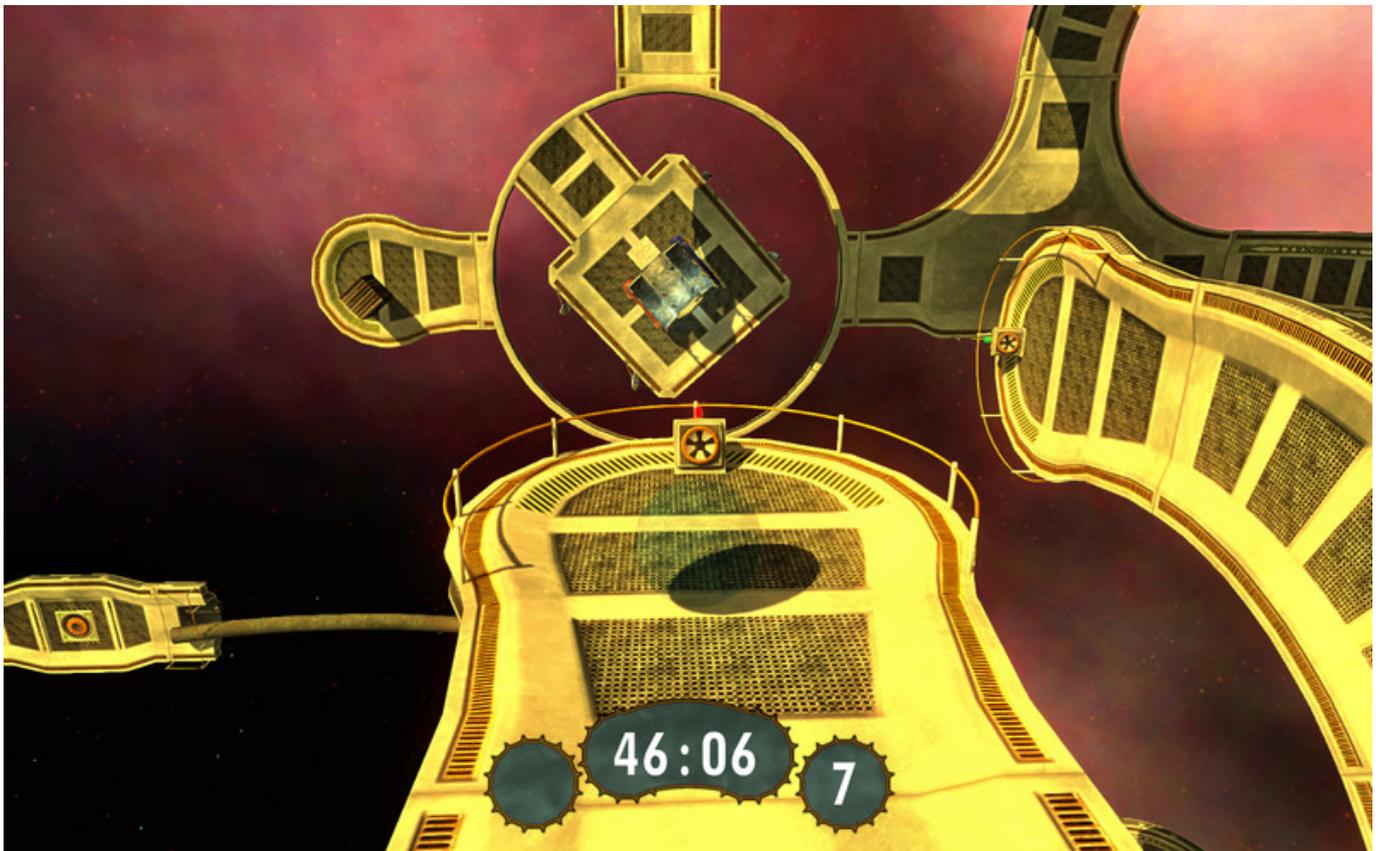

Cabals: Card Blitz Crack All Fatal Errors Fixed



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About This Game

BUILD THE PERFECT DECK TO WIN FAST, AUTOMATED CARD BATTLES

Cabals: Card Blitz is a free-to-play deck-building collectible card game in which you:

- Focus on pure, pristine deck-building
- Fight super fast 30-second auto-battles
- Choose your own path through a non-linear PvE map
- Fight in PvP matches without ever waiting for enemies
- Fuse existing cards to entirely new ones that can't be bought
- Conquer strongholds and defend them against attackers

In **Cabals: Card Blitz** you pass an inter-dimensional portal to the world of Aea, a strange land of occult magic and steampunk-inspired technology. Your task is to discover powerful cards, build your deck and enter battle with the sinister creatures of Aea.

