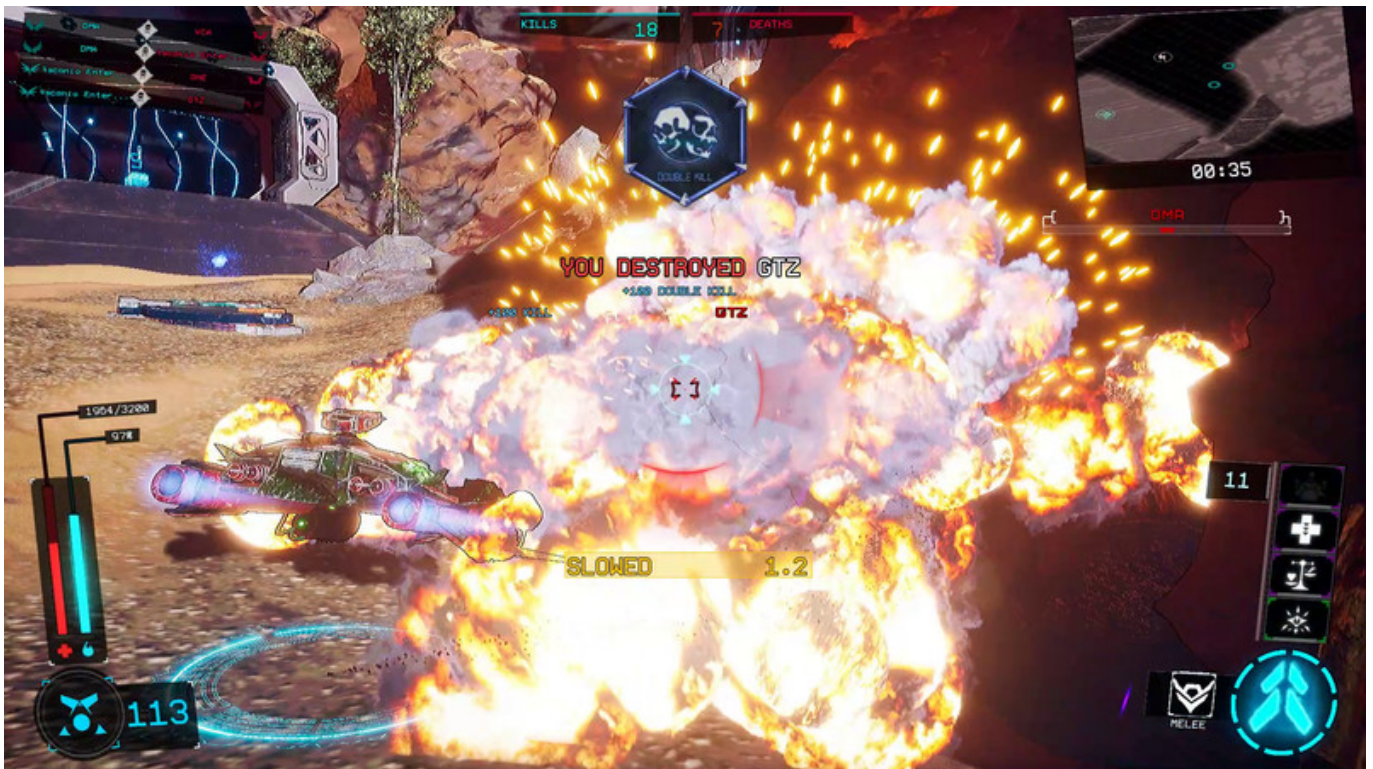

Anubis Dungeon Download 13gb



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About This Game

The judge of the kingdom of the dead is the guide of the dead to the afterlife, but what if the living cheated death? Then the god of the dead appears in the world of the living and kills the deceived. The aim of the game is to search for the insidious pharaoh who escaped death.

Anubis will be able to cut enemies with a sword, or destroy them with spells, the strength of which will depend on the choice of talents.

