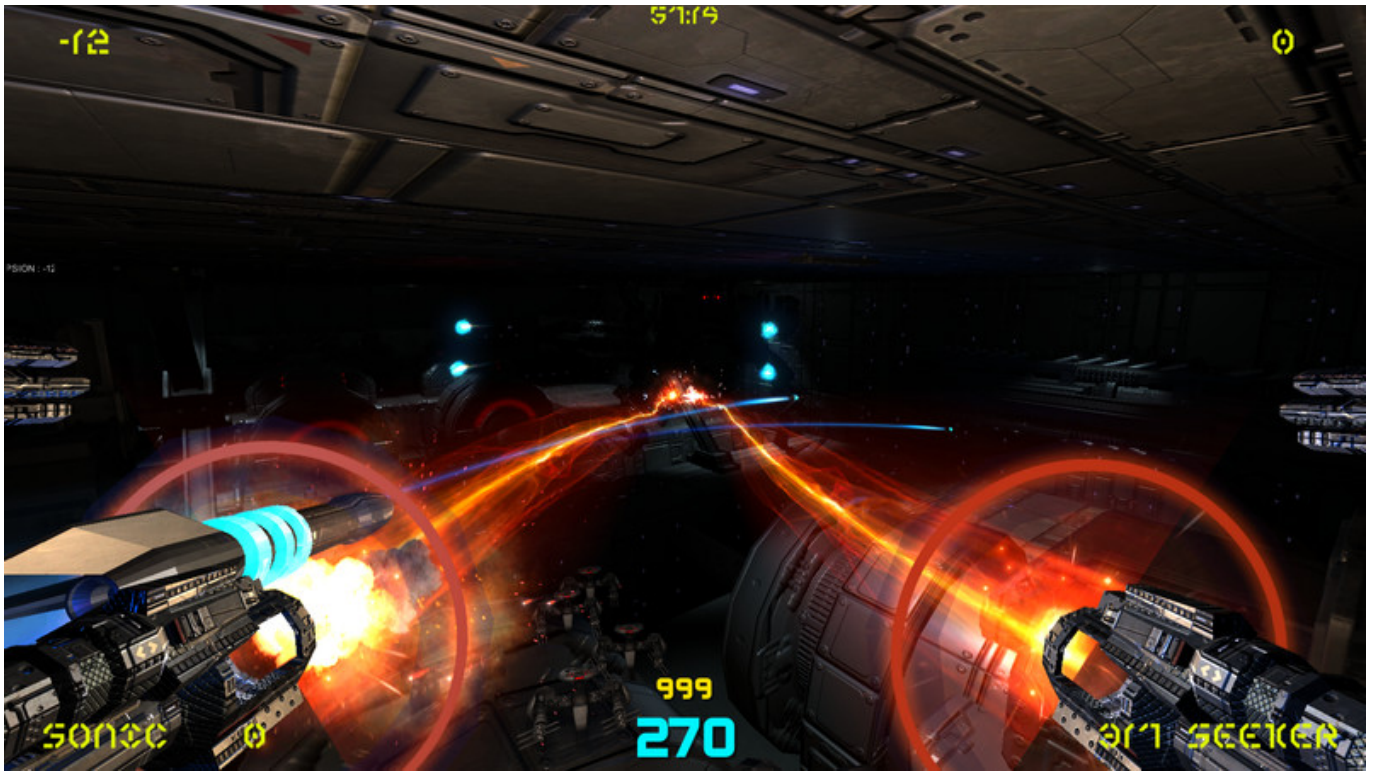
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Title: The Yawhg  
Genre: Indie, RPG  
Developer:  
Damian Sommer, Emily Carroll  
Publisher:  
Damian Sommer  
Release Date: 30 May, 2013

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English









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Posted by TremorX on May 7, 2004

Hailbrak posted the now infamous "I will kick your♥♥♥♥♥" auction on Ebay. It received nationwide (possibly international) attention, being mentioned on a number of comedy-news sources and radio stations. He was even unofficially portrayed on the Drew Carey show by none other than Henry Rollins - an episode in which Oswald hires someone from ebay to kick his♥♥♥♥♥

Posted by Bonk on May 25, 2004

I also did a few ♥♥♥♥♥ radio interviews. They were ♥♥♥♥♥ because the smarmy morning show hosts and their sidekicks that laughed at everything they said were annoying and asked ♥♥♥♥♥ questions. And also because I had just woken up since they called me as early as they possibly could. If I remember right though, I got calls from New York, Los Angeles, Toronto, and Seattle. The LA guys were actually considering flying me out there to "kick someone's♥♥♥♥♥ on the air", but I have no idea how that would've worked. I guess that's my 15 minutes of fame.

Posted by Bonk on March 18, 2007

Updating for recent confirmation. Henry Rollins answers a good portion of fan mail through his website, so I recently sent him an e-mail to confirm this. He responded that his role of "Mr. Jericho" on the Drew Carey Show was in fact inspired by my auction, and that they showed it to him when he appeared on set.

Posted by Bonk on June 5, 2012

This came full circle the other night, when I finally met Henry Rollins in person and got a picture of him kicking my♥♥♥♥♥ He was a good sport about it.

<http://awfulyearbook.com/user/view/29720?pic=75411>

. This game is not a Slay the Spire clone. It is RTS and you have to think about placement as the game gets harder/Vascended.

