
Doorways: Holy Mountains Of Flesh Download Now



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About This Game

General Information

Juan Torres and his family were the target of an uncountable number of rumors and several disappearances that took place in El Chacal, a small village of around 4,800 inhabitants, located in the arid mountainous region of Salta, a province of Argentina.

Among the stories spread around the surrounding villages, legends involving cannibalism, black magic, sects and all kinds of superstitions were heard.

It was also said that Juan Torres was the heir of a large fortune and, somehow, with no claim raised against him, he and his family managed to control the entire town and establish their own law.

The family was made up of Juan, Celia Torres and his only child, Jeronimo.

Doorways is an episodic game, it's divided in three parts and they can be played separately:

Doorways: Prelude (Chapter 1 & 2):

<http://store.steampowered.com/app/248470/>

Doorways: The Underworld (Chapter 3):

<http://store.steampowered.com/app/311250/>
Doorways: Holy Mountains of Flesh (Chapter 4):

<http://store.steampowered.com/app/383930/>

Title: Doorways: Holy Mountains of Flesh

Genre: Action, Adventure, Indie

Developer:

Saibot Studios

Publisher:

Saibot Studios

Release Date: 10 Aug, 2016

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English







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funny little game 20 minutes of fun memes and tech jokes.. Played this way back when Nexon NA was still the publisher and quit due to poor handling of the game. Flash Forward into the future and now the game is being published under its actual developers People who clearly know how to take care of this game.

Gameplay is simple. Its a arcade side-scrolling beat 'em up type game with gameplay mechanics similar to that of a fighting game like Street Fighter. Skills in this game can be activated on input such that as a fighting game or traditionally like MMOs where you do skills on a set skill slot that is activated on the hotkey you set for it. The classes in this game are all unique in that some of them advance to do completely different roles. For example, the female mage advancing to become a Battle Mage which changes her whole playstyle into melee focused dps as opposed to one of her other class advancements such as Elementalist which is focused on bursting down enemies with ranged magic. The level progression is imo pretty fast. The game has a heavy focus on its endgame progression so leveling up from 1-90 per character should take you about 2 weeks or more depending on how invested you are in playing. Since this game uses a fatigue system. If you wanted to keep playing for longer periods of time. You would most likely need to make a new character as each character has their own separate fp bar. You will be able to learn more about the other classes by doing this which may help you decide on who you want to main.

To follow up from the level progression. You do scenarios which are basically the story quests of the game. DFO's lore is actually pretty interesting if you want to take time to read it when playing. Though its not as good comparing it to the likes of Warcraft or Final Fantasy. The Questing is pretty much scenario after scenario which involves a lot of talking and doing the next part of a dungeon. It can be boring to some (because its so damn easy), but the fp bar basically encourages you to completely exhaust it for the day and I honestly think its better than the original system Nexon had where you didn't have a limit on your character, but would probably get bored quickly because there was nothing motivating you to keep grinding.

2D graphics and still has some nice looking visuals for a game originally released in 2005.

PVP is something I can't really say much about mainly because I don't pvp at all. I prefer the pve aspect of this game and from what I'm aware of. Its hard to get into with the servers being not as good as other games and is dependent on your ping obviously.

The community is very good. Theres barely anyone that would honestly be considered a troll. Most people are willing to help you if you ever need a question answered in the megaphone chat. Joining a guild helps and also benefits you a lot for special buffs, guild dungeons and just a bunch of new friends to play with.

As you can probably tell from the amount of hours I've played. I love this game and this playtime doesn't even amount that much from before DFO was put onto the steam store. The one thing I found most enjoyable doing in this game is playing all the classes as you may be one of those players who wants to level up many alts for fun or focus on one character, but still make several other characters as alts benefit you with explorer level, extra dailies, support skill, etc.

The game has a pretty decent f2p model currently for a game developed in Korea as most progression is done during endgame for gear. The game patches every two weeks with new events that will help you progress the game with ease. You'll likely not need to spend any money on this game unless you feel like supporting the developer/publishers. I've only spent around 20 dollars on this game for avatars as I like customization. You can customize your characters looks by buying avatars and can also use purchase different colours of dye to make your char look somewhat unique from others. The avatars can change the appearance of the clothing, eyes and the hair of your character. The avatars do cost real money and give stat benefits (clone avatars), but can also be obtained in game from events or purchased from other players at the auction with in game gold.

