HyperRogue Download Highly Compressed Rar

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About This Game

You are a lone adventurer in a strange, non-Euclidean world. Gather as much treasure as you can before the nasty monsters get you. Explore about 50 different lands, each with its own unique treasures, enemies, and terrain obstacles. Your quest is to find the legendary treasure, the Orbs of Yendor. Collect one of them to win! Or just ignore your quest and collect smaller treasures.

The twist is the unique, unusual geometry of the world: it is one of just few games which takes place on the hyperbolic plane. Witness a grid composed of hexagons and heptagons, straight lines which seem to be parallel, but then they diverge and never cross, triangles whose angles add up to less than 180 degrees, how extremely unlikely is it to reach the same place twice due to practically infinite size of the world (centillions of locations in just 700 steps from the starting point), and how the world seems to be rotated when you do return. All this matters for the gameplay. The game is inspired by the roguelike genre (although in a very minimalist way), works of M. C. Escher, and by puzzle games such as Deadly Rooms of Death.

HyperRogue can be played for free from its website. The Steam version adds online achievements, online leaderboards, trading cards, and convenience. Also, as the game is constantly updated, the Steam version includes the newest features, such as new lands with new mechanics, or new game modes -- see Gallery for the current differences.

Title: HyperRogue
Genre: Indie
Developer:
Zeno Rogue
Publisher:
Zeno Rogue
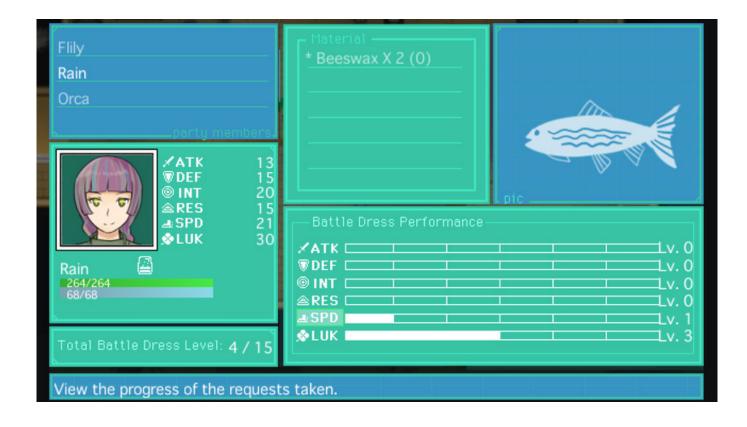Release Date: 16 Jan, 2015

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Minimum:

OS: Windows XP

Processor: 0.5 GHz

Memory: 512 MB RAM

Storage: 60 MB available space

English,Polish,Turkish,Czech,Russian

Flily

Rain

Orca

party members.

Material
* Beeswax X 2 (0)

pic

⚔ ATK 13
🛡 DEF 15
◎ INT 20
⬡ RES 15
⬛ SPD 21
❀ LUK 30

Rain

264/264
68/68

Total Battle Dress Level: 4 / 15

Battle Dress Performance

⚔ ATK Lv. 0
🛡 DEF Lv. 0
◎ INT Lv. 0
⬡ RES Lv. 0
⬛ SPD Lv. 1
❀ LUK Lv. 3

View the progress of the requests taken.

Master the puzzles

Rewards

I wanted to like this game but there are so many things wrong with this game it riddicoulous that they are even selling this game for 15 euros.Glitches ,bugs,poor level design,clumsy controls and to top them all the achievements dont work.
Stay away from this one,trust me.. got all of these form humble bundle. so 10/10. Edit: Pass this game by, the 30 day turns ruin the game and the only purpose they serve is to artificially help the AI. There needs to be a mod or DLC that changes the turn length to a week or so might make this game believable.

Old review -
Boring and generally a bad design, but it gets points for trying. There are so few real (non-RTS) based strategy games, you could give this one a try. The game is complex and deep, but, by far, the biggest challenge is overcoming the game design. DO NOT PLAY FOR HISTORICAL ACCURANCY. The names, dates, and locations are accurate, but the game play isnt. Ai runs single units around like mice, 30 day turns are used to help AI seem smarter, senarios are made with pre-planned outcomes (no what-ifs). Some of the senerios play out as if it has scripted AI. If the senario wants the AI to get to a town, your army will stop moving. In my current game my army is plotted with a 28 day move up only moves one zone per turn just so the AI can get ahead. IF my army is limited in some way the game should not display my total move as 28 days.

 I would have returned this game, but I am over the time limit. I recommend people to play for 30 miuntes and if you have ANY doubts, return it without a second thought

Edit #2: Most importantly, the game is unrealistic and feels broken because of the one month turns. You can have an enemy army on the other side of a river and you decide "I will attack". It might take 2 days to cross the river. Once you end turn you will waste 30 days to start the battle. If the enemy retreats one zone, you are 30 days behind. The Ai will detatch units and run them around your flanks and run across a dozen zone before you can even engage one of their units. No general in history stuck to a one month plan no matter what. This alone makes the game unhistoric. In one of my turns I was determined to use all of my 30 days of my turn and I ran my army around in a circle. This was one of my single greatest turns because I caught so many 1 and 2 unit armies that the AI made.

It is unbeliveable to think that Caeser would say -"Ok troops we are going to march North for 30 days." Sergent says -"North Sir? The scouts say the enemy might be on our west flank." Caeser replies - "Well we will march for 30 days and see what happens after that." THIS WHOLE GAME IS BUILT AROUND SEEING WHAT HAPPENS AFTER 30 DAYS HAVE PAST.