I've read that in quite a few reviews and I have to say that where it has similar features, the game brings it's own and they work together to make a different, but equally as good deck building game.

There a criticisms from reviews saying they beat the game on the first play through and you only need one deck. I've been playing this game and running through the seasonal dungeon (similar to ascension). There is not, one deck. It all depends on the cards that drop, synergy and the path you choose as to how you progress in this game.

I'm 30 hours in and I'm on the last ascension for the first out of three characters. Yes, the 'campaign mode' can be easy depending on your difficulty playing and if you get an awesome seed with cards you want.

You can also edit the characters you play with and choose their starting decks, which affects the build of the game.

One flaw I have with this game is that it can lag slightly when there is so much on the screen. I guess this is an optimisation issue that'll be fixed in the future, and whilst it doesn't affect game play all that much, in the later stages it's more of a challenge when you're trying to see whats coming at you and your screen is filled with mortar fire and loads of creatures sent by the enemy.

This should definitely be on everyone's wish list if they're fans of Slay the Spire, Minion Masters/VClash Royale and card games. It has it's own unique blend of gameplay and it works. Hopefully there will be multiplayer and tournaments at some point, that would be a great feature!

. Also known as "How fast can you press V to dance before Jason is up again" pack!. +) Good graphics.

+ ) Fun gameplay

+ ) Fast-paced

+ ) Bits for buying additional stuff can be earned by winning rounds.

+ ) Works on Windows XP SP3 (on my PC)

Need more players.

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Give it a try!. Super fun gameplay with excellent visual and sound presentation.. this game rocks and is scary as hell

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There are a lot of issues with the programming and inconsistencies within the game.

On the the first level that you deal with the one light orb that destroys your shadow counterpart there isn't enough explaining on what exactly you're even supposed to be doing and that was really frustrating.

The level with the map and the boat was incredibly inconsistent, I was playing and performing the actions correctly and the game would still send me back to the beginning.

The story within the game is very interesting but the issues within the game are really, really annoying.. It's really tough to give this a thumbs up or down. It's interesting to play through a couple of times but since it's an incredibly short game (one playthrough is about 10 minutes) and some of the random events did repeat already in the second playthrough it won't be able to keep you entertained for long. For the price rather get a game like FTL that also offers this kind of storytelling but combines it with more depth in the gameplay department.. First thoughts I would recommend this game on sale but maybe not full price and I have all of the expansion packs. I purchased everything on sale so I don't feel upset by the amount of money I spent but I wouldn't pay full price only because this game lacks depth and once you figure out the method it's pretty much lost its challenge (I did this in less than 2 hrs of game play). If you play online you will likely get a lot more run out of it but even that I can see getting dull quickly. The expansion packs don't add any content beyond the superficial which was very disappointing (just more heroes to choose from and makes the map change seasons but nothing that adds to the overall game play).

There is SO much potential for a gorgeously animated dungeons and dragons style narrative multiplayer or single player story mode for this game. Especially with all of the wonderfully written lore, novellas, and character descriptions. The online and solo play are great for passing time but there's only one way to play the game and that's the basic "claim the castle" style competition that ends automatically when the king dies of rot and awards the winner based on stats (amount of prestige specifically). The game automatically limits itself by artificially shortening the rounds so you don't really have the chance to get into all of the possible strategies and tactics against your opponents before running out of time. I've scoured the options for a way to remove the time limit (and maybe that's possible in online play? but I doubt it). The game is basically a mad dash to have the most prestige at the moment the king's HP runs out and then you win and there's no real strategy to that since there are so many ways to gain prestige and the time limit per round is so short. The AI are not particularly adaptive although they can be challenging at first. I'm not an online gamer but I lost interest in playing against the AI in this game so quickly that I'm considering online just to try and make things more challenging and interesting which is saying a lot from me who generally avoids online pvp as a rule.

This sucks because there is a foundation and potential for A LOT of great strategy building. You can really do a lot with the different cards, dice, and map tiles there just isn't enough time or space to do it. I would love to see bigger maps and different match options (something more than just claim the castle or add more to that idea). Maybe add more AP boosting and teleport cards so that fast travel can be an option across larger maps and create a story that plays out as you work toward the final goal of defeating the rot through a series of branching quests and story lines based on the clan and class of your chosen character. Give players the option to win by recruiting armies and conquering large amounts of the map or by forming alliances in an Age of Empire-esque or sid meier civilization style map system and I think that would add a lot to the game.

Right now it's good for a couple hours of mindless entertainment and then it just gets boring. I'm going to keep exploring the game to make sure I didn't miss anything that may miraculously expand upon the game but I doubt that I did.. WHAT THE HELL AM I DOING!

GET THIS GAME ITS FUN AS FUU XD. This was fun for the first 10 missions or so, maybe less and after that it just became very unenjoyable. This isn't a proper TD game, it's an "actions per minute" game as you are constantly micro-managing your turrets. There is no pause button here and the game is very punishing even on "easy" setting. There is a sequence to enemy attacks that is always the same for a given mission, on higher levels this becomes a memory game where you are putting down the exact "correct" turret, in the exact "right" spot at the exact "right" time. It doesn't feel like a game, it feels like work..  
Amazing, great job Stijn



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