Dungetris Full Crack [Xforce]

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About This Game

Dungetris is a game in a Rogue-like genre with an original system of building a level and the elements of a card game.

Build!
You build a tower by using the rules which are similar with the famous game. Finish the construction of the castle to the certain height and fight with a boss. These goals are the main ones in each level.

Play!
There are no standard items and inventory. You can help to your hero by means of playing cards. Everything, that you can find in the game, from weapon to quest is presented by playing cards. Collect them all!

Think!
Cards and blocks need to be used wisely. Sometimes the wrong step can lead you to the dead end.
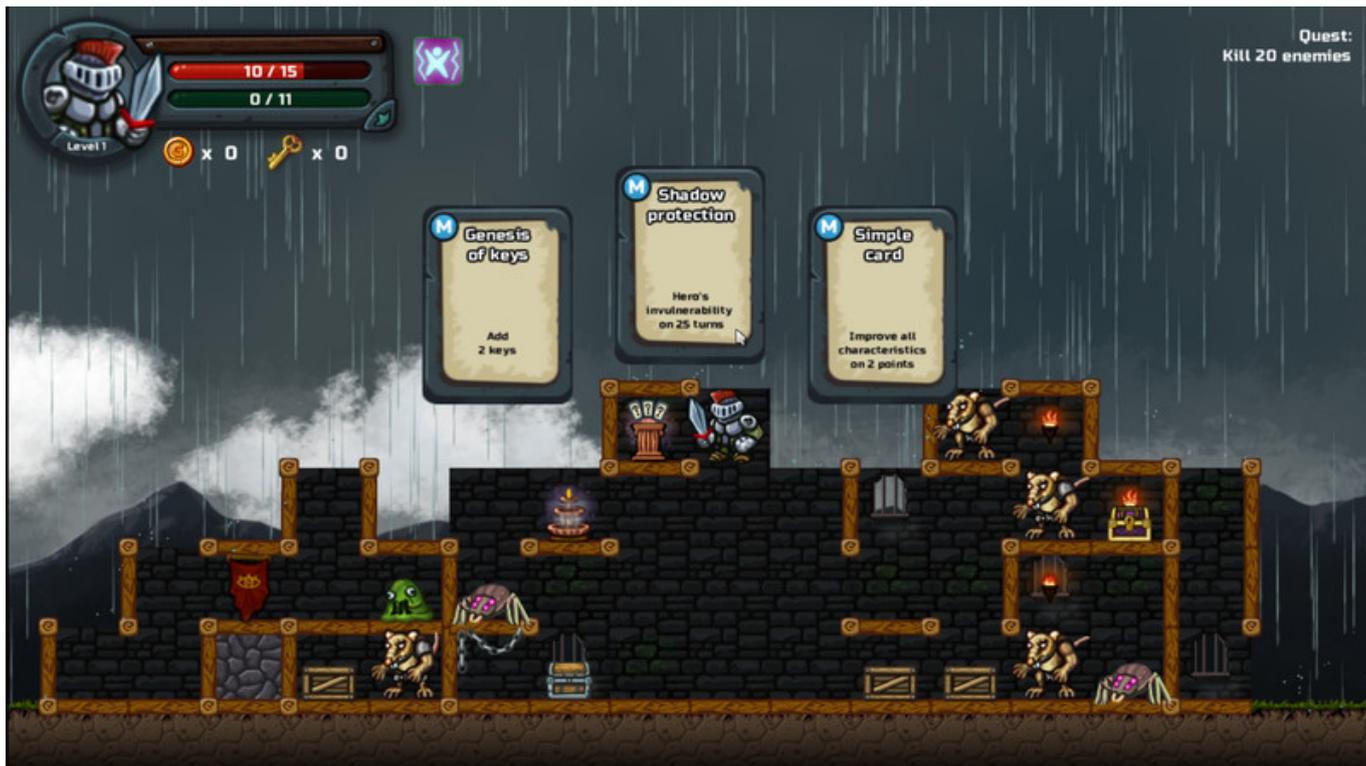
Features
- Different worlds
- Variety of hero cards
- Diversity of playing cards
- Several game modes
- Fun art and atmosphere music…

Title: Dungetris
Genre: Adventure, Indie, RPG
Developer:
EfimovMax
Publisher:
EfimovMax
Release Date: 25 Jan, 2017

 a09c17d780

English,Russian,French,Turkish,Ukrainian,German

10 / 15

0 / 11

Level 1

x 0   x 0

Genesis of keys

Add
2 keys

Shadow protection

Hero's
invulnerability
on 25 turns

Simple card

Improve all
characteristics
on 2 points

15 / 15

5 / 11

Level 1

x 0   x 0

An ambitious concept that alternatingly succeeds and fails. Overall it's an interesting game, especially one to come back to now and again. Some balance issues, such as difficulty ramping up too fast, requiring grinding when it would be more interesting just to have levels in between with staged difficulty. Sometimes waiting for the right piece can be tricky. There are also a few ways to cheese the game.

