Runers Full Crack

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About This Game

Runers is a top-down rogue-like dungeon shooter where you explore a vast underground labyrinth and face fierce monsters and bosses. As the game advances further into the dungeon, you will gather Runes, which will be used to combine into 285 unique spells. Discovering new spells will unlock their entries in your Runedex; unlock them all! But be careful – if you die, your playthrough is finished.

We wanted to make a game that had a lot of replayability, customization, and discovery. Almost every design choice we made focused on furthering those three goals. We want the player to be able to choose the playing style that suits them: long range sniper, mid range run and gun, or an up close brawler. There are many features to facilitate this level of customization. When

you earn enough experience you will level up and be able to choose from 4 random traits to make you even stronger.

Each floor is procedurally generated, so the enemies, rooms, event rooms, and bosses you face are all randomly chosen, making every playthrough different. You will not encounter everything in the game in one playthrough, or even five: there is always something new to encounter.

Key Features

- Each floor and room is completely randomized – each run will be a different experience

- Choose from 20 Races and 20 Classes to customize your runs

- Runes have unique stats that modify the spells you create with them

- Choose from 285 different spells to build your own unique spell loadouts

- Upgrade your spells to make them even stronger

- 50 different traits to choose from when leveling up

- 10 procedurally generated floors to explore and fight through

- 15+ random bosses and 100+ random enemies to fight

- Numerous Challenges, Event Rooms, and Achievements to complete

- Defeating enemies unlocks entries in your Beastiary

- 5 difficulties to increase the challenge

Title: Runers
Genre: Indie, RPG
Developer:
LGK Games
Publisher:
Mastertronic
Release Date: 2 Sep, 2014

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English,German,Russian,Japanese
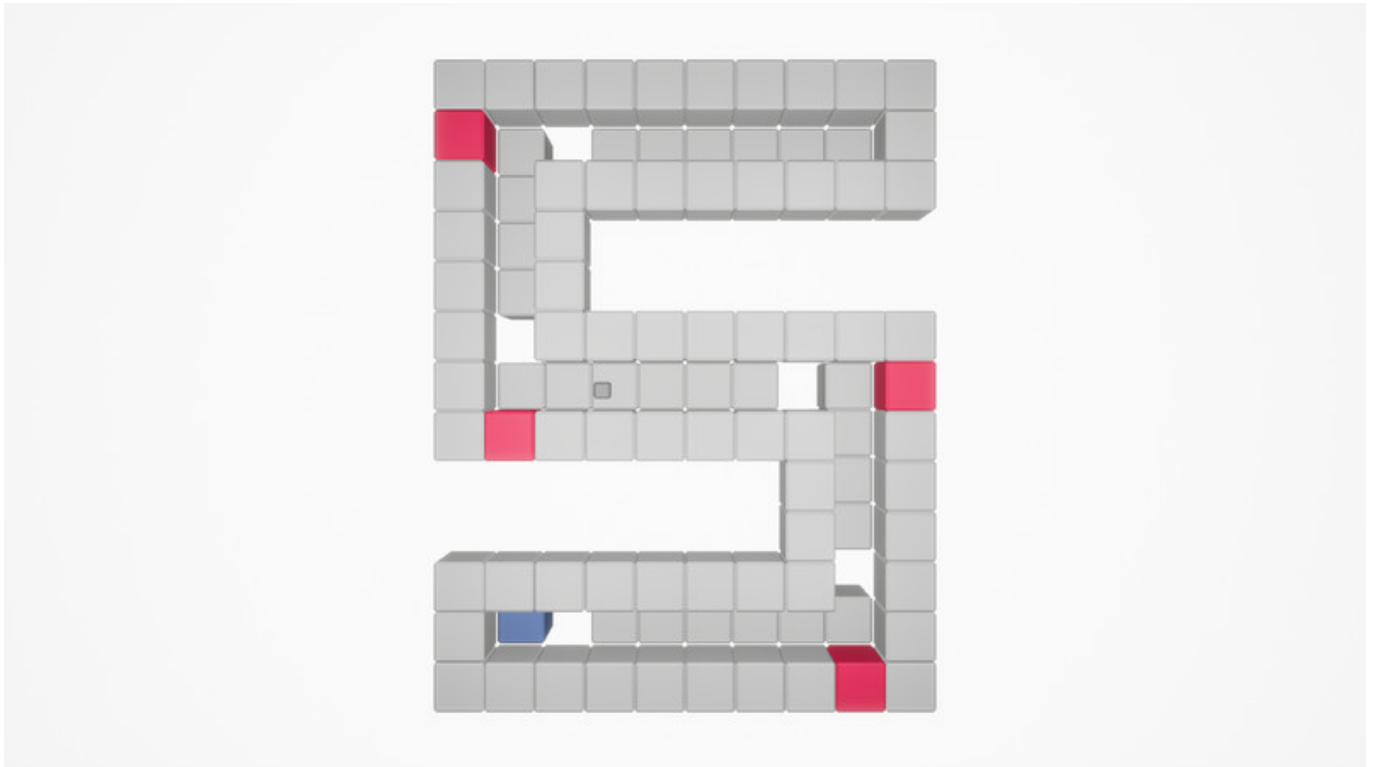
Very nice game ! it would be nice although to be able to customize \/ select another background, even to disable it to have a 100% black background because this one doesnt look very good (too dark and not very interresting). Also the menus on the left should be a bit smaller because i play in 2560x1440 resolution and when change the resolution of the game screen to put it in full size verticaly, i have to change the size horizontally as well to keep the same aspect ratio but then it hides a part of the "missile " menu.... The game is good and all. Its idea and such.

