
We are very sorry to have kept you waiting for this so, we have decided?

1. All 4 picture book achievements that are supposed to be achieved initially through playing the game will be given after the first cut scene at the train station. So that everyone who has played it once wouldn't have to replay it again!
2. For those who have gotten the 4 new achievements and have at least a 2hr gameplay time on it, please send us a screenshot of your achievements and total game time to our customer service email at 2535104877@qq.com (Please be sure that the screenshot includes your name and other details, so we know whom to send the activation code to.)

Once that is done, we will send you an activation code for either a DLC or a special feature. (PRICE is free, but the DLCs are not. You can specify what you want, but if you don't, we will send you a random activation code for any of them. This special feature will up the total number of games own on steam a +1 without actually giving you a new game.)
(This offer ends on the 25th of February)

Lastly, we would like to thank everyone for playing our games and here's wishing you a happy Chinese New Year!!

Title: The Endless Journey-Audio Picture Book

Genre: Adventure, Casual, Indie, RPG

Developer:

YETU GAME

Release Date: 4 Feb, 2019

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Minimum:

OS: windows 7

Processor: anything is ok

Memory: 100 MB RAM

Graphics: anything is ok

Storage: 100 MB available space

Sound Card: anything is ok

English,Simplified Chinese,Russian

Fantasy Grounds




LIGHT
INIT
PC/
PIC/
PREF
FX

LIBRARY

Savage Worlds Essentials

- SWEX GM GUIDE**
- SWEX PLAYER GUIDE**

- Bennies
- Combat
- Initiative
- Actions
- Attacks
- Special Rules
- Tests of Will
- Damage

Doc Holiday

XP: **32**

Bennies:

Power Points: **16 / 20**

Human Seasoned

POWERS

Duration: How long the power lasts in rounds. A power lasts until the heroes' next action. A duration of 2 means 2 actions, and so on.

If the Duration of a power has a second entry in parentheses (1/round), it means the power has a duration of 3 rounds (1/round).

COMPLETE POWER LIST

<p>Novice</p> <ul style="list-style-type: none"> <input type="checkbox"/> Armor <input type="checkbox"/> Beast Friend <input type="checkbox"/> Bolt <input type="checkbox"/> Boost/Lower Trait <input type="checkbox"/> Burrow <input type="checkbox"/> Burst <input type="checkbox"/> Deflection <input type="checkbox"/> Detect/Conceal Arcana <input type="checkbox"/> Elemental Manipulation <input type="checkbox"/> Entangle <input type="checkbox"/> Environmental Protection <input type="checkbox"/> Fear <input type="checkbox"/> Healing <input type="checkbox"/> Light <input type="checkbox"/> Obscure <input type="checkbox"/> Smite <input type="checkbox"/> Speak Language <input type="checkbox"/> Speed <input type="checkbox"/> Stun 	<ul style="list-style-type: none"> +2 Armor; +4 with a raise Speak with and guide creature 1 to 3 bolts at 2d6 damage; double if Raise or lower any Trait by 1 die type Burrow into earth and move up to range Targets under Flame Template suffer -2 penalty to be hit; -4 with a raise Detects/conceals supernatural being Minor manipulations of chosen element Target -2 Pace, Strength and Agility Breath and move normally; minor element All within Large Burst Template must Heals a wound suffered within the Large Creates Large Burst Template of darkness Large Burst Template of total darkness +2 bonus to melee weapon damage; +4 with a raise Speak read and write another language Basic Pace is doubled; raise negates running penalty Targets within a Medium Burst Template must roll Vigor (at -2 with
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ATTRIBUTES

- AGILITY
- SMARTS
- SPIRIT
- STRENGTH
- VIGOR

DERIVED STATS

Base		Total
6	PACE	6
6	PARRY	6
5	TOUGHNESS	5
0	CHARISMA	4

TRAPPINGS/POWERS

Trapping/Power:	Range:	Damage/Effect:	Duration:
Bolt	12/24/48	0	Instant
Boost/Lower Trait	Smarts	0	3 (1/round)
Entangle	Smarts	0	Special

GM (Beast)

Modifier: **0**

WORLD'S

WOUNDS

Fatigue

A-1A-2A-3A-4A-5A-6A-7A-8A-9A-10A-11A-12





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