Controller support exists, but isn't officially supported.

I actually want to play it after the first go, which I can't really say for most games. Give it a shot if it's on sale and you don't mind unpolished but unique attempts.. **TL;DR version: Has some good ideas and is fun for a while, but it is unbalanced and half-baked in a lot of ways. If it looks interesting to you then get it on sale and you won't be disappointed, you may even be pleasantly surprised.**

I'll start with what I liked and go from there. I like how the tower-building mechanic adds an extra layer of strategy to the combat. You can, for example, drop enemy blocks in such a way as to give you first strike, or seal off parts of the labyrinth if they don't help you meet an objective (e.g. if your goal is to drop X number of blocks or find a boss to fight, and you want to avoid wasting resources against lesser monsters, you can drop blocks to seal any wandering monsters away from you). It's an intriguing enough concept with enough new ideas to at least deserve a second look.

Overall, I enjoyed my experience and it was worth getting it on sale, but I'm hard pressed to give it a whole-hearted recommendation, and here's my reasons:

1. **The balance is TERRIBLE.** You'll start out under-powered, which is fine, but once you level up a few times and get familiar with how to cheese the shops, you'll just steam-roll over everything and there's very little challenge. This is especially true after you fully upgrade all the cards, which doesn't really take that long to do because the game showers you with upgrade materials.

2. **The "Tetris" connection is coincidental at best.** Don't let the handful of tetromino-shaped dungeon pieces fool you. If you try to play this like Tetris then you'll only frustrate yourself. There's a solid building mechanic here, but the only real goal is to keep your dungeon navigable, which you can do far better if you just develop a strategy for leaving yourself openings instead of waiting for the "perfect block" to fit into a hole.

3. **There is no AI whatsoever and the enemy variety is purely visual.** Mobs do not move in any deliberate way, they move at random. This makes strategic defensive approaches tedious. With the exception of the Shaman (who can build a totem that buffs all the enemies) all the mobs act precisely the same, with their only difference being their HP and attack strength.

4. **The claim of "several game modes" is an outright lie.** There is precisely one game mode, and it's a campaign with no story that ends with literally no fanfare. The campaign doesn't even reset if you switch to a different character. There was supposed to be an endless mode but from what I heard the developer either removed it because it was buggy or never bothered to add it, and likely never will because...

5. **The developer abandoned it without fixing everything.** Don't expect updates to address the lack of modes, the horrible balance, or the glitch that occasionally causes two enemies to stick together in one spot.

6. **The lack of art variety gets monotonous after a while.** Sometimes the tower bits are made of wood, and other times they're made of stone. Other than that, there's no change to the visual style whatsoever. It is always raining with thunder. The same piece of music plays on loop in every level.

All in all, I had some fun with it, I might even go back and level up the bonus character I unlocked. I'm not going to deny that it's a concept with a lot of potential, it just feels like it's hiding behind its status as an indy budget title to avoid putting in the extra work.. This game is definitely fun and creative, mixing Tetris with rogue-like mechanics. However, the difficulty of the enemies is insanely high. I was stuck on level 2 for a half hour, dying in a mere second when hit, wondering if I was doing something wrong with combat. Once you manage to level up a few times, it becomes much easier, but the difficulty needs to be

lowered a bit, at least for the first couple of levels.. Solid concept, decent execution, but in its current state it's really just a glorified mobile game. Good for a few hours of fun for a couple of bucks, but otherwise not worth the investment.

Normally I'd go into greater depth, but... Well, the game's trailer pretty much shows you everything you need to know. What you see is what you get, for better or worse.

There are only 30-something cards, the most exciting of which is the teleport. There's no equipment to manage (accessories are once-per-level, weapons break absurdly quickly) and it's not terribly hard to have seen almost everything the game has to offer before you've finished world 1. The three heroes don't offer anything unique beyond different stat sets.

That said, the simple dungeon-crawling mixes well enough with the core conceit of Tetris-style dungeon building. I just wish there were a bit more meat here.. I blocked spikes twice, that was pretty cool.
10/10% "chance of the block"
. It is fun for a few hours, but then it is routine. I cant get behind some levels, because the monsters are stronger and I am bored of leveling up to get stronger for hours. However if you have a couple of bucks to spend and look for killing a few hours, buy it.. Never before did I write a recommendation about a game, but the time has come, it seems.

The little masterpiece of gamedev that is DUNGETRIS is deserving of every bit of praise you can come with.

The idea is new, intriguing, brilliant even: everyone knows that the process of playing a rogue-like game is partly based on more or less explicit masochistic streak on the part of the player. After all, there is some self-deprecating pleasure in knowing that you COULD get around this monster or finish that one if you just thought well enough. "Losing is fun", or so they say.