Here's the thing. It says as a released version. Unfortunately, it isn't. It's very much in early access.. update is slow, very slow. Devs don't listen to its playerbase.

I don't think it's a bug, coz a bug in a code works "somewhat". In this game functions don't really work! Their way of thinking is like this. "Meh, this'll do" or somwhere along the line.

In example..

1.Battery's don't work, it doesn't really store electricity as intended.
2.Hidden wall\/door(a door only for ur minions.), Heroes and victims walk on them like normal doors regardless if scared or not.
3. Auto-switch doesn't work, It on and offs regardless of whoever passes by even if u toggle said characters.
4. No crowd control capabilities like RTS games. such as grouping your units and hotkeys. etc.
5. when you save\/load, sometimes u lose resources, your minions die, your victims disappear.
6. your minion arrangement are out of whack, like you cant put them in orders u want and they randomly order whenever.
7. heroes\/monsters when they attack they don't move. they just stay in the edge of the screen until u show up near them and they follow you.
8. Heroes and monsters don't use skill they just normal attack you and follow you. So it is very easy to macro\/micro them, but they too OP. they can one-shot your monster even at lvl5+, even your frankenstein monster.
9. Wall-Saw trap don't work.
10. When you mind-control a victim they still call for help, and also if they mind controlled. Shouldnt u be able to control them to lessen the suspicion?
11. Some victims just walk in and out of a door when scared.
12. Trees & mushroom pop out anywhere, so if you had a furniture, wall, floor in where it pops out it destroys it and your resources used is gone.
13. vampires still burn while inside a house or even at night.

LASTLY VERY LIMITED! and not worth the price right now and there's really not much content. get rimwolrd instead.

I want my money and time back please. May be it's nostalgia, but i was playing that kind of games 30 years ago but as a board game of course !
But this think is horrible ! Ok, playing dungeon as a warrior, but where is my sword ? Need to use st...id cards like a mage to fight ? Almost die cause attack cards will broken, and just takes damage and do nothing... :(Chests and others give me almost craps or stoopid potions that i can't store !!!! When you rotate screen, stats disappear ! Many bugs, killed a spider that never disappeared... At least give us just basic damage, same for those poor merchant... Sure, spend lot of time too create this game, but sure will be my last spend of time with this no game ! :(. Personally I think this should be a free update. Splitting the player base with different cards is not cool. It is however more cards and it does give some variation to the game so buying it on sale could be worth it if you like the game to start with.. While no longer under development, Towns is still an enjoyable game if you like to plan out a blocky city and indirectly control the populace, currency, food production, and current construction tasks of a small town occasionally besieged by monsters and placed directly above a dungeon.
In general it is rough and not very polished in both graphics and gameplay, and everything can very quickly become a tedious task without planning.
All I really do in the game is deforest the land, build a base in a mountain, try to make a decently sustainable town that's fully automated, then begin exploring the dungeon. I don't get much farther than that; I get bored of it too fast. But I'll come back to once a year and enjoy it nonetheless.

Seeing that the game has been abandoned and will never receive an update outside of potentially mods, it is only ever worth getting if it is on sale for $5 or less, and only if you really think you'll get a lot of fun time out of it like I have.. A *very short* game with mediocre graphics, poorly written script (many grammatical errors in English) ... and it keeps crashing! What's not to love?

This looks like it was someone's school project. Why is this on Steam and why does it cost money?. some challenging puzzels, ok story line, graphics could of been better.. TLDR: Three out of the four golden weapon reskins are weapons that I actually use.

Support Specialist AA12: Used because of Scrakes and Fleshpounds
Sharpshooter Handcannon: Used because of close-quarters bullet penetration ability
Berserker Chainsaw: Not used because of lack of movement speed bonus
Firebug Flamethrower: Used because of crowd control

this game is good
go download it

shark\/10. *To comment, visit this review on* Dragon Quill.

