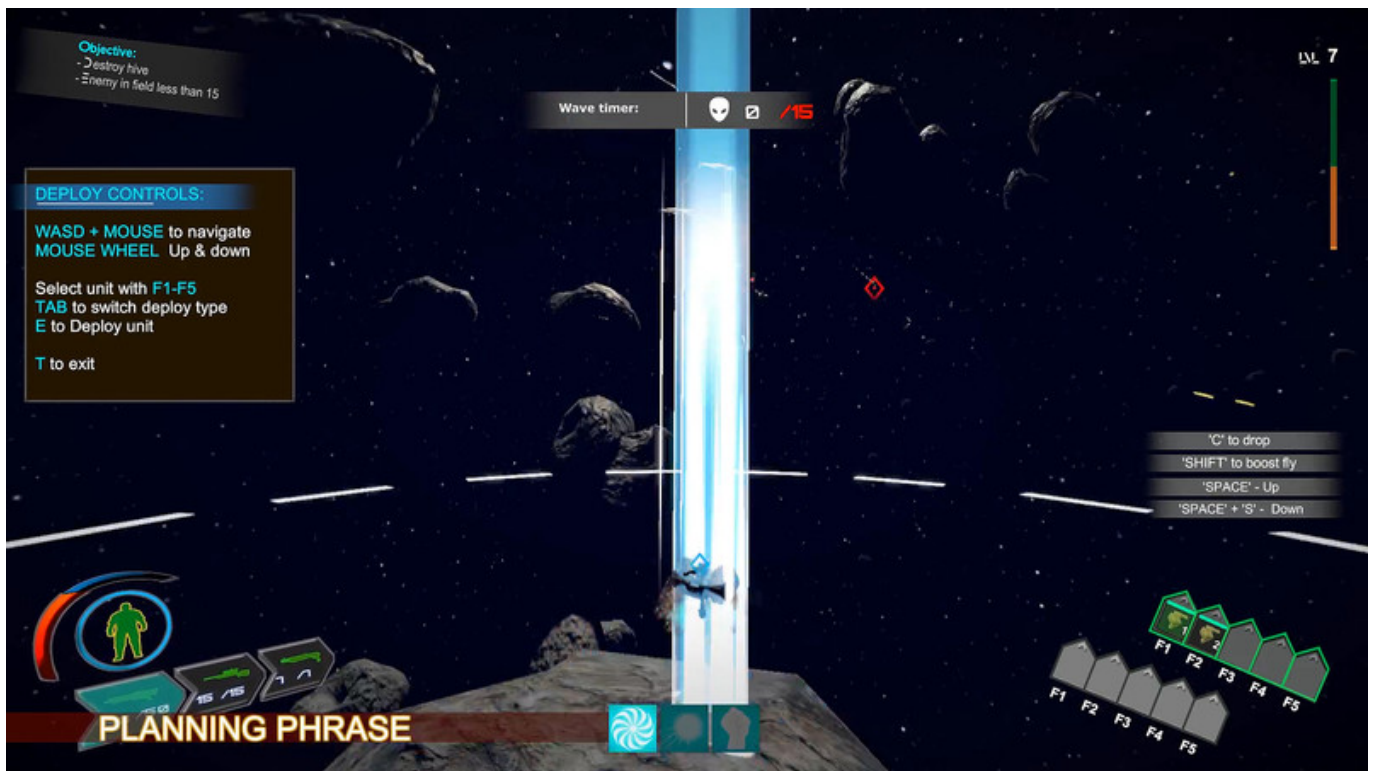DROD: Gunthro And The Epic Blunder Activation Code [addons]

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About This Game

"Deadly Rooms of Death" (DROD) is a turn-based strategy and tactics puzzle game series. It is a 2D top-down puzzle adventure that focuses on pure gameplay mechanics, best described succinctly as "chess in a Zelda-like environment." The DROD series began over a decade ago and has enthralled thousands of players.