In the game you can hack enemies, use magic power, making a decision which is better to use the spell, in this or that situation.

In addition to the hack-and-slash massacre, we will explore the Egyptian "dungeon" and many more locations around it, in it we find a bunch of gold and

not less than a bunch of enemies. We can find useful potions and artifacts. And if you look carefully, you'll find secret zones too.

But we can run into traps, be careful!
Prepare for the spirit of exploration!

Title: Anubis Dungeon
Genre: Adventure, Casual, Indie
Developer:
MyDreamForever_Old, Dark Light Studio
Publisher:
Dark Light Studio
Release Date: 12 Dec, 2017

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Minimum:

OS: Windows XP/Vista/7/8/10

Processor: 600 MHz or higher processor

Memory: 256 MB RAM

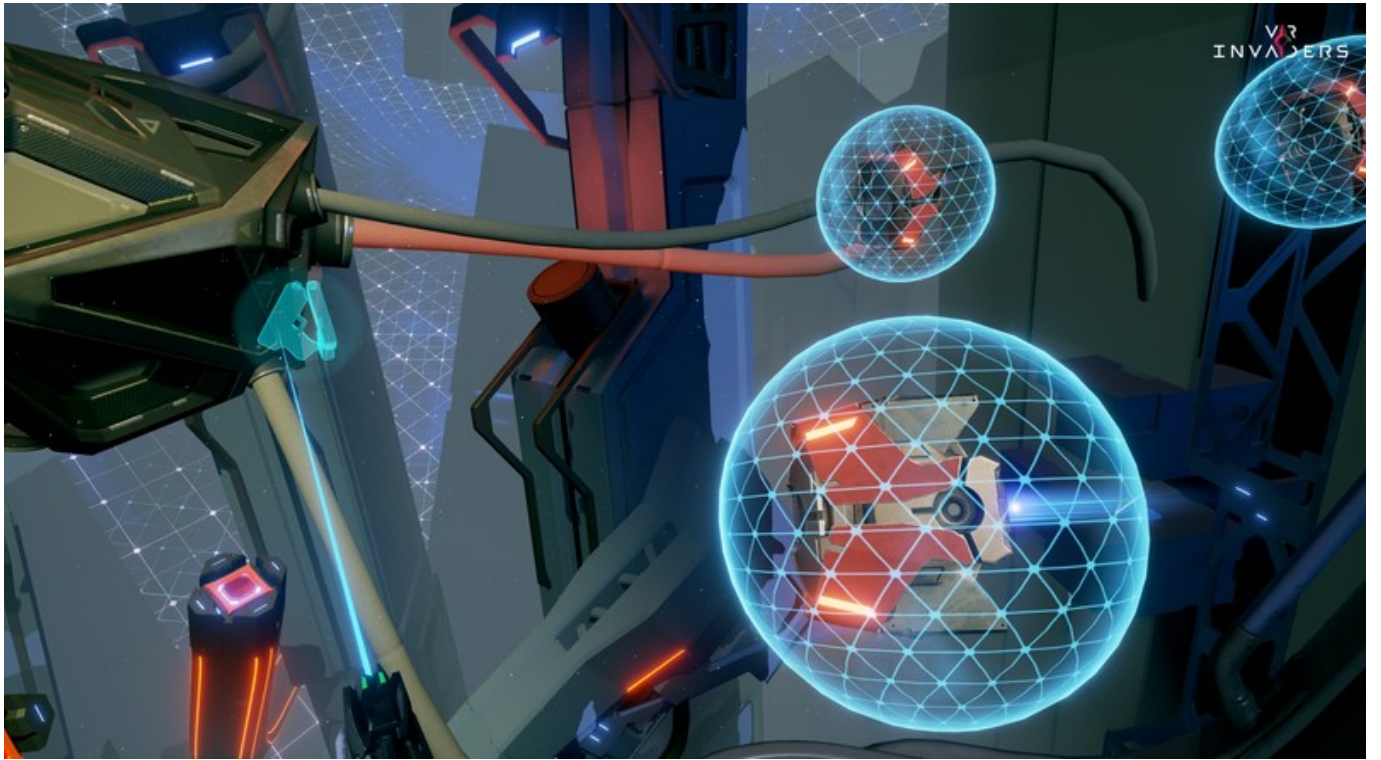
Graphics: Integrated Graphics

DirectX: Version 8.1

Sound Card: Integrated Audio

English,Russian







anubis dungeon steam. anubis dungeon ragnarok. anubis dungeon synth. sakura dungeon anubis. anubis insane dungeon. castle clash anubis dungeons. anubis dungeon. anubis dungeons and dragons. sakura dungeon anubis milk

Graphics look great.

Audio is terrific.

Lots of Guns, they are accurate and sound good.

Lots of locations and game modes to mess with.

Leaderboards for every game type and gun combo.

Hardcore mode is amazing.

Runs great!

. This is a beautifully relaxing game. The scenery, the music, and the sound of the rain and thunder...just beautiful. :)

I would like to feel more in control of walking speed as most often feel like I am jogging while I would rather be strolling. :) I have to keep stopping to take in the views. LOL

I might be half way through now and although I did get lost a time or two (not that it matters lol), and the couple little tricky parts I figured out (that was fun). So far so great. :)

. Avoid this developer - They've made some cash and abandoned the product without delivering promised features.. Its a good game (for the price), a little scary, good atmosphere but it can get confusing in some areas and the controls can get better.. THIS GAME IS SO GOOOD IF YOU DONT PLAY YOUR BAD KID. I don't really like playing early access games as I feel like I will burn myself when the full product finally releases, however this game was different for me. I feel like once this game is finally finished feel like it will fill like dlc added into an already amazing