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Delve Deeper: Treasures And Tunnels Download] [FULL]

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## **About This Content**

"Treasures and Tunnels," Delve Deeper's first DLC expansion, brings you 50% more Delve Deeper maps and 25% more treasure. For those counting, that's 10 new levels and 25 brand new relics. Each level is custom-tailored to be tackled by different team combinations, and each relic custom-designed to add new excitement to every map!

### **Key features:**

- 10 new maps, including "Big Orc Candy Mountains," "Duke Dreadaxe's Dungeon O'Doom," and "Crazy Edvard's Chasm."
- 25 dynamic, exciting new relics

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Title: Delve Deeper: Treasures and Tunnels

Genre: Adventure, Strategy, RPG, Indie

Developer:

Lunar Giant

Publisher:

Lunar Giant Studios

Release Date: 22 Jul, 2011

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English







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This was such a great game but sadly they decided to close the servers.

Shame.. like it nice light game only issue is crashing randomly. A few years ago I had a lot of fun with this game. Not sure if it's still alive/active or whatever and I can't exactly find out since my account is just, I don't know, gone? It's weird.

It was really fun, though. Like a lot of games that have an overall account level, though, it wasn't the most balanced. Later upgrades and planes were just, you know, objectively better than starting things. The ships aren't necessarily rock-paper-scissors in design but there are elements like that to them. Having said that, the starting ship is probably the best one, which is good for beginners.

Regardless, the ships were balanced enough that you could play whatever and probably be fine in most situations. The game modes were varied enough. You had death match and team death match, yeah, but there was also a mode where you destroyed an enemy base, and another where you effectively played soccer with the space ships. I really liked the last one, but they were all fun and I'd play whatever when I did.

Controls were fine, graphics were fine, sounds were fine. The only problem I ever encountered were some latency issues, where people would just appear to teleport somewhere else or where you were clearly disconnecting (everyone was falling or flying into walls).

Yeah, every now and then I boot this up and try to figure out my old account, or to make my old account work, but it never happens. Had a lot of good times and I would totally play some more, if not a lot, should I ever fix that. Good game, if you see it on sale, do check it out. Assuming it's still alive. It might not be!

The edit: game is mostly dead except for old elitists, apparently. Shame. Guess they are a pretty closed off community and not friendly to newbs. Oh well. RIP altitude.. Stupid and ♥♥♥♥♥♥.. The graphics might not be the best but HOLY CRAP a scary game!

I play a lot of horror games and I rarely experience something this scary. I can't quite put my finger on what it is that makes it scary... Is it the "monster", the incredible tense sound effects, or the tone the game is setting. But something is definitely on point.

I know my game time at the moment says barely an hour but I did play the DEMO back from when it was a kickstarter project and even then it was honestly one of the most amazing experiences I had gotten from a horror game.

From what I have seen so far it doesn't rely on cheap jump scares and the usual "old" scares typically seen in games, which the kickstarter didn't rely on either.

"I would go as far as to say I would choose this over Outlast if I was given the choice."

The people behind this game deserve huge credit for making this game and if you want to play something scary GET THIS GAME!

In case people are interested here is the kickstarter DEMO I played:

<https://www.youtube.com/watch?v=BvclZRZVZis>. On normal/easy difficulty there is no challenge while on hard mode all you do is try to spam repair your squishy destructible towers. Graphically it's nice but the weird difficulty balancing V mechanics are just a total turn off for me - and I do like a tough challenge :P. This game used to be awesome, a bit buggy but still lots of fun, now you can't even get on to the servers. That's a bunch of bull. I don't have anything more to say about the game. It's not fun anymore. So... Don't download. First of all, remember this game only cost 3 bucks, so don't expect a ton of content. Will of the Gods it's a simple, fun and relaxing game! Don't be fooled by the simple gameplay, there's room for strategy from each player (should I move like 1 pack, or 2? Should I try to trick my opponent so he believes I'm gonna move my pack but then I retire? etc...).