Swordplay and puzzles combine in this thinking man's dungeon crawl. It's simple to learn, with just a handful of commands to master. This game's rogue-like exterior belies clever puzzle design and unique play mechanics that provide amazing depth. Each room is a hand-crafted puzzle that you solve by clearing out all the monsters with your Really Big Sword without letting any reach and kill you. Monster types each have their own AI, with deterministic movement patterns. Puzzle elements and terrain types help and hinder you in solving each puzzle. You start by learning basic mechanics and fighting techniques, and then the difficulty steadily ramps up as each room you face presents a fresh challenge with a logical solution. This game features a novel play style, with story- and puzzle-driven voiced dialogue delivered inline with hardcore puzzle solving that involves a mix of strategy, tactics, lateral thinking and linchpins. As developers, our goal is to present you with a novel experience where game mechanics are paramount. DROD will give you that "just one more room" feeling.

This game is the entry-point title in the ongoing DROD franchise. "Gunthro" is designed as an beginner-level offering to the DROD world, with both new players and veterans in mind. The level layout is has multiple hub areas to explore as you progress. The game starts easy, has a smooth learning curve and an integrated online hints system. You should be pleased by the puzzle designs that went into this game, making for a delightful blend of fun and challenge. A level editor and enthusiastic player community make this a game you can relish for years.

Main game features

- Over 300 puzzle rooms across 25 levels, each organized around different combinations of puzzle elements.

- All-new enhanced version of the "Gunthro and the Epic Blunder" campaign!

- Over 25,000 usermade rooms available for download!

- Dozens of secret areas and optional extra challenge levels that lie in store for the more curious and adventuresome, uncovered in a variety of ways.

- Varied elements and monster types like rock golems, giant serpents, wraithwings, and evil eyes, each with a distinctive AI behavior and requiring different strategies and tactics to conquer.

- Hours of contextual music composed by synthpop artist Jon Sonnenberg of Travelogue.

- New and upgraded in-game artwork, including three all-new terrain styles, with real-time lighting and a range of environmental effects.

- Full-featured level/campaign editor, with custom scripting engine and modding capabilities

- Active and friendly player community

- Hi-score competition and hints system via our CaravelNet service

The story:

In this game, Beethro Budkin recounts an epic tale of adventure to his precocious nephews about his grandfather, Gunthro Budkin, and his exploits in the dangerous nation of Rasarus. Gunthro is a third-generation smitemaster and a rather ugly man. Smitemasters are hard-bitten, muscled veteran dungeon exterminators that slay hideous beasties in dark places for a living. You know Gunthro will get the job done, and you'll happily pay him to clear your basement of giant man-eating dungeon roaches.

When the Rasarun king is slain by an officer of Tueno, Gunthro is recruited by Rasarus to defend his country and reclaim its honor. However, as Gunthro searches deeper, he will find that things are not quite as they seem.

Experience the unique turn-based puzzle dungeon adventure of DROD!

Deluxe Bundle:
Contains:

- DROD: Gunthro and the Epic Blunder

- DROD OST: Deadly Music of Death, Volumes 1 and 2

Title: DROD: Gunthro and the Epic Blunder
Genre: Adventure, Indie, Strategy
Developer:
Caravel Games
Publisher:
Caravel Games
Release Date: 2 Apr, 2012

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Minimum:

OS: Win XP+

Processor: 500MHz

Memory: 1 GB RAM

Graphics: 64 MB

DirectX: Version 5.2

Storage: 512 MB available space
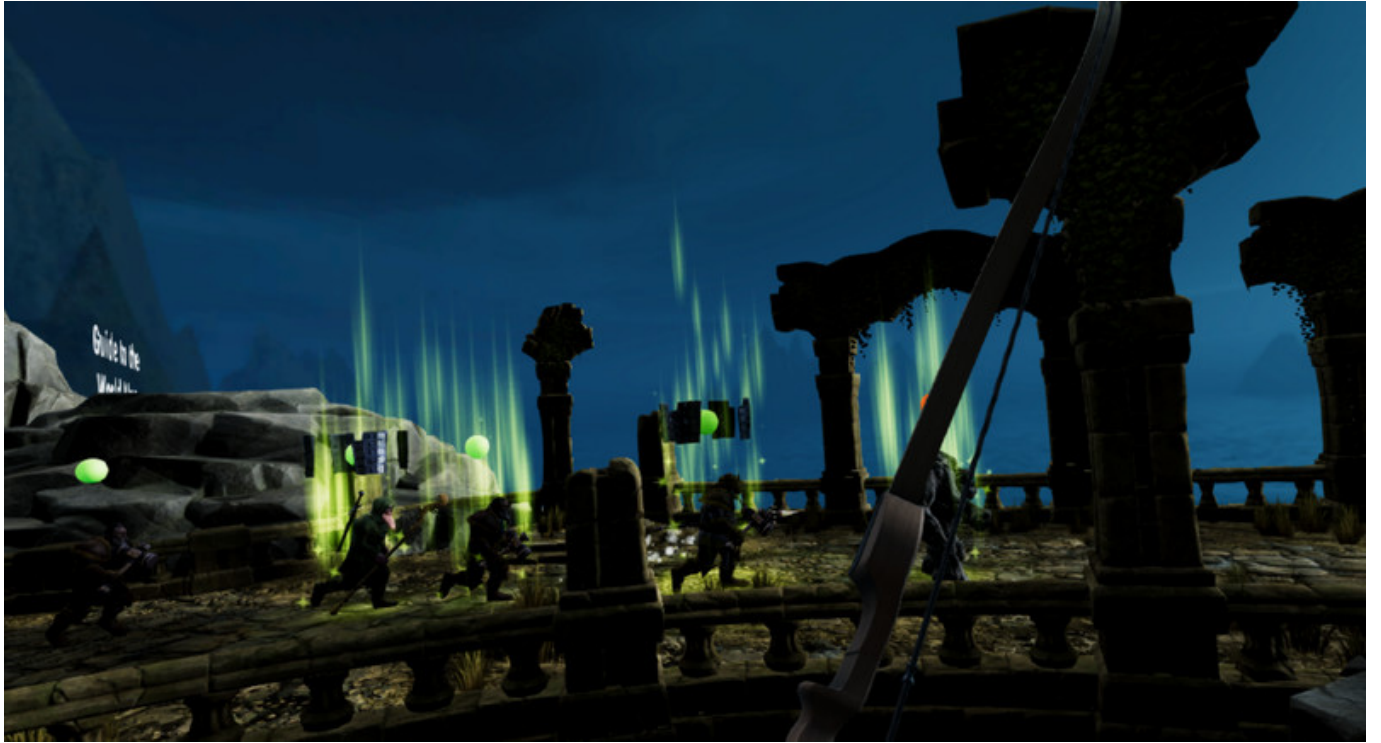
Sound Card: Optional

English

Asura dealt 4 Range damage to Mahabala.
Asura dealt 3 Range damage to Mahabala.
Asura dealt 4 Range damage to Mahabala.
Asura dealt 3 Range damage to Mahabala.

Consumables

drod gunthro and the epic blunder download. drod gunthro and the epic blunder

Can't believe people has actually had fun playing this? The controls are very sloppy. There was no story whatsoever. & there were only 3 differen't version of zombies? I know this game is still in early development but so far it's just bad. The game itself started out strong. Waking up, having no clue whats happening around you. But once you step inside that excavator, thats when they game went down hill for me. There are only 4 modes. tutorial, clean up, survival, and head up. You would think each mode would have a differen't setting. Nope..... Same place and similar objectives. Maybe my problems was I don't have a HTC vive xD, but to leave this review on a good note. The MUSIC in the main menu was awesome!. Here is a quick gameplay.

https:\/\/www.youtube.com\/watch?v=j8XzNMnDs1o. Love it! The graphics, audio and ninja gameplay are really well done. For alpha it's really really good.

- I wish I could move the camera a little bit with the right stick to look ahead into the level for enemies
- The seller menus are annoying to use on a controller (B button buys stuff)
- The inventry & crafting menu could be easier to use
- Stick unusable in menus, have to use dpad

Will update when I've played more. *If you easily get motion sickness this game is just not for you.*

This game is an example of lazy developers.

