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## About This Game

Qasir al-Wasat is a stealth action-adventure set in an enigmatic 12th Century Syrian palace. You play as an invisible creature, summoned from another world to complete an assassination mission. Although deadly, you are a fragile being and must navigate the trap-filled corridors without alerting guards and... whatever else might be locked in this fortress in-between worlds.

Step lightly and watch out how you choose to kill your victims, for loud noises and blood stains will surely give out your position to enemies. Remember you can be put down with a single stroke. While exploring the dark corridors, will you fulfill the mission given to you by the enigmatic sorcerer, or will you investigate the mysteries of the palace, at your own risk? Players can search for hidden messages, eavesdrop the fortress' guards' conversations and look for secret passages since not everything is as it seems and there are ancient treasures waiting to be found.

Qasir al-Wasat is built around the tension between action and investigation. The palace is riddled with puzzles, a rich story, nasty traps and an ancient treasure that might be simply too magnificent to ignore. Explore it while embodying a lonesome creature from the underworld, and discover its peculiar view of humanity. Qasir's visuals are a love letter to intricate medieval Persian Miniatures, rooted in a thorough historical research. Alongside, an unusual soundscape that is created procedurally with each gameplay.

The gates are open and the sorcerer is summoning you, delve into the obscure world of Qasir al-Wasat.

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Title: Qasir al-Wasat: International Edition

Genre: Action, Adventure, Indie

Developer:

Aduge Studio

Publisher:

Zueira Digital

Release Date: 19 Jan, 2016

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**Minimum:**

**OS:** Windows Vista, 7 or 8

**Processor:** 2 GHz single core processor

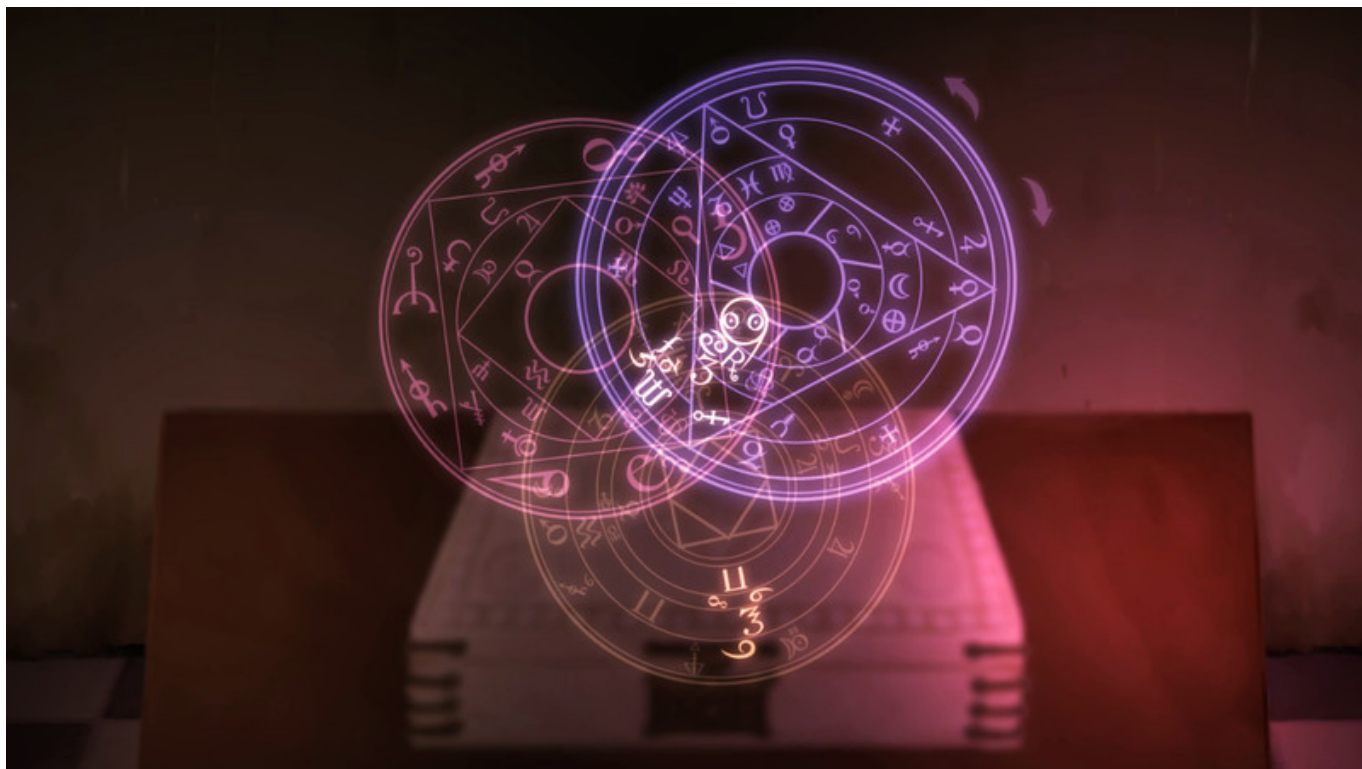
**Memory:** 1024 MB RAM

**Graphics:** 256 MB VRAM, pixel shader 3.0 compatible.

**Storage:** 2 GB available space

English,French,Czech,German,Polish,Russian







Remarks

### Al-Saabir's Scribbles



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This game looks pretty but beneath the look lies some serious issues.

#### The Good

The art style and story are very interesting. I didn't get far but I really wanted to see more.

#### The Neutral

The music works but doesn't have any tracks that stand out in my mind. It did its job but not something I go out and buy independently

#### The Bad

My first complaint is the lack of a decent tutorial or even a very visible prompt that pressing **S** is required to move in stealth. The game gives you an easy to see prompt for movement by popping up the movement keys, and pops **A** over a door which you see your character swipe at and open, indicating it's probably an attack as well (It is). However the game never tells you that you need to press and hold **S** in order to move stealthily, otherwise your character can move one step and then be attacked because for a stealth game where you will most of the time be moving at a stealth speed, stealth is NOT the default. This is a bad decision which leads to numerous problems. Further the actual stealth gameplay does not seem deep with some of the areas being too tiny to actually do anything. Throw in an autosave feature vs. a manual save combined with autosave and you will be redoing sections if you mess something up in another section and get to sit through the dialogue...again. The unskippable dialogue of people talking that occurs outside of cutscenes, in which the dialogue is skippable.

On top of this, I had the frustration of wanting to quit the game and hitting escape and realizing this did nothing. It wasn't until a frustrated 30 seconds later that I finally realized to open the menu, you need to hit return. ESC does nothing except skip cutscenes, I believe. This goes against gaming conventions and led to another annoyance added on top of the prior ones. It is within this menu that I finally discovered the section that tells you how to play. Also, I'm not sure if it actually tells you but I don't remember it telling me the difference but it does say you can poison people. What's the difference between poisoning them and a regular attack against them? I have no idea as I don't remember it saying.

As for the stealth mechanics themselves. It's essentially a move silently and don't get in their physical way and you'll be fine. There are no ways to really move guards from their positions other than your ridiculously loud default movement. It doesn't matter what surface you're walking on. If it's carpet or stone, stealth movement is silent, default is loud. There are no pots or other objects that you can hit or use to distract the guards. This game lacks depth, nuance, and good feel for the gameplay.. *Qasir al-Wasat* is interesting but sometimes frustrating. Sometimes (possibly just my computer) the game sort of stops responding so you are sneaking around and then then you let go of the button but the character just keeps going. It took me a while to get use to the keys used in the game and at first glance I didn't realize I could change the key bindings till after I'd already gotten used to them. You don't have to kill anyone except the 3 targets (if you can be careful enough) or you can kill everyone in sight. Many of this game's achievements revolve around trying those in varying degrees (killing everyone, killing none, killing only men, only women, only soldiers, only civilians). I can't say I really want to try playing it through more than once but during the initial play through, it can be both addicting and frustrating but mostly enjoyable. I do like collecting achievements though so maybe if I give it a bit of a break between playthroughs I would be willing to give it another go trying for missed achievements. If it weren't for a desire to complete achievements though this would be in my opinion a single playthrough game.