A very, very meta RPG. Everyone is aware they are in a video game, and the player is explicitly asked why they\u2019re playing the game and making the choices they are at several points. I initially expected this to be irritatingly pretentious or pointlessly trite as meta stories so often are, but I actually thought it struck a good balance I genuinely appreciated. Though framed comedically, there is a serious undercurrent to it that I thought gave the game real poignancy. There is a strong emphasis on the importance of sensitivity, nuance, and small acts of kindness; this is a game where you can tip helpful NPCs for giving you exposition, and you will actually get to see what they did with the money and how it changed their life. I never felt like it was giving me the option to be nice to faceless NPCs just to mock me or the concept itself, as often seems to be the case in similar parodic RPGs. Though the tone is overall absurdist, there is a genuineness to everything I found really touching.

Unfortunately, this is also an RPG that should have been a visual novel.

The game\u2019s description promises that it \u201cfeatures everything that you loved from the 8-bit RPGs of your childhood and leaves behind everything you didn\u2019t\u201d. Unsurprisingly, it can\u2019t live up to this boast; it is just another RPG Maker RPG, with all the flaws standard for the genre, including the many hated features from those 8-bit RPGs I\u2019m really baffled the program hasn\u2019t shucked yet. Damage calculation appears to use an incredibly poorly-balanced subtractive defense formula that creates wildly different damage values for even tiny differences in defensive stats \u2014 my fighters would often take literally no damage from attacks that cut my casters\u2019 health in half. To really double down on this, magic defense is almost impossible to come by if you\u2019re not a caster because only casters can equip magical armor, so fighters are sitting ducks against spells and there\u2019s little you can do about it. Because oh yes of course enemy targeting is totally random, better hope enemies land that hit on the person who will take single-digit damage from it and not the person you\u2019ll have to revive next turn. (To rub salt in the wound, the tank class has an ability that\u2019s supposed to draw attacks, but it appears to only work some of the time, because ???) Oh, but good luck if someone does go down, because that infuriating thing from 8-bit RPGs where you have to input commands for the whole turn without knowing what the enemies will do? Oh, you better bet that\u2019s a feature! Enjoy telling your paladin to raise your cleric only to have them get murdered themselves before their turn comes up. And I haven\u2019t even mentioned the random miss and crit rates! Why are those still a thing? Seriously? Why, in 2019, have we not collectively risen up and scrubbed that terrible *Dungeons and Dragons artifact from our systems? Who is this appealing to?*

But even aside from the poor decision to use RPG Maker\u2019s default battle system, this game just seems very poorly and haphazardly designed. You have access to limited monster-repel spells and items at the start of the game\u2026 yet as early as the third dungeon, you get the ability to turn off random encounters freely. So\u2026 why are the limited versions there at all? (Incidentally, developers: if players want to turn off a core gameplay feature, that\u2019s a sign it shouldn\u2019t be there in the first place.) You get the ability to change classes a la Dragon Quest III, but despite advising you to wait until you get all the skills for a class first (since they transfer), the game gives you no way of knowing when you\u2019ve gotten the final skill for a class. Some classes also have passive abilities, but they are not listed in the character screens and are only mentioned by NPCs in the starting area. I was also honestly quite surprised to learn class shifting was possible, because so many of the classes are obviously fusions between others \u2014 why exactly should I bother with the slow-leveling Sorcerer if I can produce the same effect by multiclassing a Warlock into a Healer? Relatedly, as I\u2019ve come to expect from RPG Maker games, magic is crap \u2014 elemental spells need to hit an elemental weakness to be even marginally better than a physical attack from a fighter of the same level. (Until you get the ultimate endgame spells, which are ludicrously powerful and boss fights are virtually impossible without them. There\u2019s just no middle ground in this game.) To make matters worse, the super caster class doesn\u2019t even seem to get every element naturally \u2014 are you supposed to multiclass into Warlock for those, or\u2026?

So, ultimately, this looked like a nice idea marred by very amateurish design. I\u2026 am not sure if I can say it\u2019s worth money, frankly. Which is unfortunate, because the story really is quite nice, but the gameplay is just that unenjoyable. I think I would have liked it a lot better if it was one of those visual novel RPGs where the battles are only a formality.

(Trigger warning if you play it yourself: the PC\u2019s father misgenders them frequently. I don\u2019t see any reason to believe it\u2019s malicious, but be aware if that\u2019s something that upsets you.). Huh. I didn't think I could go wrong with a $10 game. I was wrong. The game is so simple, it's not worth playing.. This game has improved my life for the better. Every day, i wake

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