
DROD: Gunthro And The Epic Blunder Crack Cd



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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

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- 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 beasts 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

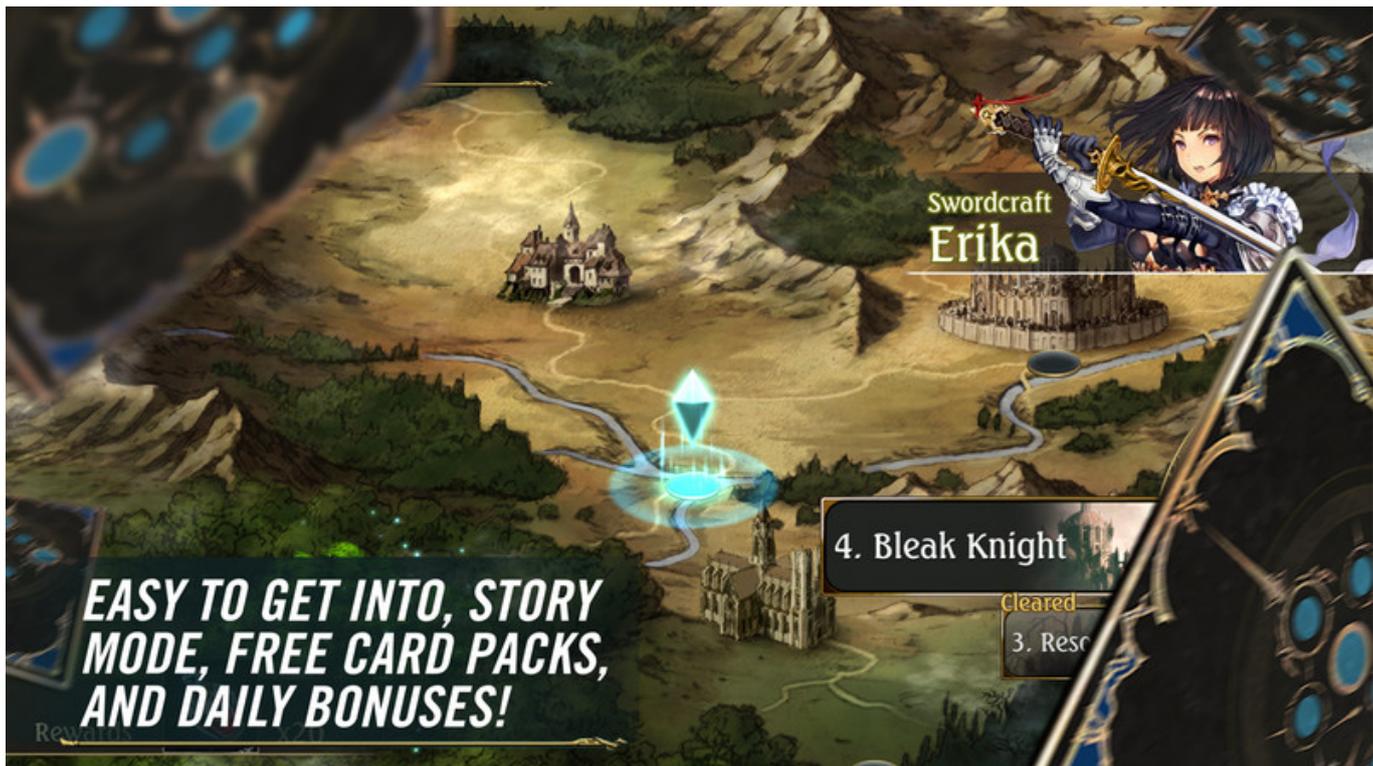
DirectX: Version 5.2

Storage: 512 MB available space

Sound Card: Optional

English







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Minor spoilers, nothing that will give to much away

For a text based game it manages to pull off a sense of tension, dread and urgency. The story is interesting all the way through. there are tonnes of endings, and you have a good amount of control over what the characters do, although once or twice they ignored my orders and sometimes i wished for more options. over all though there is a good amount of meaningful choices to make. there are 10 chapters (if you get the good ending) and 7 if you end up "elsewhere" i guess they ran out of time or something because i would have loved to see more branches from that area. I really wish we got to see what was on the hard drive you can recover (you can't to my knowledge) and it gets really tedious replaying sections of the story to find all the endings, something that really bugged me after a while... I wish some character motives were a bit clearer and also for a better understanding of what was happening in the soviet base.

However, The game has a pretty good story that kept me hooked and the graphical style, even though it is mainly just text was really good, you should give your artist a raise. maybe you could add more branches and spend some more time with Sarge? also fix his graphic for the finial chapter, witch seems to be replaced with Bones' for some reason. Really enjoyed it. worth the \$4 . ***CAVEAT EMPTOR*** The Star Pack itself is a good deal. Be advised, if you don't already have and eve account through steam, by purchasing this, steam will create a new one to which the omega time will be applied. Granted, it was my fault for not doing my due diligence but I just wanted to post a warning to those that mind find themselves in the same situation. You can still transfer the Plex and MCTCs in-game (which is still kind of a decent deal if you get the pack on sale). But, unless you're looking to start a new alt, the omega time will otherwise be a loss.. I had a blast playing this game. i really like the mechanics.

my only issue with it was, the longer i played the more i began to lag. Each time to the point where i had to restart the game. but it was still a fun experience.. A cute strategy game that's similar FFT

Enjoyed throughout the game. There's quite a few flaws, no biggie.

