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## GameGuru - Fantasy Pack Download Setup



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### **About This Content**

### **UPDATES SINCE RELEASE**

In addition to the original DLC described below, we continue to add new assets to our DLCs based on community feedback. So far, these updates have included a golden imp ally to help the player fight off it's foes. An Axe, Bow, Knife and Sword were added so first person characters can have extra melee weapons to play with.



We added crowns, available as head attachments in the built-in Character Creator.



To compliment the fire staff, we added an ice staff and a poison staff to the Fantasy Weapons.



## Original GameGuru Fantasy Pack

This Fantasy Pack brings a new Aztec Jungle style to the GameGuru world. This new DLC is ideal for making use of the new Third Person Gaming Control that was added to GameGuru in V1.01. Create Fantasy levels with the media in this pack and use the Wizard character from the core GameGuru stock media for a new gaming experience.

UPDATE: We have added additional content to this DLC since launch, including new characters and character attachments, plus a golden ally to help you battle through your fantasy levels. We looking forward to continuing to expand this DLC with more assets, and please let us know if you have any suggestions for new content.

Here's a full breakdown of what's in the DLC;

- 10 Building Parts
- Goblin Enemy
- Dessicated Priest Enemy
- Imp Enemy
- Ogre Enemy
- Orc Enemy
- Reptilian Enemy
- Taurus Enemy
- Winged Demon Enemies x 4

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- 2 x Elixir collectable
  - 2 x Potions collectable
  - 4 x Runes collectable
  - Fantasy Atmospheric music
  - Fantasy sound effects

The pack will effortlessly install direct into your GameGuru library. When you run GameGuru and click on New Entity in the Library you will see a new section called "Fantasy Pack". Click on it to start exploring your new library resource of game assets.

All the assets in this pack are royalty free, meaning any game you make with them can be legally sold by you.

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Title: GameGuru - Fantasy Pack

Genre: Action, Adventure

Developer:

The Game Creators

Publisher:

