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## Aztaka Crack Code Activation



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### About This Game

Inspired by Aztec legend, this action/rpg side-scroller will cast you into the middle of a war between the Gods and Mankind. As Huitzilo, heir of the Sun God, skilled in both the arts of combat and magic, only you can save your people from the wrath of the Aztec Gods by reuniting the seven phonograms. Accompanied by your faithful companion Ayopha - trapped in the form of a hummingbird by a magical curse – you will overcome the obstacles in your path through a combination of fighting prowess and spiritual magic.

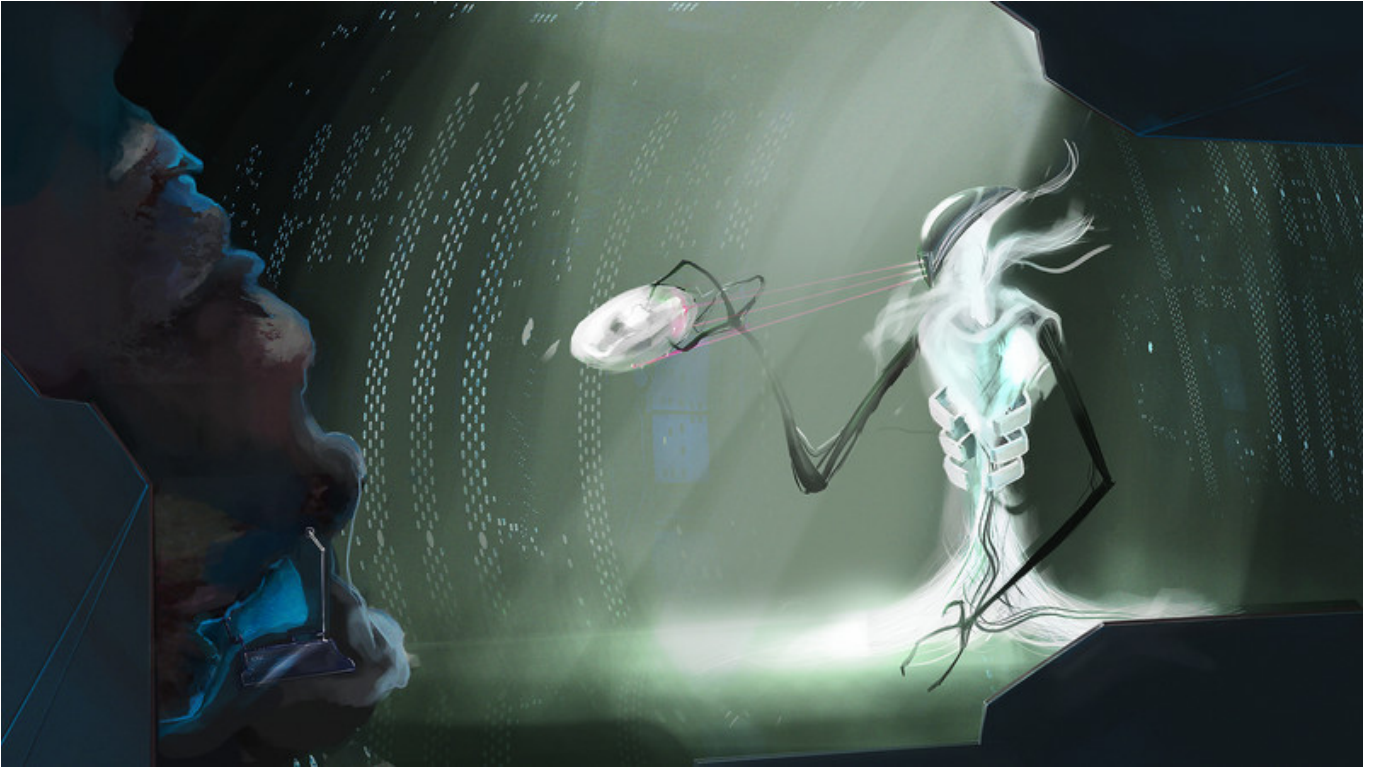
- Plunge into a new and fresh universe
- Manipulate spiritual energy, through an innovative hybrid control scheme to solve mysteries and vanquish foes
- Enhance and customize your character by training skills and abilities, and acquiring ancient artifacts
- Embark on optional side-quests to acquire valuable items and gold
- Visit shops to buy and sell potions, rings, piercings and skills to aid in your travels
- Twenty-one unique and detailed levels with grand, richly-detailed backdrops and fluid character animations

