
One Deck Dungeon Crack

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About This Game

Adventure calls... but you don't always have time to spend hours optimizing your character sheet or managing your inventory!

One Deck Dungeon lets you jump 5d3b920ae0

Title: One Deck Dungeon

Genre: Adventure, Indie, RPG, Strategy

Developer:

Handelabra Games Inc.

Publisher:

Handelabra Games Inc.

Release Date: 18 May, 2018

English

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Loving the game , even its pretty tough to win, Looking forward to the more dlc for the game when comes out. The digital version of one of my favorite tabletop games! The developers have been pretty good about communicating with Kickstarter backers, and each time I fire up the game, it's improved bit by bit. It's not a perfect game, but it's a good representation of the physical game in digital form. I'm looking forward to the tablet version, this game will be perfect for that form factor.. This is an absolute blast to play! It plays very similar to the board game. It has these little additions that allow you to level up each character over multiple plays. This way, you can start with more health or an extra potion or several other options. Each options takes so many points to unlock, and you earn points by playing the game. So, don't be discouraged by losing alot at first . it gets better. They are still working on the game, so there might be more to come.. This a a gem of a game and so much fun! It's pretty faithful to the real dice and card game it is based on and well adapted to the PC. You have various heroes to choose from with different abilities and varying die pool based on their stats. The dungeon is built from a deck that you traverse until you fight the boss monster while experiencing traps and minions along the way. Lots of replay value as you save points to power up the heroes. This really has a lot of good potential for expansion DLCs so I hope the devs continue to invest time in it. Highly recommended if you like rpg dungeon crawl card games. I also hope the Handelabra devs look at porting other dungeon crawl board or card games to the PC.. Insturctions aren't the clearest, but once I got the swing of it, this title is really fun to play. I'm not a fan of the current music, it does remind me of music from another game, or games past, not sure what it is though, but it doesn't distract me from the gameplay. Really enjoy it.

Aeon's End 100% Funded & Free Crossover Details : The Kickstarter project for Aeon's End Digital has reached 100% and is heading into achieving stretch goals! Thanks to all our backers, especially One Deck Dungeon players. Aeon's End is a cooperative deck-building game where you struggle to defend the city of Gravehold from The Nameless and their hordes using unique abilities, powerful spells, and, most importantly of all, your wits. We are excited to be working with designer Kevin Riley from Action Phase Games, as well as Indie Boards and Cards to bring Aeons End to Steam.. What's New in Version 1.1 - Caliana & Fanatic : This update includes support for two new DLC heroes! You can see them by scrolling to the right in the New Game screen. Caliana Asmadi, mascot of Asmadi Games, has decided that dungeoneering looks fun! As a faerie, shes not so much bound by the normal human hero laws of health and gravity. If shed take damage for any reason, she gets bored and leaves the dungeon instead! Fanatic has crossed over from Sentinels of the Multiverse, and is here to smite evil wherever it may lurk. In this disparate reality, she seeks out and destroys evil within the darkest dungeons! Also coming soon are Steam Trading Cards! We are still putting on the finishing touches, but here's a quick preview: Other fixes and improvements include: The New Game screen now indicates how to view the full cards. Basic skills are now listed in the Card Library under Other Cards. Fixed a display issue that could occur when the Wraith converts an item to XP. Fixed a bug where the All Maxed Out achievement would not unlock.. What's New in Version 1.2 - Witch & Cinder Plains : This update includes support for a new DLC hero and a new DLC dungeon! The Witch's tactical balance makes her a jack of all trades, having studied equally in hand-to-hand combat and high level magic. The terrible Hellhound awaits, eager to consume your very heroism with its fiery maw. Best of luck, adventurer. Also: Fixed a problem where a 2 hero game with Caliana could incorrectly end even though you had a potion to auto-heal the other hero. Various minor bug fixes and improvements were made.. What's New in Version 1.4 - Bug Fixes, Anniversary Sale, & Phone Support on Mobile! : This update includes a few small bug fixes and improvements. Plus, One Deck Dungeon is now available on iPhone and Android phones! [play.google.com] Theres still no Steam phone, but perhaps one day. Now is a great time to pick up One Deck Dungeon on mobile. It's the first anniversary of the game's launch and it's on sale! The core game is just \$4.99 (50% off) and Forest of Shadows is on sale for \$6.99 (30% off) . The sale is on Steam and both mobile platforms and lasts until May 29th (all prices USD). And since we know someone will ask: I bought one of your games for Steam (or iOS, or Android).. What's New in Version 1.0.1 - Bug Fixes : This update has various bug fixes and improvements, including: Added options to skip Explore, Open Door, and Roll Dice animations. Added a sound effect when revealing the Phoenix. Optimized disk and memory usage, improving performance and reducing the size of the game. Fixed a bug where using Undo after revealing the boss could cause the game to get stuck. Potions can no longer be used during animations, which could cause problems. Dice are no longer affected by clicks/taps when you have other dialogs open on top of them. Fixed a bug

where the game could get stuck in the Claim Loot phase in certain situations.. Official Release Date: May 18 : One Deck Dungeon will be leaving Early Access and entering retail release on Friday, May 18th. Additionally, the mobile release will happen 5 days later, on May 23rd on iTunes and Google Play. The retail price of the game will be \$9.99 (USD) across all platforms. A huge thanks goes out to all those who participated in Early Access. The game is so much better as a result of your thorough playtesting and feedback, both in terms of little things like visual polish, or big things like the undo feature. We couldn't have done it without you! The first of the DLC dungeons (Phoenix's Den) is now in testing, and the first DLC hero (Fanatic) will be in testing soon. You can read more about our mobile plans on our Kickstarter update.

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