To conclude, I recommend this game to anyone who's into eastern games as its one of the few f2p Korean games that are far from pay2win, fun both solo and with friends. Has flashy looking skills for every class and is just an aesthetically appealing game that you may come to enjoy.. Not even an hour long puzzle game. The movement is a little clunky, but it has some fun

ideas for the puzzles.

In summary - fun, short and free game.. I paid 10 cents on sale for 30 minutes of fun, nostalgia plus all achievements. No complaints.. First Review ever...

PPlayed this game when first came out was great and loved the Pvp and didnt need to spend much money to be competative... Now a total cash grab dont expect to be a great PvP setting without spending at least \$1500 on gems artifacts and the whole lot to be anywhere near topp teir!

Real shame was a great game that has been totally ruined... sad to see what it has become stop being so greedy ARC!. Verdigiz paraya deęmez.

Grafik 0

Oynaniř 4

Dięer Her Őey 0

2 3 günde kodlanmıř bir oyun gibi.

Dedem mezarında kodlar bu oyunu.. Peaceful first person walking game shown from the perspective of someone alone on a space station, unable to trust their own mind and surroundings. Still in beta, but getting more content as time goes on. An enjoyable adventure which evokes strong emotions through its minimalist writing and environment.. Jet Gunner is good old school game which has awsome powerups and cool stages i highly recommend this game for people who like the orginal megaman series

foi pra onde, macaco. Thumbs up. Lots of fun. Good length. Satisfactory conclusion. The free demo lets you play the first 2 cases in their entirety. If you like the demo, you'll love the game so try it out. Minor glitches and a few (unintentional) spelling errors don't dampen the experience. Refreshingly unique and very entertaining.. Either pick red or spend hours trying to outmaneuver EVERY SINGLE opponent you meet that's not a brainless jellyfish. Same goes with the choice between green and getting stuck at every single tunnel mission. If you want to make achievements for maxing a monochrome sparkle at least don't make it so tedious (because let's face it, having to spend time on something doesn't necessarily make it hard) 90% of your playerbase ragequits.. hahs godot tiemas. I miss popcap. cute, fun, hard and... repetitive after a while but loved it

News on "El Chacal – Part 3" (v0.5.0):

Hello everybody! How have you been all this time?

We've been a bit absent and with some internal issues, but losing no time and working hard for you on what is left in Doorways :)

http://www.doorwaysgame.com/Sections/Media/Screenshots/FullRes/doorways_screenshot_59.jpg

Today we have some new screenshots to share from a major update coming in the next weeks. We're talking about 'El Chacal – Part 3'.

This will be the last episode before the final Act: 'The Temple', which will conclude the Doorways series, meaning that the game would be reaching its final release (leaving Early Access).

http://www.doorwaysgame.com/Sections/Media/Screenshots/FullRes/doorways_screenshot_60.jpg

http://www.doorwaysgame.com/Sections/Media/Screenshots/FullRes/doorways_screenshot_63.jpg

Hope you like what you see and get ready for what's coming inside The Temple...

The team at Saibot Studios. **Presentation:**
IN ENGLISH

Hello everybody!

Here's Saibot Studios. The indie developers from Argentina.

This is Doorways: Holy Mountains of Flesh, the fourth and final chapter of the series.

<https://www.youtube.com/watch?v=FQ27q7IDgDc>

If you're new to Doorways, it's okay. You don't need to play the previous games to fully understand what is going on. But you can do it if you wish.

Here's the collection for chapters 1 to 3, where you can also find the individual games:

<http://store.steampowered.com/sub/48191/>

In next post, we will be posting some of the dev-blogs we have been releasing about the development of this new game.

Thank you for the support!

Tobias Rusjan and the team at Saibot Studios

EN ESPAÑOL

¡Hola a todos!

Esto es Doorways: Montes Sagrados de Carne, el cuarto y último capítulo de la serie.

<https://www.youtube.com/watch?v=FQ27q7IDgDc>

Si nunca escuchaste hablar de Doorways, no hay problema. No es necesario que juegues los capítulos anteriores para entender de qué se trata. Pero puedes hacerlo si así lo deseas.

Aquí puedes encontrar la colección de capítulos 1 al 3, y también a los juegos por separado:

<http://store.steampowered.com/sub/48191/>

En los próximos anuncios estaremos publicando las actualizaciones de desarrollo que estuvimos haciendo en este nuevo juego.