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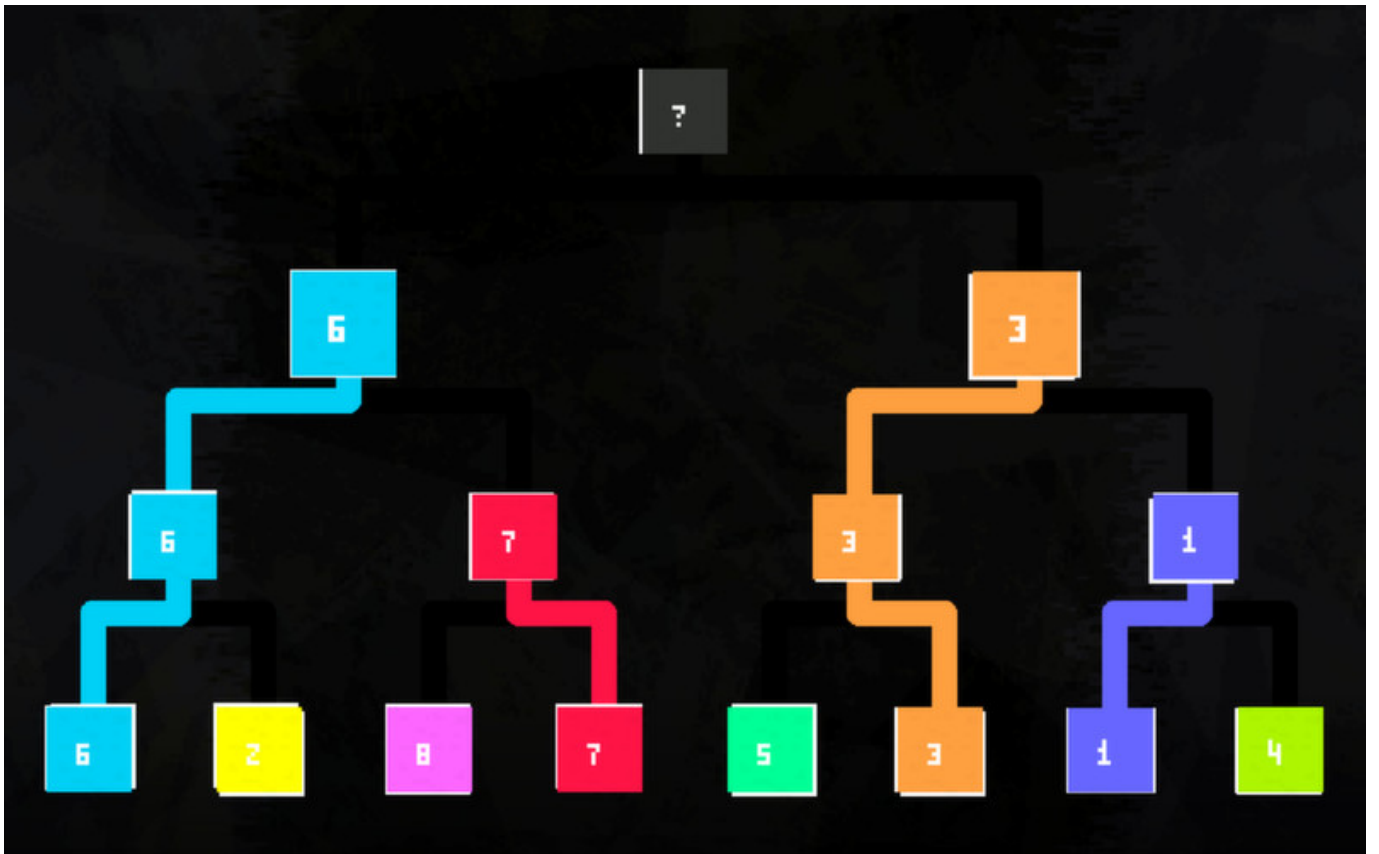
Title: Aztaka  
Genre: Action, RPG, Indie  
Developer:  
Citeremis Inc.  
Publisher:  
Citeremis Inc.  
Release Date: 7 May, 2009

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English,French







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The game was fun at times, challenging at times, boring and tedious at times, a real mix. While it is an RPG, and you can buy/sell equipment, you can't buy or sell armour or weapons (except for bracers) which felt incomplete. You can buy/sell rings and charms but rarely do you bother or need to as the loot you pick up often ends up being far better.

