
The Labyrinth Torrent Download

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About This Game

The Labyrinth is a text-based dungeon crawler with a heavy emphasis on combat and looting. You take control of a party of 4 adventurers as they attempt to purge the evil of 5d3b920ae0

Title: The Labyrinth

Genre: Adventure, RPG, Early Access

Developer:

Alexander Spillman

Publisher:

Alexander Spillman

Release Date: 21 Jun, 2017

English

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There is a bug which is very annoying. It always cause me to stop a save which I have been playing for over ten hours. The bug is that nothing happens after I made an attack or a spell, all things just stuck there, while music still plays, and what left to me is

just quit and restart the save, do the same steps and see if it stuck again. It is really bad. But the game is almost perfect for me except that former bugs. Though it has no story while still tagged as text-based story, the combat mechanism definitely saves the game from being boring. balbalbalblalalalal Simply put, a wonderful game. It is worth the money. Some suggestions: 1) Enemy should be diverse and evolve, especailly in deeper floors. Only increasing the magnitude of ability while the type of ability is constant is kind of boring. 2) you could make the game being more and more complex as the gamer progress deeper and deeper, it seems almost the same to the former one. However, crawling floors at the beggining gives me the same feeling I felt when first beating Gundryr in dark soul. This game is insanely hard and not friendly to beginner, and it disappoints to me when I found deeper floors is not chanllenge in later period.. The game needs more room-types and content in general to be good. I quite enjoy it. Picking warriors over mages really matters. I feel positive about the future content. Replayability is high even now. However, there are two negative aspects of the game. You can simply overrun AI that it can never reach you and kill your squad at all. I did it. Even when I fought the boss, it killed all my fighters including me and then, my warrior Damon took one on one on this boss. Damon won easily. That's a sort of a balance issue, which can be easily repeated if you get experience gain boosting item early in the game or some damn good roulette results. Another problem connected to balance is at the start, where if you fight twice against 3 enemies and after that boss comes, the opposite happens. You don't stand a chance. Second negative aspect I can not stand by is that you can play this game for free on armorgames with all content included. I believe they should have some sort of limited access to the game. I don't like to pay for what is free. All in all, the game is good and developer still works on it. As it is early acess, both negatives can be erased or fixed and I look forward to the future development.. The game is very good so far. It has nice interactions between your characters' spells and many different choices along the way. The auto-generated loot is solid too. It's a good value for the money, and I can see it growing well through early access.. The game is very good so far. It has nice interactions between your characters' spells and many different choices along the way. The auto-generated loot is solid too. It's a good value for the money, and I can see it growing well through early access.. This is a good game - lots of spells and strategies.. There is a bug which is very annoying. It always cause me to stop a save which I have been playing for over ten hours. The bug is that nothing happens after I made an attack or a spell, all things just stuck there, while music still plays, and what left to me is just quit and restart the save, do the same steps and see if it stuck again. It is really bad. But the game is almost perfect for me except that former bugs. Though it has no story while still tagged as text-based story, the combat mechanism definitely saves the game from being boring. balbalbalblalalalal Simply put, a wonderful game. It is worth the money. Some suggestions: 1) Enemy should be diverse and evolve, especailly in deeper floors. Only increasing the magnitude of ability while the type of ability is constant is kind of boring. 2) you could make the game being more and more complex as the gamer progress deeper and deeper, it seems almost the same to the former one. However, crawling floors at the beggining gives me the same feeling I felt when first beating Gundryr in dark soul. This game is insanely hard and not friendly to beginner, and it disappoints to me when I found deeper floors is not chanllenge in later period.. What a nice little game! I am very pleasantly surprised at just how much fun this little dungeon romp is! I like the loot system, I like the combat system, and I like the simplicity of the game play. This isn't to say that there aren't choices to make. There are tons of choices, each of which have a strong impact on your parties' success. Really, really good game for the money. and one that I just cannot recommend highly enough!. A good old dungeon crawler.. The Labyrinth in a Game where you go in and create a team in which you would go into a dungeon and attempt to make it to the bottom. Its fairly easy (I have played it on hard mode) and there are many different possibilities for the room to be. Overall its a fun game and I'll be putting more Hours into this and There can be so much more in Future updates.. Love the game so far It's a really enjoyable dungeon crawling adventure, I'm looking forward to future content

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