
Rogues Like Us Activation Code [Ativador]



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About This Game

Rogues Like Us is a hack n' slash rogue-lite unlike any other! Stand against a resurging threat by yourself or with a friend in local co-op. Collect weapons, armor, enchantments, and more by exploring dangerous locales and defeating powerful bosses! Stop the constructs, save the town.

The land of Arventous is perilous and combat is fast-paced, challenging you to quickly adapt to whatever stands in your way. Discover weapons, enchantments, trinkets, shrines and more to aid you on your journey. However, be warned, death carries a heavy price, requiring you to start again from the beginning, but this time with knowledge of past mistakes and new gear!

- **A UNIQUE ADVENTURE EVERY PLAY**

Fight your way through an endless number of unique dungeons! Dungeons are created through a combination of hand-crafted design and procedural generation, providing a unique experience on each play-through.

- **LOCAL CO-OP**

Adventure alone or with a friend in shared screen local co-op!

- **FIND YOUR COMBAT STYLE**

All combat stats, such as speed, damage, slam damage, etc. are weapon specific. Giving each weapon you find a unique feel and style of play.

- **EXPAND YOUR ARSENAL**

Unlock over 150 different pieces of gear, including weapons, armor, enchantments, and dyes for your future adventures!

- **A WEATHERED WORLD**

Get to know your new "friends" in the town of Recluse, or your new enemies, the constructs. Detailed descriptions of each boss and enemy you defeat are added to a bestiary in town. Every weapon or set of armor you collect gives insight into the state of the world and pages of a mysterious journal reveal long lost information.

- **ROGUSH GOOD LOOKS**

Fully customize your character by mixing and matching armor and dyes to achieve that perfect look!

Title: Rogues Like Us
Genre: Action, Indie
Developer:
oddByte
Publisher:
oddByte
Release Date: 11 May, 2018

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Minimum:

OS: Windows 7 or Higher

Processor: Intel Pentium Core 2 Duo E8500 3.17GHz or AMD Phenom II X2 555 3.2GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 630 GT or AMD Radeon HD 6670

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: DirectX 9 sound device

Additional Notes: These minimum specs may not be accurate, that is why we need your help!

English







This one lost my interest very rapidly.

When you start out it seems decent enough. The graphics are simple but work, the pacing feels nice, and the difficulty is about where you would want it to be.

But there is just -ZERO- meat on the bones of this game. The framework is all it has. You don't get anything transformative like new powers or abilities, you don't get items with interesting effects, and from what I've seen literally every weapon and armor piece is just alterations on stats. This could change if you make it further in the game, but everything I've seen indicates this as being the case. The only items with effects are trinkets, and they are minor effects.

There is also a very bad bug that exists (for me at least) that if you alt+tab the frame rate cuts in half and starts to severely stutter. The only way I was able to resolve it is close the game and re-open. This bug made the game close to unplayable simply from alt+tabbing.

There is no reason to ever play this game, it has nothing to offer in a world where good rogue-likes are a dime-a-dozen.. I've enjoyed this game immensely since purchase. The difficulty curve is honestly very well-done, enemy design is simple but fun, meaningful progression and customization options, and lots of hours of gameplay. Only complaint is the lack of audio (sfx mostly), but the game's still in alpha, so it's understandable.. Rogues Like Us is unsurprisingly a Roguelike dungeon crawler with hack and slash combat that's currently in early access on steam. It's a pretty basic game, one sword attack, one ranged attack and one area of effect attack alongside a quick dodge and that's all you've got to work with at least early on. There's a few different weapons to choose from with different damages and speeds but that's about it for variety. There's plenty of cosmetic changes which you can gather through loot giving you different colours or armour pieces but these are purely cosmetic which is a little disappointing.

The enemy composition has a little variety ranging from these green blob dudes, some turrets that burrow underground and this robot spheres that float around. All of them have a specific routine to kill and the main difficulty for me was timing my dodges and after a few goes it became quite easy. I only fought one boss who was a giant sandworm thingy and I beat him first time but only just. The difficulty is solid, at no time was it too easy or too hard but within the first hour of the game it's hard to gauge the rest of it.

It's kinda bland in the presentation department, the graphics are basic but they work and the music and sound effects are much the same, they're there but very unremarkable. I guess that's the best way to describe Rogues Like Us.

It's not a bad game by any means but it's just unremarkable.

If you want to watch my quick video on it you can see it here:

<https://www.youtube.com/watch?v=5XP1F9g02hE&feature=youtu.be>

It's only a minute long!. I can't really recommend it yet until they release a patch that allows you to change your skills and abilities. but overall it's ok not incredible but ok a little clunky on combat though. In this game, you go through procedurally generated dungeons and gather loot chests that contain a bunch of things, from Stones, to Weapons, to Cosmetic Gear Items, even different color dyes for your gear as well. There are currently only Five levels to go through from what I've been told, but it's an EA game so... yeah. But on the bright side, the layout of the dungeon is procedural so it feels like something slightly different each time.