There are places in the game where you can take advantage of the nature of enemies respawning, in particular enemies that give loot drops that include potions that increase your strength or other attributes by one point permanently, simply by staying in the area and continuing to kill the same enemies as they respawn over and over, then hoarding up a nice supply of stat point potions and bumping your character up significantly. Likewise, there are places where enemies drop a lot of loot, and once you've fully completed the potion guy's 3 quests and unlocked all of the potions he makes, you can just go raid high-money-loot enemies for a while, return to the potion guy and buy stat point potions and bump your character up significantly again. It doesn't even take that long to do, but gives a significant advantage that somewhat debalances the game.

The game crashes very often, and you lose everything that has happened since the last progress auto-save which can be frustrating. There are other bugs in the game where large blocky areas go completely black and you generally have to exit the area to a save point then restart the game to continue.

Throughout the first 90% of the game, casting spells is extremely tedious especially while in battle, having to hit a number key or click an icon, then click on either yourself or an enemy, then click 3-6 more times in a pattern to make the spell cast, I found that annoying so I didn't use spells very much at all in the early game. In fact, I didn't even understand how to use them until I did it by accident then tinkered and figured out the awkward spell casting mechanic.

Overall the game had long stretches where it was fun, but it also had long stretches where it was rather tedious, or where you had to figure out some extremely complex jumping manoeuvre that was not immediately obvious either in order to proceed at all, or to collect some special beneficial item.

If someone really likes Metroid/Castlevania platformer semi-RPG type games then they might like this if they can handle it crashing every few hours and messed up graphics on occasion requiring a restart. Otherwise I wouldn't recommend it as the story was kind of weak.

Final rating: 5/10

. This game has great gameplay and I like the visual style. It's a platformer where you can find upgrades that increase your moveset. It might drag on a bit at times but for the most part I had a great time playing it.

So why can I not recommend it? Because near the end of the game, you encounter a chasm that's too wide to jump even with all your powers combined. The only way to get past it is to be very lucky, you're basically dependend on enemies appearing at the exact right moment. Note that this is not a matter of right timing on your part.

Edit: I've been told that you can get past the chasm reliably. But do be prepared for jumping puzzles that may seem impossible at first glance and don't have an intuitive solution.. Video Review: <https://www.youtube.com/watch?v=A4rGeM41Mok>

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An unfortunate product of a team dedicated more to cultural accuracy than engaging gameplay. Aztaka is a trek through flat, linear areas, with underwhelming combat, and a tendency to spoil the player.. Good game. 75/100

If you like sidescrollers with RPG element, this is a good game to get. Art/Music fits well with the overall game.

The game should be selling much better than it is.. I threw it on my "want" list some time ago, as I thought it to be a cool looking sidescroller... and then bought it on Steam Summer Sale, for about 4€

To be honest, to me it's not even worth that.

Sure, the settings look original, but the story, characters and dialogue are so dry it's really hard to get involved...

Also; I was negatively surprised to find out that there's NO friggin' controller support on THIS SIDESCROLLING GAME... even worse; it uses mouse... did the devs of this ever played a good sidescroller?

I mean, it's always great to try something new and all that, but this just doesn't work.

There is probably a story hidden in the tons of unoriginal dialogue, but it's way too boring and cliché for me to even give a single ♥♥♥♥.

Seriously, this is one of the very few games I DO NOT RECOMMEND.

Instead of wasting time and money on this, go buy DEADLIGHT, Limbo or Strider or something...

Me personally, I don't have the nerve for this lame kind of game. Was really hoping I won't have to give this game a thumbs down, but I just can't recommend it. It's not a bad game at all. The visuals are stunning and the music is pretty great, and together they give each location a nice atmosphere. There are also some interesting ideas, like the way the skill levelling is handled, as well as your familiar being in charge of magic and levelling magic stats, whereas you only level up the brawn attributes.

The combat is very so-so. You learn some nice new moves along the way, such as being able to hurt enemies whilst performing air flips, but overall it's very tedious and most enemies seem to be damage sponges that take forever to die, not to mention shrugging off your hits whilst you're attacking them, meaning you'll always be getting hit back whilst attacking.