During your adventure, you will engage in a challenging loop of battling new enemies, developing fresh tactics, evolving your cards and re-tuning your decks to achieve victory.

DECK BUILDING AND BATTLES

Skillful deck building is crucial in **Cabals: Card Blitz**. The game features a wide array of stunning, HAND PAINTED CARDS to collect, each with their own unique powers and abilities. You'll need to choose the right combination of cards to defeat different opponents, who all have their own battle strategies.

In battle, your cards are drawn automatically and face off against the enemy cards, introducing an exciting chance factor into a skill-based game. After a first battle, you'll know your enemy's deck. What's the probability you should beat it with the correct combination of cards? How many battles should it take you to win?

Thanks to the speed slider in battle, you're in control of how quickly the action happens. Crank it up to maximum for SUPER-FAST 30 SECOND BATTLES, or take it slower to focus on the abilities of your opponent. If you lose a battle, it's back to the Deck Editor to re-tune your deck for a different strategy, and then leap back into the action.

As you collect more cards you'll use the Anvil to evolve them, creating more powerful versions of your cards. And once you've unlocked CARD FUSION, your options expand dramatically, with super powerful new cards to be forged.

SINGLE PLAYER AND MULTIPLAYER MODES

Cabals: Card Blitz features a rich, single-player adventure mode alongside an instant multiplayer mode. Whether you want to focus on exploring Aea and discovering new cards or on taking on other players in PvP battles is entirely up to you.

In the single player mode, you will explore a map of the alternate world of Aea, a vast realm of scorching deserts, icy plains and lethal rain forests. You choose your own path through this world, unlocking new regions by completing battles. You can also conquer strongholds, which will generate daily rewards for you in the form of gold, new cards, and valuable gems. As you proceed through Aea the battles become progressively tougher, ensuring you always have a challenge to face.

The player versus player mode sits right alongside single player, so your deck and characters can be used in both. PvP mode in **Cabals: Card Blitz** is designed to guarantee you always have opponents to face, as you can play against offline rivals. This means NO WAITING around in lobbies for invitations to be accepted, or disappointment if other players drop out of battle halfway through. PvP mode is a great way to test out your deck, earn gold, and climb the leaderboard. And, if another player challenges your deck and you win, you pick up rewards as well!

WHO IS THE GAME FOR?

- CCG PLAYERS who enjoy the challenge of learning about card abilities and building powerful decks
 - RPG PLAYERS who relish levelling up their characters and fighting weird creatures
- ADVENTURE GAMERS who love exploring unique universes and appreciate beautiful artwork
- MULTITASKERS! The fastest CCG in the world is the perfect filler/side game for busy players.
 - YOUR DOG. Everyone knows dogs *love* CCGs.

THE FUTURE OF CABALS: CARD BLITZ

Cabals: Card Blitz is the latest game from Finnish developers **Kyy Games** and is a follow-up to their critically-acclaimed 2009 release **Cabals: Magic & Battle Cards**, which earned a hardcore following of CCG fans. Although set in the same universe, the gameplay is very different, with **Cabals: Card Blitz** leaning far more into deck building strategy and exploration.

As a well-established games developer, Kyy are committed to the long-term future of **Cabals: Card Blitz** and will regularly add new cards, heroes, map regions, events and other features. We're excited about welcoming the Steam Community into the world of **Cabals: Card Blitz**. We hope you enjoy this fresh and entirely new take on CCG gaming!

Title: Cabals: Card Blitz
Genre: Free to Play, Strategy
Developer:
Kyy Games
Publisher:
BISBOG SA
Release Date: 8 Feb, 2017

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English,Italian,French,Dutch,Portuguese,Turkish,German,Japanese,Korean,Polish,Russian,Simplified Chinese,Traditional Chinese







A bad Ascension expansion.