game. The story, the characters, the classes, and even the enemies are all enjoyable and to me feels like I could live with just this amount of content as already it is a lot. Their are only few things I would like changed if not no big deal as I have already adjusted to it. I only played on hard so I am unsure how the other difficulties are with this but at some point the enemies become extremely large in numbers and you have to wait for like 10 per 1 turn before someone else can move. This gets worse once they start using frostbite which is arguably a really good item, like I almost wanna say feels mandatory over the wind grenade. For example I think I was doing a white tiger purple map and it took me 2 hours to finish it , I also had to abandon a mission I think twice before. That comes to something else is that you cannot save it like in xcom and redo it there, instead you have to do the whole thing over which I guess it make entertaining at times because the enemies will change spawns or start doing things they weren't doing at first. I guess in some way I am find with this I think this is fun however if this does get changed to having saves anywhere I think that would of saved me at least an hour. :)

tl;dr

this game is very fun and I love pretty much everything about it, there are a few things I would liked to get changed but if it doesn't than I will be fine either way.. yuiouyuiuio. Why would you make this? Q.Q. Playing some puzzle game*

Finishes Puzzle

Parents comes in

REEEEEEEEEEEEEEEEEEE . One of my childhood games, love the village building aspect on this game. However there are pros and cons:

Pros:

1. Vibrant visuals
2. Simple mechanics (as long as you know the tutorials)
3. Challenging (if you don't play the Easiest difficulty)

Cons:

1. I can only play as Vikings.
2. I've always wanted to play as Saracens. I'VE ALWAYS WANTED TO PLAY AS SARACENS.
3. Only few free play sessions.

This game is actually quite a bit of fun, and at a little over 5 bucks it's not a big risk if you find out you don't enjoy it. There are some things to note; like obviously you need a VR headset to work as without it you're not going to be able to do anything, there are some minor bugs (like sometimes debris will remain on the screen longer than they're supposed to, but it's more of a niggle than an actual annoyance.), and some people might find this repetitive, but those people probably don't have souls so it doesn't really matter.