As for the combat, I'm enjoying it. Your weapon's combat style affects the gameplay quite a bit, which I like. You have your Lighter weapons which attack faster but have less damage, your Medium weapons that are a good balance between the two, and the Heavy that has more damage but less attack speed. There are a few abilities in the game as well, which further adds to the combat side of things. Dash, which acts as a sort of Blink in other games. It allows you to traverse the dungeon with more ease and dodge/evade attacks. Soul Blast is your ranged ability that shoots out a laser beam-ish thing that does some damage. If dealing with Turrets (or any enemy for that matter), you can angle this ability to deal damage to multiple. Finally, the Soul Slam is an AOE attack that knocks enemies back as well as dealing damage. Perfect for pushing Floaters out of your way before they unleash their electric bubble thing.

The enemies are pretty well balanced as well. You have the Turret that shoots at you, the Floater that does a sort of AOE electric ability, the Charger that stops for a short time and then... well as the name implies, it charges you, dealing damage. You even

have your typical Slime! The Totem enemy puts a shield around surrounding enemies that make them impenetrable until you destroy the Totem.

That pretty much sums up the Pros and my opinions of the game thus far!

The only con that I've found is that sometimes certain sound effects don't play, but that's not that major of an issue. Overall, a great game and I would recommend this game to anyone who is interested in rogue-lite / rogue-like (rogue-litelite?) games. Keep it up, oddByte!

Update #1 2-23: Shrines have been added to the game, which is an interesting way to spice things up in your adventures. From what I've read there is 7 different types, these give you either a buff or a debuff. These buffs range from cooldown reductions to the increasing of several things such as speed, crit, and knockback. I've only come across "The Selfless" which makes you take away some of your life in exchange for a buff.

Great indie game i just randomly picked up on steam today.

Highly recommend a controller but im using mouse and keyboard just fine. I love the fact that the dungeons are random everytime. Always makes for good replay value. Sound effects and special effects are nice and no crashes so far. Good job oddByte!! I cant recomend this game as it stands.

it looks great and I enjoy the play style but:

Its too difficult! I know how that sounds but frankly there is no difficulty slider or settings, When you die you have to repeat vast swathes of the level over and over to get back to where you are. The loot drops are too infrequent. The upgrades arent as helpful as they should be (you have to find them, earn enough to unlock them and then earn enough to engage them when playing)

This would be more fun if you speed it up, add more variety, a checkpoint system. Grinding is fine if its a bit more fast paced and shows some progression.

I hope a dev reads this because there is so much good here I really want to play more!. Rogues like us is a fun roguelite game with simple but ok artwork , i had some probs with a bug in the tutorial but the devs immediatly helped me and i solved it! after that the game seems to play ok without major bugs (while im writing it the game is in early access so some minor bugs are expected)..The music of the game is kinda not fitting at all, its a total relaxing music while you fight lol :P but i guess they ll add something else later and keep this music only in the menu:P I was waiting long to play this game it looks pretty nice and its a good buy for its price especially if you find it on sales.. Its a YES for me I'd very much like to see a co-op that can be done across internet. I'd like to play this game with my friend who lives in Western Australia and I live in Sydney. If that were the case I'd be happy to buy a copy for a few of my friends, what would be even better is a more progress dependant system. Being able to find weapons and keep them instead of searching for them again. A rather large step ahead of that would be levels and experience points to upgrade certain skills and abilities. unlocking more powers and tricks, weapons like wands and staffs that allow you to use magic or bows. All of these things would really make the game more appealing and I would love to see them in it. Maybe even an MMO style when the game gets popular. like traiding between players, guilds and clans, parties, maybe even a pvp mode with an open area.

In other words. This game is great. But something is missing. That something is more variety and multiplayer being a main thing of the game. If you look at the games that have thrived for long you see regularly updated multiplayer games. Often games that dont require a sequel for more content. games that are always tweaked and have new things and events. all of this is not possible without multiplayer. Team Fortress 2, a class based MULTIPLAYER shooter. It has lived well for 10 years and it is still living. All thanks to its regular updates, community added items and gamemodes, a variety of items to find and keep, a trading and marketing system. These things are what make a game shoot for the stars.

Other than what this game needs, it is an early access game. It's new and definately going to change. This game could be a goldmine waiting to be dug out. If regular updates, community made mods and other content, more social and online stuff and a larger variety of unique weapons all doing different stuff and a leveling system are added. I will definately never get sick of this game. I will tell all my friends about it's amazing community, its guild system and its endless variety of things to do.

This game is a gold mine waiting to be dug out.

I am obsessed with this game. It's a shame that it does not have a proper multiplayer at the moment.. Pretty fun game, runs can be fairly quick too.

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