
Spellbind Activation Code [License]



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About This Game

It is the year 522 AD and Valhonis Lionaire, the last remaining survivor of a brand of skilled warriors, has been chosen by the king to carry out a quest.

In effort to reclaim a kingdom taken over by evil, Valhonis must vanquish the dragon that lies somewhere deep inside the castle. However, this task won't be easy as he will be faced with many obstacles along the way.

What will be his fate?

Game Features:

- Venture through the castle by locating keys that unlocks doors.
- Discover new areas.
- Fight enemies that lurk around every corner.
- Increase fighting abilities by obtaining spells and new weaponry along the way.
- Advance further into the castle by solving puzzles and overcoming obstacles.

Title: Spellbind
Genre: Adventure, Indie, RPG
Developer:
Point2Point Entertainment
Publisher:
Strategy First
Release Date: 17 Mar, 2015

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Minimum:

OS: Windows XP/VISTA/7/8

Processor: 2 Ghz processor

Memory: 2 GB RAM

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: DirectX compatible sound card

English







audio spellbind (vincent) 3.5. spellbind as verb. spellbind farm tera. spellbind definition sentence. spellbinders platinum. spellbound lady. what does spellbind. kg-spellbind grave stone. spellbind band. spellbind lupe's tale. spellbinding. spellbind as a noun. killer kg-spellbind. spellbound cabernet. hold spellbound. spellbind in a sentence. spellbind tera drop. clue for spellbind. spellbound cast. harga kaos spellbind. faos spellbound. spellbinder. spellbinders grand calibur. bewitch spellbind. spellbind example. vandal hearts spellbinder. i'm spellbind. spellbound from spellbind. spellbound chardonnay. spellbind definition. what does spellbound mean. spellbind là gì. crossword for spellbind. spellbind crossword clue dan word. spellbinding definition. spellbind definition and synonyms. spellbinding meaning. spellbind looks. spellbind pillars of eternity. spell bind book. spellbind life. spellbind dict. spellbind in marathi. spellbind crossword clue. spellbind in tagalog. spellbind gameplay. synonym for spellbind. spellbound caves. spellbound crossword. spellbind ix tera. engross spellbind crossword clue. spellbind in crossword. spellbound clothing. spellbind uk english. kemeja spellbind. spellbind example sentence. spellbind and meaning. love spell bind

I'm giving this game a thumbs up but also understand that many people might give this game a thumbs down and feel it is a waste of time and money.

For that reason, please watch my video of the gameplay here (or other such youtube videos) before making the purchase!
<https://www.youtube.com/watch?v=zYbtPKTheKU>

[The biggest knock on this game in my opinion is that the combat feels way too slow and that makes the game feel sluggish and unexciting. Your character looks like crap when he runs \(like he has a cornucob in his butt\). Other smaller knocks would be the inability to smash wooden crates and barrels in the dungeons, no inventory, no gold to acquire, and no skills that you can level up or adjust to your liking. All of these would go a long ways to improving the gameplay experience, but to be fair these are also things that would likely increase the price.](#)

[The game is not horrible, but not much above average.. I would recommend waiting for a nice sale price for most people. About 2.5 to 3 hours of gameplay is probably the time needed to defeat the game, and worse yet.. the game is not going to have any replayability at all as it would be exactly the same every time.](#)

[My 'very lenient' score is a 6.5 out of 10 but my recommendation is waiting for a sale on this, even for RPG fans like myself.. I'm giving this game a thumbs up but also understand that many people might give this game a thumbs down and feel it is a waste of time and money.](#)

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[Plus it's 10 bucks.. Pretty cool for an indie game. Graphics are pretty good. Dungeon play is interesting. Nice scenery inside the keep. the game itself is fairly challenging once you get to lower levels. As indie games go, this is a good one! I rate this 6 out of 10. Pretty cool for an indie game. Graphics are pretty good. Dungeon play is interesting. Nice scenery inside the keep. the game itself is fairly challenging once you get to lower levels. As indie games go, this is a good one! I rate this 6 out of 10. The control scheme is madness.](#)

[w.a.s.d - forward, back, and strafe](#)

[arrow keys - forward, back, and strafe](#)

[number keys - hotkeys \(skills include basic attack\)](#)

[click mouse 1 - interact with objects \(no attack\) \(unchangable\)](#)

[hold mouse 1 - pivot camera with mouse \(does not turn character\) \(unchangable\)](#)

[hold mouse 2 - rotate character with mouse \(unchangable\)](#)

[I - hides HUD](#)

[No idea how to open an inventory page or manipulate the hotkey abilities.](#)

[Movement is clunky as heck. I just want my character to be able to turn without me having to hold down the right mouse button for how many hours long this game is.](#)

[I'd make some joke about a game called "Spellbind" barely having enough changable keybinds, but I just can't care anymore.. This game looked interesting so I bought it, love the graphics but sadly the mechanics for the game are lacking. The left mouse key can only be used to interact with the objects about you and turn the camera, it cannot be set as a key binding for attacks or anything, or at least I've tried to do so and have failed. Then there's the map of the castle, which based on the intro for the game your character should know because its their castle yet you have no idea what rooms are where until you explore it \(which doesn't make sense\). Enemies can cast spells at you while going up the stairs, but when you're in first person mode \(or any mode for that matter\) you cannot fire a spell upwards or downwards \(I say the enemies are cheating\). I know there is a toggle target key but I feel this game would play better on a game pad if instead of the left/right strafing they turned instead and something like shoulder buttons on the game pad would work better. I'm going to continue trying to play the game and at least beat it, but with how things are going I can only play in short sessions before I get frustrated. Also, the guy is a trained swordsman, why is he attacking so slowly? It almost seems like his armor is weighing him down, but as a trained fighter he shouldn't be having that problem. Sadly, unless you have a lot of patience with games I would not suggest getting this game.. This game looked interesting so I bought it, love the graphics but sadly the mechanics for the game are lacking. The left mouse key can only be used to interact with the objects about you and turn the camera, it cannot be set as a key binding for attacks or anything, or at least I've tried to do so and have failed. Then there's the map of the castle, which based on the intro for the game your character should know because its their castle yet you have no idea what rooms are where until you explore it \(which doesn't make sense\). Enemies can cast spells at you while going up the stairs, but when you're in first person mode \(or any mode for that matter\) you cannot fire a spell upwards or downwards \(I say the enemies are cheating\). I know there is a toggle target key but I feel this game would play better on a game pad if instead of the left/right strafing they turned instead and something like shoulder buttons on the game pad would work better. I'm going to continue trying to play the game and at least beat it, but with how things are going I can only play in short sessions before I get frustrated. Also, the guy is a trained swordsman, why is he attacking so slowly? It almost seems like his armor is weighing him down, but as a trained fighter he shouldn't be having that problem. Sadly, unless you have a lot of patience with games I would not suggest getting this game.. The control scheme is madness.](#)

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Garbage. Finished it just to say I did.. Garbage. Finished it just to say I did.

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