I love the beginning of the game; you're in this cool little room with a bunch of displays and it really feels like you're there, the scaling of that first room is done really well! Also, I like that you can just hop on it and there isn't a huge cutscene waiting for you, you can just immediately PLAY! I know that tends to annoy me, especially when game studios remove the ability to skip cutscenes - grr! So yay, thankfully I don't even have to deal with that with this little game. There is an optional tutorial which I strongly suggest everyone goes through at least once, it will help you get your bearings and understand what you're supposed to do! However, if you're one of those "I don't need no dang tutorial--I'm a rebel!" sorts then remember, the tutorial is optional and you can just jump in and figure things out on your own if you so choose to. (Honestly though, just do the tutorial, it's short and pretty helpful.)

Next the actual play-experience! It's pretty surreal, you're basically floating in space, surrounded by all kinds of debris floating around you, and it's your job to destroy as much debris as you possibly can. There's asteroids, aliens, lasers, boss fights, and things you can collect from the debris to up the ante on your laser; more destructive power? Yes, please.

Lastly, the difficulty will always keep increasing to keep you on your toes. So there will be more enemies, more lasers threatening to destroy you, and more boss fights as you continue on within the game. I was surprised by how much I actually enjoyed this, but enjoy it I did!

Something very important to keep in mind; you're literally in the middle of all this debris which means some of it will be super close to your personal space, the natural inclination is to move away... so keep away of where you are moving within your PLAY AREA, because it is easy to lose yourself in the game and start moving away from your designated play zone and start knocking yourself and your VR gear into the walls.

TL:DR - It's like stepping into those old arcade games, but now you're IN it, surrounded by it. It's fun, simple, and at 5.99 pretty dang affordable. Definitely recommended

. its a very good game.you have a good brain ? lets check it out.play commandos 3. Wow, that's a short game. Under an hour to finish. That's more or less okay-ish if the enemies weren't that repetitive and easy to defeat. The bosses are well designed and story is surely funny, just there's not really a lot of meat on the bones of this game.

It feels like Golden Axe on a budget, but that's not a bad thing at all since it feels like Golden Axe ;) The camera could be more up close to the action and the game really needs more and more challenging normal enemies, but overall it's a fun ride for the money. Maybe wait for a sale as the game is really nothing more than an hour of gameplay.. I got RPG Maker 2003 because I had extra money in my steam wallet and did not expect that much from it I mainly use unity and gdevelop for my game dev needs.so I opened it up and the ui is great its easy to use and not clunky at the least so I made a small game in 8 hours and put it on itch.io it is called cliché rpg maker game because i used the stock assets but am now working on better projects in unity and gdevelop but I will take the time to make another game without the stock assets and yes its responsible for those crappy asset flips flooded on steam but if used correctly it can make good games and to people saying "not enuff tuorals mlkeeeeeehhhhhh" I say git gud.. I'm a huge H. P. Lovecraft fan and love to get into anything related to his world. I'm sorry but this game is terrible. The graphics are sub-standard but I could get past that if the story were engaging. Admittedly, I'm only about an hour in, but the story is extremely vague, not in the good, Lovecraftian way. Madness!

The voice actors are fairly inept and are made worse by trying to create some sort of unique 20's French gangster accent and failing, mostly while reciting very awkward and confusing dialogue. The quotes from Lovecraft are left for you to read as they fly by. Madness!

The figure skins are nostalgic and harken back to Doom II days, although I don't think it's intentional. The map is filled with arbitrary boundaries that don't match the landscape at all and much of the non-snow constructions have no mass at all and can be walked through at will. That's the madness!

Much of the time, you are wandering aimlessly, wondering why you keep hoping to find some shred of interest in this awful

mistake of a game. I think this is the true genius of it! The longer you wander...the more fragile and thin your desperate mind becomes...as the insipidness of the graphics and terrain and animation wear you down and down...you realize you've truly reached: THE MOUNTAINS OF MADNESS!

Oh, the sound effects and music are pretty good. Unless my twitchy brain was making them up.

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