This expansion has a focus on the new Empower banishing mechanic, rewarding you for banishing, center banishing, banish, banish, banish. And it's not restricted to void or enlightened at all, it's just constant banishing across the board. I like the banishing mechanic and all, but this expansion sort of pollutes its usefulness and makes it a constant recurring process for everyone.

There are mechanics for putting monsters in your opponents discard piles, where they usually don't do anything if played. That's irritating.

Save your money, this one isn't worth it. There are a few better sets to play with.. This is one of the best performing Video capture tools I can find. It has very little impact on performance that I can see and strikes a great balance between feature set and complexity. I've even been using it to capture 3440x1440@60 ultrawide footage with no problems at all.

It's also one of the few software that allows you to capture multiple audio streams properly. When I cap my gameplay it's very useful to be able to record game sound, my mic, and comms software seperately. DxTory can do this but it's far more complicated to use and I haven't managed to ever get a smooth capture with it.

Disclaimer: I'm only using it to capture with nVidia hardware x264 encoder but the quality is really good with relatively small files. Your milage may vary with other encoders.. This game gave me cancer.. This "game" is rather short, only consisting of one track, no way to rebind keys and not even any high scores. HOWEVER, the quality of the VR experience is amazing and I really enjoy running through the level to try and beat my high score. I use an xbox controller and I don't experience any sickness. I really hope the developer can add online high scores and more content down the road. It is cheap, but it is short. If you have VR and like racing games, why not give it a punt.. <http://steamcommunity.com/sharedfiles/filedetails/?id=1332219401>

[It has a couple issues.](#)

PROS:

Addictive

Like Guitar Hero

Okay Soundtrack

You need half a toaster to run it

CONS:

Gets boring very quickly

Bad UI

Very Grindy. Fantastic concept, such a pity the controls are shocking. I had to stop playing after a few minutes. I would not recommend purchasing this game.. I played Space Empires IV a lot before this-Space Empires IV is a lot better!. Thinking in playing a continuous side mission shooting bandits and getting rescued hostages would be nice.

This DLC is so broken when you can't even get equipped with guns before doing a hostage mission or pursuit cars. Honestly I suggest in not getting this DLC since it is so broken there are no good points in adding this to your main campaign. **Year of the Snake is better and suitable to play.. For a change from Europe and US routes u can go for this one..I liked it the way the announcer announces in Japanese language which is the next station coming up.. lot different as there is no English signboards even the signalling here is quite different to that of other countries in TS..Loved it..must buy! #TS2018. I was hoping for Marble Blast "the metal edition". It was metal, that I give credit for.**

Judge for yourself in my Let's Play (5 parts in German):

<http://steamcommunity.com/sharedfiles/filedetails/?id=781149402>

Unfortunately, the game itself is too random, has obvious bugs like ramps not being loaded, making levels impossible, has almost no explanations and too many instant death traps. I could not get past Level A-5 which is a pity as the survival mode only gets unlocked after A-8 which I was looking forward to. I could not get enough stars to even buy one single item. (As a matter of fact I barely managed to find the shop screen at all after I already lost hope and desperately tried to find settings or key bindings which I might have overlooked) The graphics are appealing, though they are not refined enough to qualify the view as a pleasure. The menus are not user friendly.

Please fix the randomness. Make sure, all blocks and ramps are loaded and the camera does not reset itself. Add some explanations or make the tutorial levels clear enough to learn what is needed to play. Maybe make the map rotating instead of always facing north. Ditch the timer running out. Make it beatable. I could be a nice game, but at the current version 1.0.0, it is just not ready.. I love this game so much this is the perfect game that was ever created I wanna tell you how much you need to buy this game because it has so much potential. This game has so much potential. I love it already. It has a lot of bugs and some are game breaking but its still a great game for an early access. The achievements are also bugged, that may just be for me idk. I have never played a guild game before but Im loving this one. Im excited to see how this game shapes up to be when it finishes.. 10/10 gonna download anime mods again. The campaign is absolutely worthless but playing a regular skirmish either hotseat or singleplayer makes it the best homm game since 3. The multiplayer usually works but there are some bugs. If you dont want your whole campaign breaking, consider not playing necropolis because after a while it will break. And somehow I still recommend this game because it is a great time.

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