The developers set the story in Syria but decided to use Persian miniatures for their stylized characters and settings. Though I like the style I don't see why they couldn't just set the story in Persia. They seem to try to reconcile it as a mish-mash of cultures and peoples who end up trapped in the castle but still it's sort of like soft Orientalism that they try to validate. The music is sort of occasionally pseudo-Middle Eastern-ish but in the most base and generic way. I do like some of the small touches they put into it that are fairly true to an accurate portrayal of the Middle East. The characters do mention Allah, there are many items which were modeled after actual items in museums, the castle is modeled after real life Syrian castles, and they even have a sort of pseudo-Arabic calligraphy in the game that's actually a fairly good representation of Arabic Calligraphic Art but without actually being Arabic (or Turkish, or Persian/Farsi).. Just brilliant!

I'm not a fan of stealth games at all, never have been. And this game has lots of stealth elements. But in a very unique way. First of all, you play one of the most interesting characters imaginable. Then the story is dark, nothing is like it seems at first. The

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setting is fantastic. I don't want to spoiler so that's about it. I just want to say, I've bought several games in the last time that I found more than disappointing. This little gem here is different. I've only just played somewhat over one hour, but already I have the feeling that I've become addicted in a certain way. I want to know where this game is going; I want to see if my decisions affect the outcome, if I gather enough informations etc.

Just buy it, if the trailer seems like it could give you something.. This Game is excellent. The stealth and puzzle game play is solid, but that's not the sell here. It is the rest of it. Set in 12th century Syria, utilizing Islamic mythology and synthesizing it with Crowleyesque fantasy, and looking like a cross between Persian/Mughal miniature art and The Legend of Zelda, this game is a unique aesthetique experience.. The stealth mechanics are simple, but that's not a bad thing at all. Learning how to navigate the palace, evade traps and guards, and get to the "golden" ending provide a satisfying challenge.. This game has unique, beautiful and polished art style, interesting lore and engaging plot. I loved every minute of exploring the enigmatic palace. Puzzles were the right amount of complexity for me too.

Sound design is minimalistic, but quite clever. My only complaint about the game would probably be the music, or the lack of it really. As a musician, i cannot but think how this game would benefit from simple but authentic music, like oud or ney taksim, or mid eastern percussion layers, maybe something of this kind:

[Ney flute music](#)

[I'd recommend this game for you if you enjoy artwork, atmosphere and exploring in games. This is probably not the game for you if you expect fast paced action.](#)

[My thanks to developers for the great experience!. Fun stealth based game.](#)

[Nice artwork.](#)

[Atmospheric audio.](#)

[The only negative, if it can be called that is the absolute need for a controller.](#)

[.More fun than I was expecting. Like Legend of Zelda with mostly puzzles. It was easy, but tough to know everything to do. It was to play as far as I could, then still fun to follow along with a guide from the web to learn what I was missing to do next. It was easy to keep playing each day in a row until I solved as much as I could do before stumped. But after setting it down for a week, I never felt interest to pick it up again. I'm glad I played it through. I didn't really care enough to open it back up to "finish" it after I did what I could. But I'm still glad I played it for bit. \[3/5 stars\]](#)