The AI is surprisingly good, or I'm a pretty bad player (possibly both). For 3 bucks I'm sure I'm gonna get at least 2 or 3 hours of entertainment, which is a pretty good value for me. And if you have someone to play with, like me, it's even more fun, totally recommended ;)

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The game is fun and challenging. Never thought I would play a game like this. It has a little assist but by mid to end game, you really have to think about how to combo.. Honestly, Fish Fillets 1 was better... and it's free (google fillets-ng).

Why was it better? The puzzles were better. The graphics didn't get in the way of the puzzles. The writing was better, it was wittier. It just had more charm. The new version got to be higher resolution but lower quality in every other department.. The game is just so addictive i cannot get enough of it i is so fun. i mean it is fun to just crash cars isn't it? And i mean you can do it in real life as well to.. Got this in a bundle (obviously).

This is a combo 3D platformer/puzzle game. This should make it an instant hit, but the implementation is as bizarre as it is faulty.

For some reason, making the game story delivery as caphouse as an old dead 1990's 2d pixel RPG seemed like the developers choice for a "great idea". It fails.

The environment is 3D, but uses really simple polygons and poor quality textures.

Even more bizarrely, the characters in this environment are 2D retro pixel cardboard cutouts.

I get that this is the developers attempt at "art", but as always, in any video game, this notable failure to hire digital artists just comes across as lazy. "art" is not an excuse for failing to bother to put any effort into the graphics for a game. Art is not "easy", it's hard work. Review the Sistine Chapel if unsure.

The game might have been okay if the developer had put some effort into all aspects of the game... the levels themselves are fairly rich and interesting but the shoddy delivery on graphics ruins any enjoyment. So of course, I can't recommend this one.. Review updated after 80%+ completion.

TL;DR? Scroll down to pluses and negatives.

Visually Kyn resembles Brothers: A Tale of Two Sons (though less polished), which I'm going to admit I find very pleasing. The music sounds at times like it could have come straight out of Torchlight 2, generally it has a fitting Celtic vibe. The atmosphere of the game is, therefore, highly satisfying.

Gameplay-wise, this puts me in mind of an MMO more than a typical hack&slash. You hit space to slow the game to a crawl, issue commands to your fighters, then hit space again to see the commands executed in real time. You don't need to keep clicking to attack. You cannot pause for long, which gives the game a more intense feel than others with a Real-Time pausable combat system.

There are no classes in the game, though quickly you learn that you'll need to specialise your fighters to get the most out of them (I immediately modified my starting heroes so that one was a ranged healer and a melee fighter). But specialisation is somewhat simple: just pump all your stats into 'Body' for a fighter; 'Control' for an archer; 'Mind' for a mage or healer. This lacks the depth of a Diablo 2, or a PoE.

The game plays as a series of small challenges. You traverse areas fighting mini-combat challenges and solving puzzles. These often involve splitting up your fighters and stepping on switches and are a nice diversion from thwacking goblins and skeletons. The combat, however, is too easy on Normal difficulty and only really becomes a pleasurable challenge on Hard upwards. You literally have to micromanage every action your heroes take to keep them alive - especially when the suicide-bomber skeletons appear. This is why it feels like a series of combat challenges. Enemy types can become repetitive, however, and some are downright irritating (Hydra, I'm talking about you).

Unfortunately the enemies quickly become repetitive. Literally, you fight the same four enemy types throughout. Worst of all, they are imbalanced in difficulty. You start on Mission 1 fighting skeletons. When they reappear in Mission 15, they are as easy to defeat as they were in Mission 1 - its like they haven't leveled up with your characters.

The game revolves around a central hub 'village' in which you are given missions. You then hit a 'Start Mission' button to get transported to a mission map. Kyn isn't open world and you backtravel backtravel through previous areas. This create problems

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later when you need increasing amounts of money and loot to upgrade your equipment - and cannot afford it. You basically need to grind, but cannot: you cannot revisit old areas and enemies do not respawn. As a result you need to make a decision: upgrade some equipment, or upgrade all for only some of your team. Shame.

