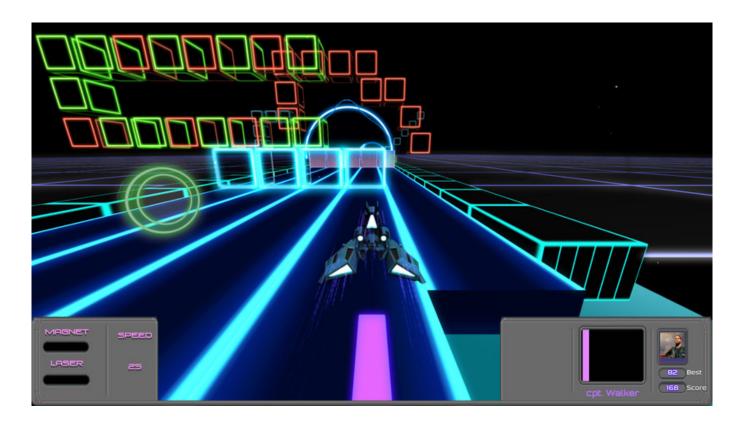
Unicorn Dungeon Cheat Code For Xbox 360



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About This Game

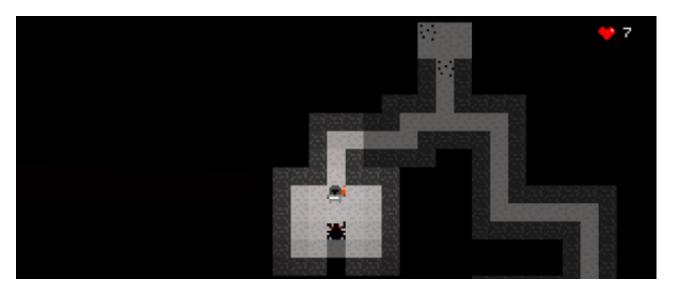
Unicorn Dungeon is an absurdist comedy point & click adventure game set in the strange (and often silly) magical land of Artovya, but actually just in a dungeon.

This is the first in a series of games which follow the adventures of the brave knight Sir Typhil of Creulor on a quest to bring a unicorn to the castle and be crowned king.



As with all of the games in the series, Unicorn Dungeon is mainly a point & click adventure, but with elements of other types of

games present as well. In this episode, a section of the game is a rogue-like dungeon crawler.



Also, see the sequel, Poltergeist Treasure: https://store.steampowered.com/app/912500/Poltergeist_Treasure/

Title: Unicorn Dungeon Genre: Adventure, Indie Developer:

Stand Off Software

Publisher:

Stand Off Software

Release Date: 24 May, 2018

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English







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No...sorry. I tend to like shooters, but this one just isn't doing it. The shooting and upgrades are mundane, music and enemies get repetitive and the sounds aren't great either (your ship doesn't even have fire sounds!).

I'm not so sure why the game prouds itself on being so old when it doesn't reap the rewards. The good retro games apply all the best of the genres and usually add some sort of twist to it (like enemy mind). And if they were released back in the NES or SNES days, they would've been nothing short of a classic. This game would be an average at best (parodius or even R-type is arguably better) back then. Now it sounds more like a cash grab at the expense of nostalgics. :-\. Best. Game. Ever.

Super fun! Lots of High speed frantic combos.. HyperRogue is a one-of-a-kind gem in the world of roguelikes. The hyperbolic geometry feels fresh and introduces tons of interesting quirks and mechanics that you would never see in regular roguelikes. The overall design of the game feels very polished. The game has a crazy amount of content (currently over 50 different lands!) and is quite actively updated with even more.

This game is by no means easy, in fact it will most likely take anyone hundreds of hours to master all the lands and mechanics. You will die a lot. You will have the best attempt you've ever had and die to a stupid mistake you made because you weren't paying enough attention. The balance is, however, fair; if you take the time to learn a land, you will be able to consistently collect 10 treasures, or even up to 25 without a big trouble.

In a recent update the game got a big graphical overhaul which made it look quite nice. Some of the sprites are basic and could be improved, but this doesn't really bother me. The soundtrack is solid, but after getting so many new lands in all the updates, I wish there were more songs in the game.

Another thing I wish there were more is endgame options. Currently, you can "beat" the game by collecting 10 treasures from 9 different lands, collecting 10 more from Hell, finding an Orb of Yendor and unlocking it with a key you need to find and then return to the Orb. The other major thing you can try to achieve is to unlock Hyperstones, for which you need to collect 10 treasures from ALL the lands. As far as I know, only a handful of players has ever managed to achieve this, even less in the current version with all the new lands. The difficulty gap between achieving a Yendor Orb victory and unlocking Hyperstones is massive, and it would be nice if there were more options and milestones inbetween; maybe new different end goals, some of which could even be mutually exclusive in a single run. The current few special quests are interesting but not very fun to try to go for too often.

Overall, this game is amazing and addicting. The developer is very active in the community and even bases new content on players' suggestions. HyperRogue deserves much more players and attention.. This game is ridiculously cool.. I need a refund. Pay 2 win af. Well this is refreshing, simple but effective, love it. Easy interface, love the ships, good job guys, let's have some expansion on this.. I thought I was doing good when I beat the first level without getting hit. Aparently that was the easiest achievement to get.

I finally paid for this came and enjoyed it. It's a lot of fun.

I use Windows Vista and it seemed to run but I have an always on broadband, and that might be part of the reason.. A very fun game when you get the hang of it, can't wait to see what it becomes!

. Fun for kids and the kid in you.. A decent game, fun & challenging.. Such a small space but yet nice atmosphere. The sounds and looks good but the lack of something to do might be found as boring to some people. I enjoyed listening to everything ABE had to say.

If you're ok with the fact that it's a short and immersive video clip in VR and NOT INTERACTIVE, you might enjoy it:). Very cute game. It has simple but still creative gameplay. Art is incredible and there are a lot of funny stuff. You should try it, especially if you have kids.. Some level is just better than overall of the base game.

How much I like this game score: 7.2\10, I like it

How much I want to recommend this game score: 7\/10

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