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Great ambiance and story but poor gameplay.. This is a remarkable game, mainly because of its lore and ambiance. The mechanics, which some reviewers harshly criticize, are not that bad at all. They just require the player to take things slowly. Achievements are fun to get and truly improve replayability. All in all a game I would like to see a sequel to.. Clever but in the end, boring.. Very cool sneaker-type game. The gameplay is very interesting, as you creep ever so slowly. The game really discourages attacking, and you take your time examining all the interesting rooms and characters. Being noticed does not mean insta-death, and generally you creep away from the situation. The game surrounds you with old time arab culture with thematic drawings, in-game lore, and thematic puzzles. Technically, the load times are short, the gameplay is responsive, I had no controller issues, and I had no problems playing on ubuntu linux. I would recommend this to fans of the earliest Thief games.. I was fortunate to stumble across this game a couple of days ago and immediately bought it after having overcome a brief initial astonishment (medieval Arabian myths, demonology, enchanted palace, playing as an otherworldly creature longing for knowledge? \u2013 too good to be true). Now that I\u2019ve completed it (having unlocked the true ending, but still not solved all of the palace\u2019s abundant mysteries), I don\u2019t regret a single moment spent in \u201cQasir al-Wasat\u201d. It\u2019s shamefully unfair that the game is so little known (maybe except for Brazil); I would have purchased such a game upon release, had I only been aware of its existence in the first place. The unique setting, the storytelling, the excellent writing, the stylish visuals, the rich lore drawing from demonology and Arabian tales, the exciting exploration \u2013 every key point about this game is remarkable. As for the gameplay, perhaps I can\u2019t judge properly as I\u2019m definitely not into stealth and don\u2019t enjoy avoiding traps and this kind of mechanics, but I must admit they all were well implemented and rooted in the story, which was just too interesting to abandon the game only because of some (for me) boring get-past-the-spikes parts. Besides, I can\u2019t really call a drawback what is simply characteristic of the genre. For adventure game players though, I can say there are also some decent puzzles dealing with removing magical seals and creating alchemical solutions. All in all, it\u2019s an intelligent and elegant game which I would willingly recommend, especially if you enjoy (historical) settings that go off the beaten track, Arabian tales and/or aesthetics, or are a fan of "Goetia", another indie game with different gameplay but, as the name suggests, a quite similar theme.. This game took about 10 hours to complete, so for the current steam sale is completely worth it. The puzzles in it were enjoyable and a bit difficult but that only made it better. I didn't have to look up a guide to figure any out, so that was nice. What I did have to look up a guide for was what I had to do next towards the end. Usually that's a deal breaker for me, but it was fine with this game since most of it was actually really well designed.

As far as the gameplay, I generally hate games like this. I don't like walking around, running between rooms and overcoming traps and guards. However, the story was good and it drove me to continue and the mechanic of sneaking had a sense of fantasy realism. Basically no one is invisible (duh) but if they were the game portrayed how it would play out well enough.

The graphics were fitting. I don't like 2D anything unless it's one of my old favorites, but actually the art was a really good. The sounds were good and musical. I wish there was voice acting, but instead it's something like Don't Starve when conversation happens. The voice acting could have really upped the game's value. Nonetheless, it was well done the way it was done.

So I definitely recommend you purchase it even if it isn't up your alley (but at the \$10 sale.) If it is up your alley, 15 dollars is better than acceptable. If you speak Arabic, I'd recommend it at \$15 simply because it was so fun to read the names and know that you know the translations. It's set in a Muslim setting, so if you are Muslim, I guess that's nice too, but I'm not, so I have no idea.. The stealth mechanics are rudimentary and poor. There's a huge lack of options to progress through the environment. Your options for dispatching guards consists of a basic attack and well... That's about it. This means that stealth consists of slowly trailing guards from behind or charging recklessly at them to activate the same insta-kill attack. The environment is completely static despite an incredible amount of pots, pans and all other sorts of valuables being bolted down in the environment. Having at least a few contextual objects here and there that could be interacted with to alter the paths of the guards would at least have added the depth of a puddle to the game play. This inability to meddle with the game's script is particularly problematic. It makes the game move at a snail's pace and feel incredibly repetitive. Instead of stalking and preying, you are most often forced to sit and watch unskippable chat blurbs play themselves out again and again before the guards will disperse and you can start playing the game again. Why can't I break some pots, pans or vases or do something in order to break up these oft-repeated conversations? Being forced to sit through these unskippable scenes again and again is worsened by the large number of deaths you will endure due to cheap, trial and error game design.

The game design is extremely cheap, poorly designed and unfair to the player. The game loads each room to approx 1 second of a black screen (your screen is blank but the guards are still patrolling and the game playing itself). This leads to countless cheap deaths where you are rushed and killed before you can even see the room you entered. This results in trial and error game play where you compensate for this by running blind in the direction away from the guards who previously killed you during this 1 second black screen. Furthermore guards are often placed right in front of doorways which is just bad stealth game design. The



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guard pattern is also static and never-changes which is probably a good thing considering these aforementioned issues. Haven't these guys played the original Metal Gear on the NES? For a 2D, top-down stealth game I would not expect these design issues in 2016.

Yes, the game has a unique and novel setting (which made me want to play it). But I cannot overlook that the game design is hugely flawed and not very exciting to play. It is aggravatingly cheap and slow. Worth checking out ONLY if you're extremely fascinated by the setting.. Utter waste of time.

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