The game does not make it clear what is important and what isnt. And things that are important are not emphasized. The UI is a pain and is not clear. It took a bit of reading in the maual to figure out the "build" button was actually a little Eagle figure that looks like UI artwork, not a button. I just count that the UI has about 56 differnent elements and all of them look like boxes or buttons, execpt two. WHY JUST THOSE TWO? Its like they got toward the end of the design then saw the UI looked ugly without art work, but simultaneously realized they needed two more buttons. Game designers - "Hey lets throw the players a curve ball and make these two artwork pieces actually buttons! PROBLEM SOLVED!"

While playing the first campaign after the tutorial, I have got to a point where all of my armies are immobile ("not active" in game terms) and I cant move anything, and the game does not make it clear why. Obviously there is a reason, but darned if I know it. It is bad when I have to fight 6 armies in this campaign and I cant move any of my own.

Edit #1: Forgot to mention how hard it is to read the text on some of the windows. Tiny black text on medium gray background. I cant tell if it is the text reading or the game that is giving me a headache.. Contains lots of:
-Features
-Gameplay
-Graphics

Overall perfect Fortnite killer. 10\/10. If you're looking for a fast and snappy loading screen that lasts less than a day to load and you'll probably die as soon as you go into the game then you're in for a treat. This black screened game's title is beautiful and is a great game to play before sleeping as it will gives you great dreams, if you can wait a day.

Markiplier's 2 million dislikes on the video shows what a sexy game this truely is.

Overall, it's 4 yeses from the 'Britain's got talent' crew and you're into the next round with BLACKSCREENS.com.

I highly recommend this game if you like wriggling your baby toes and throwing 2 pounds in the fire.

I often view Vive games in order of "User Reviews" and I must say that this one deserves a higher spot. While the visuals leave much to be desired, the game does a lot to distinguish itself from the other "wave shooters". You can upgrade everything (guns, boat, abilities), you can create cover for yourself and there are different modes to enjoy. Give this one a try! It's one of the deeper shooters on the Vive right now.. Who in their right mind would recommend this abomination of a game?

This is one of the biggest insults on steam, not even remotely worth buying, unfortunately I wasted 80cents on this load of crap. Better support charity instead of doing the same mistake as I did.. I'm sorry but stuff breaking all the time, the clunky controls, going through all the same missions again and again if you die, no save option, how can this chore be fun for anyone?

Please don't misunderstand, i have nothing against complex games and i took the time to read the manual, but only 5 minutes in and i had to fix the damn scanner three times (using up the limited amount of controller chips i had). What the hell?

The shield controls are clunky, you have to run to another room to change the frequency and then the shield doesn't even work, only if you hit the shield at the exact same time you are hit.

Same goes for the lasers. If you found out what frequency works best, you have to switch rooms and click the frequency together via some kind of combination game.

I'm sorry, but the person who thought that these design choices sum up to a fun experience, needs to see a neurologist.. Total scam and not worth the money. lvl 2 doesn't load and lvl 1 there are so many false painted pixels on that lvl plate that you can't aim smoothly.

Saw so many games being much better, much more stable and less expensive on goble game jams than this.... I want to support TFYC and \/v\/, i really REALLY do.... but i just can't Bring myself to like this. Between the boring and monotinous tutorial WHICH BROKE ON ME TWICE and didn't let me play the game, the buggy gameplay that kept telling me cops and bulldozers were coming when they never did, a game that didn't save when i clearly went to save, and when i finally did get a game to save, trying to load the file actually crashed my entire game. This had so much potential but it just didn't deliver.

+Neat concept
+Cute, simplistic characters
+Vivan James is best waifu
+Female developers... i guess that's worthy mentioning?

-Buggy, broken, and unoptimised
-Horrible control scheme with buttons too spread out
-Can't scroll the screen in building mode
-Exorcists spawn way too often
-very little options for props and traps with no explination to what the wrench\/pencil icon means
-Windowed resolution and sound options reset every time you restart the game.
-Looks like it was developed for mobile
-crashes for no reason

2\/10
https:\/\/www.youtube.com\/watch?v=msk_Lnuhv8s. i played this and it amazes me. the characters, the story mode, the stages, the music.
man. 10\/10

also why isn't the soundtrack on steam Mr. Dan?. Ace Combat 7 has next to no support for HOTAS setups as of writing this review, but I don't really care since I prefer flying either with a controller or keyboard anyway (in the case of AC7, I'm flying keyboard).

Denuvo is present in this game despite not being mentioned on the store page, assuming the EULA is correct. Fortunately,

Project ACES appears to have implemented it in a way that it does not impact system performance in any noticeable way.

The game itself leans a bit more towards ground attack missions than air-to-air missions, which can get a fair bit tedious during a long playing session. This is Ace Combat, so I would have preferred there being more air-to-air gameplay than bombing runs and ground strikes.

Multiplayer is fun and very suitable both for short and long playing sessions. Rules can be optionally set to limit player loadouts, so players are able to play the way they are comfortable with.

Music is amazing, as per tradition with Ace Combat, and the story is enjoyable. Graphics are superb. Flight controls are smooth and responsive, the flight model runs a nice line between all-out flight sim and flight arcade catering to players and pilots of all kinds. The aircraft roster is missing some classics, but most of the popular and mainstay aircraft of Ace Combat are featured.

Overall, Ace Combat 7 is worth the $60 USD price tag and I would wholeheartedly recommend it to anyone looking for a fun, awesome flight sim/arcade game.