And as you go, you keep meeting the same 2-3 enemies per area again and again and again. Eventually you stop fighting them and just flip over them, because some of the latter levels are just way too long and convoluted. I got fed up when I ended up in some ant cave full of giant ants everywhere. The level went on forever and I just kept getting lost, and when I died, I'd just start back in it because the game autosaved (and you can't save manually). So I'm essentially stuck there and can't go back.

It's really a shame, because some other levels, like Ehecalc Temple, were designed pretty well and were fun to explore. It's as if the devs ran out of ideas at some point and just started throwing in really long and repetitive levels with dozens of enemies everywhere.

I also don't quite understand some of the enemy choices. Whereas Jaguar warriors and haunted masks were quite fitting to the Aztec setting, on the other hand Centauri were out of place.

Don't expect to find much of a story in the game either. Although it starts as though you're on someone's trail, eventually it just boils down to "go and collect these 7 phonograms all over the world".

Overall I am quite disappointed. It started off as a promising game, but then lost its footing very quickly and turned into a very average sidescroller with gameplay issues. If you're really curious to try the game still, I'd suggest to just get it when it's on sale.. A very nice game, especially for the price. It takes a bit of thought to get through completely, and some backtracking is required. Combat starts off fun but once you get the aerial attack it gets way too easy. Graphics are simplistic but appealing, although there does seem to be some loading errors to be found where the backgrounds turn completely black. Definitely a fun platformer though.. REVIEW UPDATE (GAME COMPLETED 100%) Great game, crashes waaaay too much and has a couple

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of bugs and glitches, I stand ground on this 7/10 rating, would of been a solid 8.5/10 but the constant crashes and bugs are a let down.

Nice game, not really a Metroidvania, it's more of Odallus, Kenseiden or Lecarde Chronicles where the stages are connected thru a map

Story: 9/10 (very nice story involving mayans and aztecs and all those native tribes)

Graphics: 8/10 (very nice hand drawn)

Music: 7/10 (nice music, very prehispanic even has some chants inside the pyramids levels)/will randomly stop

Sound: 6/10 (not too much variety can get repetitive)

Controls: 7/10 (a little clunky but good enough, awkward mix between keyboard and mouse to cast spells)

Gameplay: 7/10 (this is where the game falls short, it's a mix of many things and doesn't focus in one thing)

Overall: 7.3/10 (Recommended, not an outstanding game but not a bad game at all, very buggy to say the least but enjoyable nonetheless) GET IT ON SALE THOUGH, not sure if it's worth full price but totally worth on sale

This game lacks maps so it can get frustrating at times considering at later stages the game becomes a maze, the music stoped playing sometimes and the game crashed on me several times, in fact it's easy for it to crash, just minimizing the game will make it crash. Some enemies are very strong so it might become a chore to kill them not to mention they respawn as soon as you kill them, you will have to grind a lot to level up and take on later enemies.



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This is a game that is just fun to play. It doesn't offer thousands of features like most other games, but that is maybe why it's so good. Keeping it simple and fun to play. :). Aside from a few bugs and annoying design decisions, Aztaka is still a decent platformer/RPG hybrid, and a great game for fans of Metroid and Metroidvania. Good 2D side scrolling rpg. Brings back fond childhood memories of games like Adventurers from YK and others from SNES days.. Don't like that it is played with keyboard and mouse - takes away from the platforming feel. Starts to feel like a point-and-click adventure.. Interesting Metroidvania with very unique theme - I don't know many games inspired by Aztec legends. Maybe there are few bugs (like background turning black out of nowhere) or the mechanics to "beat" some maps are not clear, but I had great time playing Aztaka. Even if you are not fan of games from this genre, give it at least a try (there is a demo version!). Even in 2017 (this game was made in 2009) this game stays fresh and brings something new into Indie games world.. If you want an adjility side scroller, go away. If you want indie side scroll diablo with more rpg, then this may be right up your alley. I love what the designers did with theme, and the art is fantastic. I really disliked how you click and drag in the interactive screen. Feels like you are moving a layer in Photoshop, rather than doing physics. I didn't like that you can't jump attack, but if you take away the idea of an adjility side scroller, and think of it in RPG terms, this is fine. So depending on what you are looking for, you may or may not like this. For me, I wanted more action less story. If you differ, for sure try this.

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