The Game Creators

Release Date: 19 May, 2015

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**Minimum:**

**OS:** XP, Vista, 7, 8, 10

**Processor:** Intel Dual-Core 2GHz or AMD Dual-Core 2GHz

**Graphics:** NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 1GB Video Card (Minimum Shader Model 2.0)

**Sound Card:** DirectX Compatible Sound Card with latest drivers

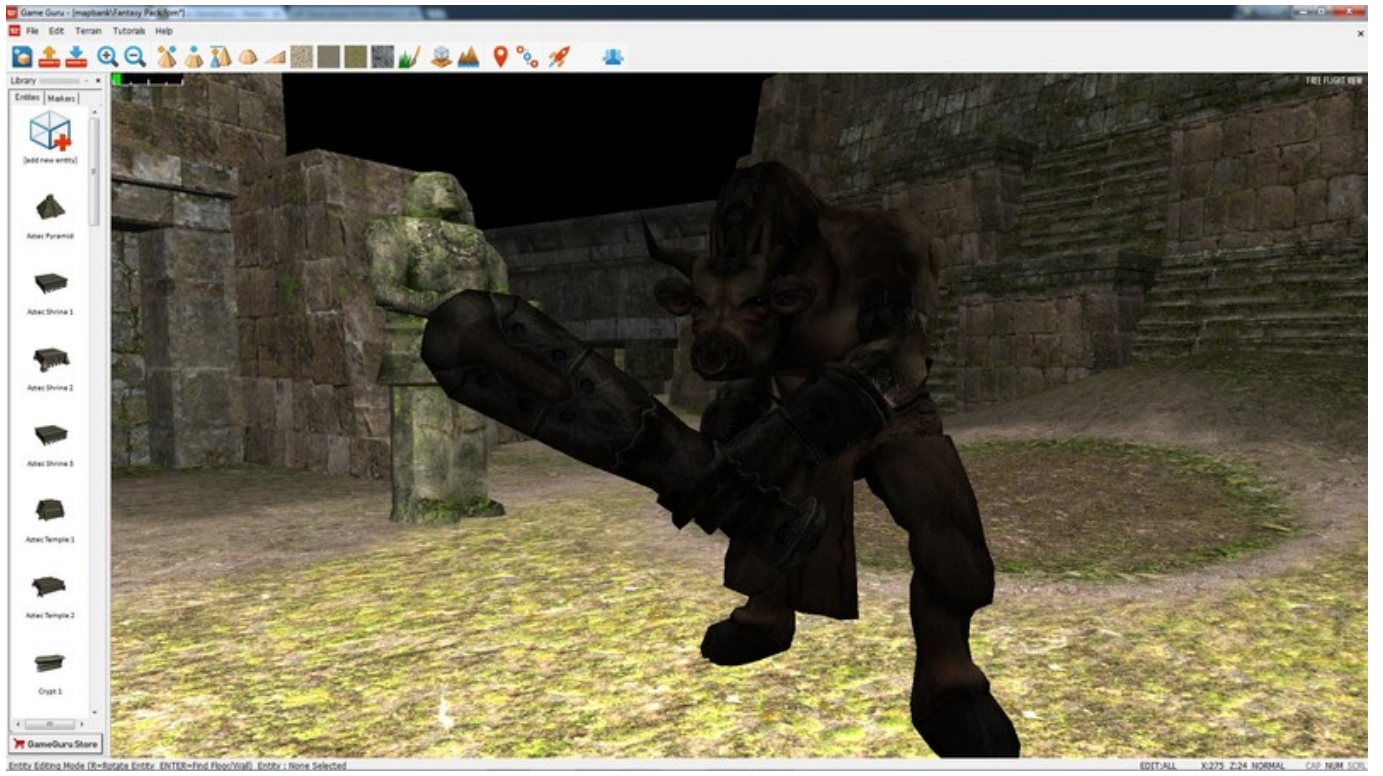
English













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gameguru fantasy pack

Since I posted my last review, the character creator has been updated to include the ability to arm characters with other weapons so I am switching my review to positive as per my previous statements but it is a very timid recommendation.

With regards to neutral NPCs, there is really no point in making them since Game Guru has no dialogue system and this pack doesn't add one. In general, fantasy games need to have some sort of dialogue and quest system but this engine is only for shooters so no dice. Oh wait Ziggurat doesn't have dialogue... True but Ziggurat has good game play. This game does not. The pre-made fantasy character assets have AI so terrible that they can't even be trusted to walk across a room without getting stuck much less defend themselves. If you play a game using these stock characters, you won't feel like a warrior so much a murderer killing people who are deaf, dumb, blind, and stupid.

If you use a custom AI script (not one found in Game Guru or its official expansions) you might be able to make a semi-competent enemy who will only sometimes get stuck but these custom scripts won't work with the stock characters found in the fantasy pack. I tried and I got a Ninja who seemed really cool until I realized that although she could do a lot of things, she was incapable of attacking.

I spent hundreds of hours modding Morrowind and while I didn't expect Game Guru to be nearly as good as the Morrowind construction set (which was released 15 years ago) I did at least think I would have basic options like the ability to create characters who could communicate with the player or walk on a flat surface.

The really annoying thing is that it is possible to create a much better game if you can write your own AI scripts or spend enough time finding and learning how to use those created by other players... but these scripts won't work properly with the default fantasy characters (I ended up with a stealth assassin ninja who seemed really cool until I realized that she could do everything EXCEPT actually attack) so even if you can write your own scripts or find good ones online, you can't actually use those for fantasy characters (unless a man in jeans wearing a cowboy hat is your idea of a fantasy character.)

If the game had more assets for making fantasy characters, it would be better. If it had a functional dialogue and questing system (I have seen user mods for things like "kill enemy open door" but that isn't much of a story) then it might be good with the potential to be great.

5V10

OK as an asset pack with the limitations noted.. The only thing that I found helpful in this pack was the characters and the huts. The other objects are nice but limited.. I'm not gonna give this a bad review because it gives me some of what I wanted for my game, BUT please get rid of weapon specific player models so it can be consistent



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