

Flipped On Download] [License]



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**About This Game**



In **Flipped On** your main objective is to complete each stage without destroying your vehicle. Your vehicle takes damage every time you crash into world objects.

Each level is a new and exciting challenge starting from easy and getting harder as you go on. Jump over gaps in the road with ramps. Crash into roadblocks to move them out of the way. Get flipped over by crazy hydraulic bollards and loads more.

Flipped On a simplified car obstacle course physics simulation game.

Take control of your car and go have a blast!

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Title: Flipped On  
Genre: Casual, Indie, Simulation  
Developer:  
Four Winged Studio  
Publisher:  
Four Winged Studio  
Release Date: 10 Jan, 2018

b4d347fde0

English

CHAPTER 4 - EQUIPMENT



Chapter 4 - Equipment (image)

"I think we might have offended them," Merisiel offered, as the size of a horse smashed past her down the cliff face.

"What gave you that idea?" Valeros asked. Above him, a yellow, tusk-like fangs. Valeros snarled back at it.

"Thieves!" the foremost stone giant roared, and Valeros

"Tell me, Merisiel," he said, calmly, "have you ever noticed how Then, before she could answer, he vaulted forward and drove himself at the back of the bear's neck, swords outstretched.

EQUIPMENT

A well-equipped character can take on nearly any challenge.

WEAPONS

Name	Cost	Damage	Critical	Range	Weight	Prop.	Type
<b>Ammo</b>							
Blunt arrows (20)	2 gp	-	20	-	3 lb(s)	see text	B
Flight arrows (20)	2 gp	-	20	-	3 lb(s)	see text	P
Smoke arrow	10 gp	-	20	-	0 lb(s)	see text	P
<b>Exotic Light Melee</b>							
Swordbreaker dagger	10 gp	1d4	x2	-	3 lb(s)	disarm, see text	S
<b>Exotic One-Handed Melee</b>							
Falcata	18 gp	1d8	19-20/x3	-	4 lb(s)	-	S
Khopesh	20 gp	1d8	19-20/x2	-	8 lb(s)	trip	S
Temple sword	30 gp	1d8	19-20/x2	-	3 lb(s)	monk, trip	S
<b>Exotic Ranged</b>							
Boomerang	3 gp	1d6	x2	30	3 lb(s)	see text	B
Double crossbow	300 gp	1d8	19-20/x2	80	18 lb(s)	-	P
Lasso	1 sp	-	20	-	5 lb(s)	see text	-
<b>Exotic Two-Handed Melee</b>							
Chain spear	15 gp	1d6/1d6	x2	-	13 lb(s)	trip	P and S
Mancatcher	15 gp	1d2	20	-	10 lb(s)	reach, see text	P
<b>Martial One-Handed Melee</b>							
Sword of rams	45 gp	1d6	x2	-	4 lb(s)	-	P

- BARD
- CLERIC
- DRUID
- FIGHTER
- MONK
- PALADIN
- RANGER
- ROGUE
- SORCERER
- WIZARD
- CHAPTER 3 - FEATS
- CHAPTER 4 - EQUIPMENT
- CHAPTER 4 - EQUIPMENT
- WEAPONS
- ARMOR
- GOODS AND SERVICES
- ADVENTURING GEAR
- SPECIAL SUBSTANCES AND ITEMS
- TOOLS AND SKILL KITS
- CLOTHING
- ANIMAL-RELATED GEAR
- ENTERTAINMENT ITEMS
- CHAPTER 5 - SPELLS
- CHAPTER 5 - SPELLS
- SPELLS
- ALCHEMIST SPELLS
- ANTIPALADIN SPELLS



ColourGizmo allowing the use of Hexadecimal Colour Codes to set a User's Dice Colours.  
For Fantasy Grounds v3.3+, the CoreRPG Ruleset and selected child Rulesets.  
By Matthew James BLACK.  
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DOE: OLE Extension v2.0  
An Extension that allows URL-Style External Linking from within Fantasy Grounds.  
For Fantasy Grounds v3.3+, the CoreRPG Ruleset and selected child Rulesets.  
By Matthew James BLACK.  
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GM:  
[TABLE] Arcane Augurum Random Map Table = 54