The audio is terribly optimized, extremely loud and the developer doesn't seem to understand how to level sounds differently. Some sounds are very low, some are deafening.

The game plays in windowed mode and if you have 2 monitors it will launch in the middle of both screens.

Objects in the games are poorly made and poorly placed in the game.
Tons of objects, like trees, are above the ground, tons of objects lack collision models, making it so you can walk through a bunch of stuff.

The game has terrible performance, and the game isn't even that good-looking yet it suffers from FPS problems and stuttering.

The game has a bunch of small things on the ground that stops you from moving forward, typical bugs like that.
This game would greatly benefit from voice acting, it doesn't have any.

The game does have some things I found neat and would like to see in a properly made game, like the found footage style of gameplay sounded really fun but it's terribly done in the game.

This game doesn't deserve your attention.
It hasn't received 1 bug fix since launch, it is extremely overpriced for the small amount of content you're getting, coupled with all the bugs and just terribly lazy development makes this game terrible and not worth your time or money at any price point.. Great little 2 hour puzzler. Level 57 drove me nuts. The rest were quite manageable. Nice flow and great music.. THIS IS A REVIEW FOR THE FIRST RELEASE(EARLY ACCESS) OF THE GAME:

ZTime is a cute little arcade game with a very simple concept. Go around a level avoiding enemies and navigating rooms while searching for the exit. If you get hit you lose a life. If you get to 0 lives, you lose. You can pick up extra lives. But what makes it unique is that you can see your future your paths and the enemies future paths. Where they intersect is a red area.

This changes the entire game. You no longer have to guess and react to enemies, but are able to plan ahead and play around enemy patterns. This also gives you a much better indiction if your moving in the right direction. Your player has a bit of momentum so you cannot just turn around and speed away from oncoming enemies quickly, you have to use your future knowledge to plan ahead.

The game has numerous little bugs, which is to be expected for an early access game, but its a fun game to play for ten minute at a time if you have a little time to kill and want a new take on an old arcade concept.

I did not play this game in VR so have no comments about it.. This game actually made me look up and understand how the algorithm to solve the Hungarian Rings works. What's next, Rubik's Cube? Jesus.

Good Puzzle game tho.. Dont buy it, I didnt realize I could rent one so i bought the DLC...... CastleStorm - The Warrior Queen. The duck from Duck Game was supposed to be in the game, and then the game got cancelled.

If you love timberman you'll love this game too. Simple mechanics but an absolute joy to play.. Got 5 hours into the game, then it started to crash a lot and then would no longer boot. The same issue happened to my brother. This game is not stable.

I7-4790k
32 gigs ram
980ti
game was on a 2tb firecuda.. save your money old game ,controler was supported but then it was ited. It's a pretty decent Beat 'em up that's worth its base price of $2, but it begins to feel kind of repetetive towards the end. This game's art style and character design are pretty neat, but I wish that there was a larger variety of enemies. 8/10 like comment and subscribe. The developers have created another great expansion to the long running Talisman series of expansions and boards. This addon contributes new characters, mechanics, the missing corner of the board, and a lot of good quality of life improvements. More options is always great with Talisman. The new fate system adds more complexity and strategy with the Fate system. Do you use your fate to help yourself, or do you try to mess with other players? I like the new characters, but remember that this is not a game known for balanced play. Some characters will perform better or worse depending on player choice, items, mechanics, or just plan bad luck.

Should you buy this expansion? This DLC adds more things to the game, which is a double-edged sword. It's an absolute must buy for fans of the series, but those on the fence may want to instead try DLC that instead enhances play and doesn't add more rules. Consider buying the Frostmarch or the Sacred Pool first for more fun cards, then try the Reaper, Bloodmoon, or another corner first.. I really liked this game, re-played it from time to time for years. Wanted to show it to a friend recently... discovered it no longer runs on modern Mac OS.. This is nice game with camera flaw, but it's NICE!