## **HOW TO USE XBOX GIFT CARDS [#[PY>KX]**



## **CLICK ON THE BUTTON ABOVE TO START**

playing as colt vahn an amnesiac former big shot on the mysterious island of blackreef now trapped forever inside a single 24 hour cycle that resets every time you die or reach the end of the day you gradually uncover the story behind blackreef s descent into chaos and work out how you can escape the loop once and for all spoiler it involves killing some bad people you re tasked with ascending the titular spire a many levelled fantasy fortress populated with deadly monsters strange but sometimes helpful citizens and covetous shopkeepers over a three act structure with a boss fought at the end of each act as you progress through the randomly generated quest you build a deck of cards and collect magical relics in order to both survive the journey and beat the final boss this indie gem s mixture of rng roguelike and deck building gameplay is beautifully elegant while its brisk pace gives it a just one more go feeling that II have you battling beasties until the early hours the game also includes an incredible online multiplayer mode that manages to be incredibly competitive and frenetic but with a very different tempo to reflex heavy fpss like call of duty and battle royale games fable 2 s critical reception upon launching in 2008 was on par with the landmark release of bethesda s fallout 3 no mean feat considering the impressive legacy of the latter fable 2 isn t an 80 hour epic open world rpg with endless