And what better way is to take this specific fun of hindsight realizations of your own inadequacy, if not to allow the player to TAKE PART in the "random level generation"? So he may feel even more guilty feeling self-blame - not only "If I fought smart", but "If only I built this right!" =)

Anyway you can't get even truly angry at losing (which there will be a lot of) in this game. It compels you to try again and again, its gameplay a perfect balance of easyness to reach the heights and - equal easiness to lose it all on that damn elite spider.

Although this emotional side matters not as much to me as the genius of the idea itself - to join logical, "thinking" games like Tetris with the sheer fun of casual little RPG. It is pleasant to gain EXP and crush monsters; but it can be no less rewarding to solve a puzzle of kinds and pat yourself on the back for that.

As for design of the game - well, though it is subjective, I still would rate it superb. Cute cartooney-style characters, adequate sound effects, nice looming threatening music that forces you to remain on its toes...
What is not to love here?

This is the first game in the long time that made me totally love it. Wish the developers to continue making such a great stuff, and congratulate them on creating something of a classic already.

I rate this game ten annoying non-fitting puzzle blocks out of ten =). What can i tell about Dungetris?

I'm in total shock and positive surprise!

Avesome roguelike with unique mechanics known from tetris, so
click buy and have fun :)

This game is still in early access, but now contains so much fun.

I approved this game and truly reccomend.. https://www.youtube.com/watch?v=KJ4eFkaXMmo

A simple yet addictive blend of roguelike dungeon crawler and tetris puzzle elements to build you castle as you go.

+ Simple yet effective gameplay

+ Epic soundtrack
+ Multiple player classes (2 starter, 1 unlockable)
+ Differing Level Goals

- Unable to rotate blocks
- Only 3 acts. This game is absolutely fantastic. the seamles combination of classic dungeon crawlers and tetris create something that i can't believe hasn't been done before. the dea that you create your own dungeon as you go puts the random generation in the hands of the player.

on the surface it looks like a simple casual game to play in your spare time but there is actually a surprising level of strategy for what enemies you should put where and when you should attack which enemies. with everyting from teleportation to freezing enemies in place The cards provide an experience that is more than just move, attack, place tiles, repeat. The campaign is quite intersting giving you challenges but the freeplay mode is definitely my favourite. i spent an hour and 20 minutes on one game and had over 200 tiles placed and still wanted to keep going.

if you have the 1.99 this game is asking for i definitely reccomend you get it because this game really is fantastic and definitely worth the price.

the only bits the lack of a tutorial, it took me a while to figure out you can teleport by pressing q at the cost of some of your health, and there is not much difficulty scaling, it's all random enemies

Dungetris is a beautifully drawn, yet simplistic looking game. However, the gameplay is not at all simple, it's challenging as it lets you build your own dungeon, so you'll have to watch your every move and step. Basically, it's tetris with RPG elements.

8/10. This game is definitely not enjoyable for everybody.
Dungetris was for me personally a fun game to play.
You should watch some videos before purchasing it.
I will give this a positive review, I really enjoyed this.
If they ever make a sequel, I will definitely buy him.
Maybe you will like this game too, you should try.. Very fun and simple game. Create your own dungeon map based on the random tiles you are given.

Few enemies and playable characters but strategy in build design make it fun to play.. I really wanted to like this game, but everything about it is underwhelming. The tetris element is just a gimmick and you'll find yourself dropping blocks you don't need off the far end of the screen over and over until you get the ones you want, wasting a lot of time. Difficulty is also artificial. You will keep your level even after dying until the game itself becomes overly easy. All in all, it's just a timewaster, and not a particularly good one.. A game that very quickly boils down into monotomy. Abilities are uninteresting, enemies are just statistics without any characteristics, dungeon building is incredibly lackluster especially considering that's what the game is about, and the missions are imbalanced in that some are over very quickly and others take a whole hour to grind through.. This game seemed fun while looking at the idea behind it. After I bought it, I saw that it was not so. I feel that the game is much too difficult, and there is no way around it. The cards and abilities you get don't feel like they do all that much, and the generation of the dungeons is just strange (even when you ARE the one that is creating it.) I do not recommend this game. ITS REALLY BAD PLEASE DO NOT BUY THIS GOD FAWFUL GAME thankyou. Dungetris is a really fun take on a dungeon building game. It requires forethought while managing your heros stats. The more you build, the tougher the enemies get. Spell cards come in handy when you think they may just be a gimmie, and I personally always enjoy a game with a good dose of RNG. Originally I thought this was going to be a game I'd open once or twice and play for about thrity minutes, but it turned out to be a lot better than something that would sit in my library. One misclick and you can end up screwing up your entire strategy, I keep coming back for another round.. TETRIS WTH ADVENTURE !!!!!. Dungetris has the following traits that make it a true rogue-like: it is brutal to new, unsuspecting players, and learning from your mistakes gives you a definite boost towards progressing through the campaign.

Sure, the game has its share of issues, with certain cards and mechanics being broken (i.e. overpowered) and the build mode controls being quite clunky, but it is in Early Access and it is being updated regularly.

As it stands, Dungetris is definitely a fun and interesting rogue-like and is well worth the asking price.

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