[MAP] Enchanted Woods 02 - Purple Glowing Trees

### Arcane Augurum Random Map Table

Random Map Roll Table

Roll: Custom Output

1d100

Roll Range	Map Name
1 - 3	[MAP] Arcane Library 04 - Stained Glass Reading Room
4 - 8	[MAP] MagicCollege 01 - Alchemy Lab and Courtyard
9 - 12	[MAP] Wizard Tower 01 - Ground Floor Foyer
13 - 16	[MAP] Wizard Tower 06 - Portals
17 - 20	[MAP] Castle 02 - Multi-Tiered Courtyard
21 - 24	[MAP] Wizard Tower 09 - Observatory
25 - 28	[MAP] MagicCollege 05 - Courtyard Entrance Foyer
29 - 33	[MAP] Wizard Tower 02 - Enchanted Library
34 - 38	[MAP] Arcane Library 01 - Red Carpeted Hall
39 - 42	[MAP] Wizard Tower 07 - Menagerie
43 - 46	[MAP] MagicCollege 02 - Dormitory
47 - 50	[MAP] Wizard Tower 03 - Alchemical Laboratory
51 - 54	[MAP] Enchanted Woods 02 - Purple Glowing Trees
55 - 58	[MAP] MagicCollege 06 - Garden Courtyard
59 - 62	[MAP] MagicCollege 04 - Herbology Foyer Aboretum
63 - 66	[MAP] Wizard Tower 04 - Forbidden Books
67 - 69	[MAP] Arcane Library 03 - Reading Room and Archives
70 - 72	[MAP] Arcane Library 02 - Main Chamber
73 - 76	[MAP] Wizard Tower 08 - Kitchen Stores and Bathroom
77 - 79	[MAP] MagicCollege 07 - Enchanted Library
80 - 86	[MAP] MagicCollege 03 - Library and Classroom
87 - 92	[MAP] Wizard Tower 05 - Living Quarters
93 - 96	[MAP] Gemstone Cavern 02 - Spiral Ramp to the Underdark
97 - 100	[MAP] MagicCollege 06 - Double Classroom

## ARCANE AUGURUM : MAP SELECTION



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its way too easy to beat this game. repetitive.. Can't recommend, it was so buggy I wasn't able to play it despite trying for 3h. If you must go for it, watch the refund counter.. Has not updated in a long while. Will not be trusting this developer in the future. With \$3, maybe, but definitely not with anything \$10+.. ok where do I start its a Fallout theme Car Warfare game its not bad but I doubt ppl play it any more Idk.. Halloween is my fave, so I figured I would purchase this game. I must say it gave me goose bumps and the dev did a great job with the element of sunrises with the story. The updates the dev did on the games, made it more user friendly. I definitely recommend this game to anyone who loves to be scared.. This is really a good little hidden object game that in the classic sense where it is mostly hidden object sections rather than some other games being more puzzles than hidden object hunting.

Also, the hidden object sections actually make sense unlike some other HOGs where stuff is where it should be in common sense terms.

It is a short game, but if you are looking for a good, classic HOG, this is a good choice.

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Can't figure out how to use the new civilizations I just bought. What gives.. Not enough Western. Not a fan of its current cash shop features.. Meh

I bought this game expecting something similar to Pirates! and instead got a watered down arcade game. The controls are clunky, the graphics are ugly, and the objective is simply to sail around and blow up for no rhyme or reason. There are no ports that you can land at, you have no crew, and you will be overwhelmed eventually.

Overall if the pricepoint were any higher I would say stay far away from this game, but at 3-5 dollars you get your moneys worth if you play 2 games. Its entertaining enough to justify that, just dont expect a masterpiece... Or even a particularly good piece... This is the gaming equivalent of the cheap minibooks that are in line at a bookstore. However its probably more fun than a coffee from starbucks.. I love hidden object games and this is one of my favourites. Great story and challenging scenes and puzzles. Worth picking up in a sale.. Nice meme bro!. Just kind of a cheap game. I got it on sale for \$3.00 and it's worth that much

but I wouldn't buy it full price.. First off, this game has it's ups and downs. I reccomend it because it IS quite fun and enjoyably to play. HOWEVER, the main downside, is the fact that the game crashes with varying frequency, such as when too many units are in battle of a specific type-generally landing craft and tankers seem to cause this. It does vary however, seeing as a lot of the time, the game runs quite well.

A second dislike I have is that the actual combat just feels too slow. Such as the fact that aircraft can take AGES to cross even the smaller maps.

One other thing I don't like is the maximum units deployed, but, the upside is you can set the game to have up to 100 aircraft and 50 ships (destroyers, cruisers, battleships, submarines, carriers and so on)

The graphics are pretty average. Not great or horrid, but just average. even at the highest settings. Although, i suppose it IS a pretty old game. Normally the graphics dont bother me too much, as long as they look finished, which, is achieved in this.

Now for the positives:

You are able to control just about any unit that is deployed in the game personally, ranging from the P-38 Lightning (personal favourite) to a Bf-109. You can even (to some degree) take command of a ship such as a destroyer, or battleship. Not many rts games have this feature, so it definitely is a highlight.

In 'skirmish' (A.K.A 'battle planner') modes and multiplayer you can choose what units you will be wanting to deploy for the battle. This is done just before you begin a match, and is another interesting feature in the game. Being able to choose what aircraft and navy support you receive is certainly an interesting factor. It has an unlimited amount of unit spots, so you can pretty much just swarm the enemy with bombers, that all get shot down, only to bring even more in for another wave. (say you deployed 30 bombers, only to watch them get shot down, you can have a MASSIVE backup army, although the deployment limit DOES hinder an all out swarm)

There is quite a bit of strategy to this, although it does use the typical 'rock, paper, scissors' programming. (fighters against bombers are effective, bombers vs just about any ship, destroyers against fighters-most of the time anyway)

The game ALSO has a campaign, although i havent looked into it myself, or at least, not for very long, so I can't really write much about that.

Overall its a pretty good game (despite the random crashes)

I'd definitely reccomend it to people that are really interested in WWII and the war in the pacific.

Dragon out.



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