Loot is a real problem. You don't get better loot on quests and from enemy drops than you can make or buy. To get loot you sometimes have to perform interesting (but lengthy puzzles). The most egregious of which is one where you have to rescue a creature from a cage. To do so you have to undertake a time-consuming puzzle involving a series of mine carts. Takes ages. Reward: I got a shield that I immediately sold as it was so much worse than the others I had equipped - or had access to.

The plot is workmanlike. The biggest problem is in team composition. You start with two guys. By the end you have 6. But you have no choice in who you fight with. There are a few NPCs you spend time getting to know (including one, Keira, who you do a load of quests for) but they don't join you. Instead you are joined by a bunch of heroes you don't care for, and cannot substitute them for those you do. A shame and I hope they allow Keira to join you (this would also re-balance the total lack of women in the game). On this note, there is a disturbing amount of misogynistic language from some of the heroes towards the end of the game (the enemies are continually referred to as '♥♥♥♥♥es' and 'she-♥♥♥♥♥es', for instance).

My main criticism (and probably why some websites seem to think this is still in Early Access) is that the interface is unpolished. To save your game you have to hit escape (opens menu); then select the file you want to save to; hit 'Overwrite' and then 'Cancel'. There's no prompt to say 'Save Successful' and no visual indication you have saved the game. Most frustrating are the shops. Whatever you sell shows up in the display of any shopkeeper, implying they share an inventory. Yet if I go to the Blacksmith to craft an item, he won't have any of the crafting materials. You have to constantly trudge between Blacksmith and Vendor to craft items, with increasingly lengthy shopping lists. (I had to start making actual shopping lists on a pad of paper, you need to buy that much loot).

- + Nice visuals
- + Nice soundtrack
- + Interesting gameworld
- + Puzzle solving
- + Occasionally Complex combat mechanics
- User interface could do with some tweaks
- Repetitive enemy types
- Unrewarding loot
- Broken vending and crafting mechanics
- Normal difficulty and below are too easy
- Disturbing lack of female characters and misogynistic dialogue in the later stages.

I won't bother completing it, life is too short. But I will revisit in a few months and I hope that the devs (who are still working on the game) have fixed the vending mechanics, difficulty, added more playable characters and sorted out the lack of enemy variety.. If you like that old apple II game where you dial in your shots with arcs, then you might like this game. If you think this is anything other than a lame "tank-ish" game, you're going to have a bad time. Other than having Europe and England on the map, and having some actual tank names and looks, it's completely un-realistic and very lame. Don't waste your money like I did.. The multiplayer sucks because vehicles are ridiculously overpowered, nobody is online and the maps are really wide open so you only get snipers.

The single player fares little better. The story is not too bad. "The world is running out of oil so we need to start a war to make sure America gets the last of it" but it could be more in-depth or realistic and the characters are really undeveloped.

One thing I did like was the drones that could be controlled and the single player campaign while short was a good way to spend a few hours but overall it is not enough to recommend this game since there are much better shooter games out there.. I enjoyed this game very much. The graphics are beautiful -- grand cutscenes, beautiful locations. You're transported to another planet and get help from a people who are similar to the Mayans of Earth but are not exactly the same. There are lots of locations that remind me of an Indiana Jones movie, which for me was a positive.

As always, you can access any minigame in the extras menu after unlocking it in story mode, and that helps you get the achievements that are "do such and such in under 2 mins" or "under 40 moves" etc. I really love this feature, because it's fun to



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get better at a particular game, but I would absolutely hate having to play through the entire game again just to access the puzzle. This way you can do it over and over until you get it right.

You get bonus puzzles and a bonus minigame with 20 levels after you get all the collectibles in story mode. Some people don't like this feature because they want to get all the achievements for the game without doing them, but I personally like them. I feel like it gives me more bang for my buck, something to do after I've beaten the game.

If you're an Artifex Mundi person and have never played a Five-BN game, I would recommend playing at least one to see if you like the style. If you don't like it, then you don't need to buy any more. But you might end up loving it like I do, and that opens up a whole bunch of games to try. (I was running out of Artifex Mundi games that piqued my interest.)

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