¡Gracias a todos por el apoyo!

Tobías Rusjan y el equipo de Saibot Studios. **Final Release Date Confirmed & The Temple's First Screenshots!**

Hello everybody!

Hope you've been doing great all this time.

We've been very busy and a bit complicated lately, but losing no time :)

http://www.doorwaysgame.com/Sections/Media/Screenshots/FullRes/doorways_screenshot_65.jpg

First of all, we have the release date confirmed for the final version of Doorways: Holy Mountains of Flesh, which will include the third and final Act "The Temple"

It will be available outside Early Access on August 10th (Wednesday). That's it, in less than a month!

And here are the first screenshots from the Temple's interior, the most gory and terrifying of all Acts, coming with the final release:

http://www.doorwaysgame.com/Sections/Media/Screenshots/FullRes/doorways_screenshot_66.jpg

http://www.doorwaysgame.com/Sections/Media/Screenshots/FullRes/doorways_screenshot_68.jpg

http://www.doorwaysgame.com/Sections/Media/Screenshots/FullRes/doorways_screenshot_69.jpg

http://www.doorwaysgame.com/Sections/Media/Screenshots/FullRes/doorways_screenshot_72.jpg

Cheers and thanks for all the support and sharing!

The team at Saibot Studios. **Build Update v0.2.5 - Including Mac OS X support:**

Hello everyone,

Hope you've been doing great all this time.

We have just made another quick update.

This one includes performance upgrades at El Chacal and an important bug fix which used to crash the game for memory problems.

We also included a version for Mac OS X. It still needs some work so all your feedback will be welcome.

And finally, an important update is coming on December so stay tuned!

The team at Saibot Studios. **"El Chacal" - New Screenshots:**

IN ENGLISH

Hello everybody! How have you been all this time?

We've been doing well, working hard on Act 2 and on the Transition Map.

What is the Transition Map?

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/screenshot_town_01.jpg

As we mentioned, there're going to be a total of three Acts in the game (The School, The Mansion and The Temple), but there's actually another scenery in the game.

We're talking about El Chacal, the town which is the transition between the houses, parks and the main places in the story (the three Acts).

But this map isn't just an ordinary level, since it's part of the Doorways universe.

El Chacal is a group of floating islands over fire and magma, in a desolated world of flames.

That's right, if you don't believe us, here is a top view:

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/town_presentation.jpg

(more screenshots on the bottom)

El Chacal will be visited at the beginning of the game and after finishing each Act.

In the next update we'll be sharing you the first part of El Chacal: just before entering into The School. Then, in future updates you will revisit the town, then the Second Act, and so on.

Thank you for keeping supporting us and hope you like what it's coming,

The team at Saibot Studios

EN ESPAÑOL

¡Hola a todos! ¿Cómo han estado todo este tiempo?

Por acá venimos muy bien, trabajando de lleno en el Acto 2 y en el Mapa de Transición.

¿Qué es el Mapa de Transición?

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/screenshot_town_01.jpg

Si bien, y como antes les comentamos, el juego está compuesto por tres Actos (La Escuela, La Mansión y El Templo), hay también un nivel más.

Se trata del pueblo de El Chacal, que comunica las casas de los pueblerinos, con el centro, la plaza y los lugares de importancia de la historia (los tres Actos).

Pero dicho escenario no es un pueblo ordinario, dado que éste pertenece al universo de Doorways: El Chacal es un rejunte de islas flotando sobre fuego y brasas en un mundo desolado y en llamas.

Así es, por si no nos creen, acá pueden ver una vista aérea:

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/town_presentation.jpg

(más imágenes abajo de todo)

El Chacal será visitado al comienzo del juego y luego de concluir cada Acto.

En la próxima actualización, estaremos publicando la primera parte de El Chacal: justo antes de entrar a La Escuela. Más adelante se visitará nuevamente el pueblo, luego el Acto 2 y así sucesivamente.

Gracias a todos por el apoyo y esperamos les guste lo que está por venir,

El equipo de Saibot Studios

Screenshots:

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/screenshot_town_02.jpg

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/screenshot_town_03.jpg

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/screenshot_town_04.jpg

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/screenshot_town_05.jpg

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http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/screenshot_town_09.jpg

http://www.doorwaysgame.com/External/Steam/Chapter4/ElChacalNewScreenshots/HighRes/screenshot_town_10.jpg

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