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About This Game

In this classical dungeon crawler you delve into 10 floors of finest dungeon crawling.
Collect more than 20 items, and fight against more than 20 enemies and bosses.
Master more than 10 spells and be the first adventurerer who reach the the end of the dungeon.

- FACTS:
- * 10 Floors
 - * 20+ Monsters
 - * 20+ Items
 - * 10+ Spells
 - * Save at any time

Title: IndeeP | The casual dungeon crawler
Genre: Indie, RPG
Developer:
BernhardP
Publisher:
BernhardP
Release Date: 17 Aug, 2017

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Minimum:

OS: Windows Vista / 7 / 8 / 10

Processor: 2 Ghz

Memory: 1 GB RAM

Graphics: GPU with 512 MB Video RAM

English







This game is seriously underwhelming. I bought it because the clay animation promised something new and fresh which I am all for.

In game it actually looks like♥♥♥♥♥♥ Everything is just blurry and not pleasant to look at. The controls are wonky (with keyboard and mouse) and you can hardly avoid obstacle because of it. Combat you just mash attack and it autoaims at enemies to compensate for said controls.

But what really turned me off is the "story" and dialogue. It's the cringy meta-humor a 13 year old would write if tasked with writing for a game for the first time. "Oh, what's this? A Chest that talks? Wow, that's not how things normally are! SO CARZY!"

Played half an hour and immediately refunded.. Established a small empire, enemy attacked. Decided to whether I could spawn 100 000 000+ ships. My fleet kept expanding until the game crashed. 10/10.. Terrible, sluggish, and very buggy interface on what would have been a decent puzzler. Finally one of the many bugs corrupted a puzzle irreversibly and ruined my game halfway through.. Started to play but only have one real complaint but it's a major one. I'm one of those people who became used to flight sims that invert the verticle axis like flying a real plane. It's hard to complain about a game with such a reasonable price, but please provide a settings option to invert the vertical axis. I will change this review to positive when this is done. UPDATE: Well, the developer took care of this very quickly. Now i can actually play the game. Will review more later after I've played it some more, but for the price I can say it's a great deal, and I really appreciate the speedy response to my problem.. Story is not existent, this is just a random collection of scenes, not recommended.. First up I am very pleased to see these books getting re-released as computer games, and a reasonable price too! There are some technical issues at the moment (dice rolling off the screen, dice falling 'into the distance', potions vanishing), but generally a solid implementation.

Regarding The Forest Of Doom specifically though, I just didn't find it a good Fighting Fantasy book personally; you have to hit no less than 4 specific locations getting through the forest in order to actually complete the game - and you cannot go backwards, so if you choose any of the 3-4 other parallel routes for any key location then your game is a bust.

This wouldn't be so bad if other routes were deathtraps or other endings, but the book\game is fully fleshed out with other encounters so it feels like you are actually making headway... only till you reach the end and it summarily declares you failed and get an arrow in the head.

I just don't like this model of Fighting Fantasy personally, and much prefer the books were you are heading towards an actual finale and the challenge is in getting there & getting there in a fit state for the last challenge.. This is a very good game. Make some DLC's with more songs and extra content for me to buy.. Far Cry 1: Pretty damn good. Wait, wtf, mutants? 8/10, then the mutants came. 6/10

Far Cry 2: Nice! Absolute freedom... to do the same thing over and over again. 7/10

Far Cry 3: I'm doing the same thing over and over again, but damn it's good. 9/10

Far Cry 4: This feels very familiar.... But that's not necessarily a bad thing. 8/10

Far Cry Primal: They took my guns. I'll just 360 noscope them with a spear. 8/10

Far Cry 5: YEE HAW 9/10 (full review pending)

My experience with the Far Cry games has always been very positive. However, I waited a long time to pick up Far Cry 4 and Primal because I felt that the experience would get stale if I jumped straight into them too soon after the other games. Turns out waiting as long as I did helped to keep the games fresh enough to be thoroughly enjoyed. I don't have any major complaints about Primal, although I'm still not that far into the game.

One of the most common complaints I've heard is that it's the same map from Far Cry 4. Is that really a bad thing? Playing through the same area in a different time period is a very satisfying experience for me. If you want to call the devs lazy for recycling the geography, that's your problem to get worked up over. I personally love it.

TLDR (You're lazy) If you liked the other games, you'll probably like this one.

WARNING: Do not buy the DLC's over Steam if your account is migrated from WG site or is on WG site, otherwise you'll have to talk to the support for a few days to get the unlocks working.. This is a very promising game that is pushing the boundaries of what power we give the players over the content.

This by turning pixels into a cube unit. The 3 dimensional manipulation of items is quite amazing.

I do not recommend this game for those of you that want a set storyline or seamless gameplay, being an early access game there are still quite a few bugs that need to be worked out.

But I will recommend this game for those of you that love experimenting with new and interesting engines.

Because this is a really fun and interesting engine.. it is so much fun good levels i love the idea of this esacially since it was originaly a mobile game one day i hope they add robbery bob 2 to steam. This game needs a ton of work. Tons of glitches. The Neighbor is far too sensitive he will see you no mater how quite or if your hiding behind somthing. Jumping mechanics is glitchy. Controls is very odd needing a better config. Steep learning curve, with little context to explain what the player is meant to do. Can't recomend the game, but if you enjoy FPS (first person sneakers) just play the Thief series.. Got this on special, however not even worth the reduced cost it is such poor quality and so boring. DTG should do the right thing and release this on the workshop for free.. A cheap DLC with plenty of content. 99 Cents is justifiable for what we get. Gotta support Devs somehow.

My only regret is that almost everything has Animal ears.

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