- Short story
 - Charming art
 - Versatility builds
 - Can play with controller, comfier to play
- The flaws are:
- Lack of explanation on what attribute and effects does do, forcing to do trials and error
 - There are maps where have half floors that affects the skills, some gain benefits, some lose or not able to use.
 - You don't get another chance on story maps if you missed treasure chest, It's notn explained in.
 - There are certain chapters where you are stalled and is forced to grind on free maps or sheer luck to clear it due to the mobs being overpowered
 - Literally NG (without plus) starting all over again
- Overall i would recommend game, as long it's on sale

SPOILER:

There's a special item in shop you get by selling dragon blood

You get Levi in your party by fuilfilling certain conditions but replaces Kako until you resuce Kako again

In NG if you skip all bosses you get to fight all 4 magus on final chapter 5-3

. Great painting software ! I use Black Ink for making textures to use as particle systems in UE4 or Blender ! big time saver !. I thought i was a baller at robotron 64 but now im just a Ubermosh noob.

Soooo addicting..... If there is anything you could wake me up for, it's a good board game!
But I must admit, I never heard about Carcassonne before until my friend Batprince gifted this to me.
As soon as I figured out the basic rules I found myself getting addicted fast.

The amount of options in the game seem overwhelming at the start, but you'll figure everything out soon enough.
The game starts of with a starting tile, after that you'll receive a random tile each turn and you can choose where to place it.
A tile can feature things like a portion of a road, a field, or a city, and the tiles edges must match up with the tiles it's placed next to on the board.

You also have pawns that are called meeples, which you can place on different places such as the road, field, city and so on.
You now own that road, field, city or what so ever, and the bigger or longer it becomes the more points you will get once it's completed.

Opponents can also steal ownership by creating new building sections and roads with more meeples on them and connecting them to yours.

It can get so frustrating when your opponents blocks you off, steals your city or when you don't find the tile you need.

The game doesn't only come with a single player option, but also has the option to play online against friends or random people on the internet.

You can create a match with a maximum of 6 people.

I was pleasantly surprised by the amount of people playing this game and I was finding a match within seconds.

To spice it up you can buy expansion packs too, which give you more tiles to add and the possibility to gain more points.

Unlike many people in the review section that seem to experience crashes, the game runs surprisingly smooth for me, I haven't experienced any bugs and I crashed only once.

I really enjoy it and I have nothing negative to say.. I love this game but it freezes and stops working when I play and I lose my saved data. There needs to be a bug check, something isn't working.. Price might be bit high for some but it is worth it.. Both story and style are very good. If you are into High School Drama\Comedy you will love this VN. This is one of the most absurd games of all time. You're a pair of legs... with slots to mount guns and shields and regen powerups. That said, it's the most absurd game. Ok, maybe not the MOST absurd game, but it's on the absird game list.

I was not compensated for this review. But if you want o compensate me, you may.. Pros: is good.

Cons:

1. On version 1.9.10, where the mobile(Android) version is on 1.998. FFS, at least update your damn game
2. DOSEN'T HAVE THE BRANIAC >:(

Only reason I bought it is that you didn't have to spend years grinding Mana for elements.

I'm refunding this, this is a waste of my £4. Nice game and easy to make it perfect! (100% achievements)
More perfect games on your profile, more valuable account.. 10/10

Did you ever wish that FTL had more depth? That it had enough content to warrant a 125 page PDF game manual? If you answered "Yes" to any of these, you'll probably enjoy this game.

Don't get me wrong, FTL is a great game, but compared to this, it's extremely minimalistic and games are pretty short by comparison. Something that always bothered me in FTL is how you're being chased by the fleet, and once you move forward, you can't backtrack. In this game, there is a time-limit type presence, but rather than restricting where you can go, all it is, is a time limit to kill the end boss (and mind you, it is very generous). This means if you passed a plasma nebula and your shield stat wasn't high enough to interact with it, you can move on forward, knowing that later you can return to the plasma nebula with higher shields. It's also worth noting that you can play the game your own way, if the time limit bothers you, there's stats you can raise that actually decrease the time units used while doing actions like flying from place to place, landing on planets and exploring, and so on. Finally, there are wormholes that randomly appear, these are stable wormholes, and what's great about them is they let you travel HUGE distances with zero time units used. A great way to get around.

I'm definitely addicted, check out the video on the store page and scroll quickly through the PDF game manual, it might get you hooked too.. **THIS GAME IS AWESOME**
. it is ok as it is free,

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