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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 right in to bashing down doors, rolling dice, and squashing baddies with style. Get a full roguelike game experience, boiled down to its essence, and captured in a single deck of cards and a handful of dice!

One Deck Dungeon is a dungeon crawling adventure game for one or two players. Each time you play, choose one or two of these 5 brave heroes:

- **Mage** - There's rarely a problem in the dungeon she can't solve with a spell.
- **Warrior** - Her favorite dungeon activity is squashing her opponents immediately.
- **Rogue** - Watch in awe as she dispatches monsters with style.
- **Archer** - Accurate, brilliant, catastrophically deadly.
- **Paladin** - She seeks out danger and shields her allies from deadly enemies.

After every game, your heroes make progress toward unlocking up to 15 new talents, building up their power for future games.

There are 5 dangerous challenges to face:

- **Dragon's Cave** - The thick-skinned wyvern who occupies this dungeon prefers her heroes on the crispy side.
- **Yeti's Cavern** - If you can survive the freezing winds and biting cold, an abominable snowman awaits.
- **Hydra's Reef** - Chop off one head, and another appears! This regenerating venomous monstrosity is a slippery foe.
- **Lich's Tomb** - Hordes of undead foes, evil curses, and magical wards. What could possibly go wrong?
- **Minotaur's Maze** - Abandon all hope, ye who enter here!

The [Forest of Shadows expansion](#) doubles the content in the game and is available as downloadable content via Steam. It features adventures in all-new lush yet deadly locales. A vast network of mossy underground tunnels and connected forest areas await your heroes!

- 5 new heroes - Alchemist, Druid, Hunter, Slayer, & Warden
- 5 new dungeons - Lair of Indrax, The Mudlands, Realm of Venom, Smoldering Ruins, & The Vile Roots
- A complete new 44-card encounter deck
- Additional progression focuses, basic skills, potions, & more!

Individual expansion cards are available as downloadable content via Steam:

- [Caliana](#) - This faerie has decided that dungeoneering looks fun! Don't let her get bored...
- [Fanatic](#) - A righteous Sentinel is here to smite evil wherever it may lurk!
- [Witch](#) - Her chaotic magic hammer is ready to smash glooping oozes into glooping puddles!
- [Cinder Plains](#) - The Hellhound awaits those reckless enough to venture here...
- [Phoenix's Den](#) - Only the bravest heroes can handle the heat!

Once you know your way around the dungeon, a game takes about 15 minutes. It might take a little longer if you're learning, or a lot shorter if you jump into a pit of spikes.

Warning: do not jump into a pit of spikes.



HELLO! Would it be impolite if I were to nom on your armor and weapons? That shiny metal looks oh so delicious. Oh --pardon me, how rude of me not to introduce myself! I am Glooping Ooze, one of the many extremely polite denizens of the dungeons in this area. I even have my own card:



Like all cards in **One Deck Dungeon**, mine is full of colored boxes, and HEY! What's the idea with all those arrows. Ugh, adventurers. So rude. So very very rude. I suppose you're rolling all your dice, attempting to fill in as many boxes as possible. For every one you don't fill, I'm going to make you pay for this arrow nonsense, in hearts and time! Precious time!

If you manage to get past me somehow, you'll be able to take Armor Crush as a skill, or add that magic icon on the left to your stats, or take the three experience lanterns in the upper-right.

Despite your arrowful attitude, I welcome you to the world of One Deck Dungeon. **Adventure awaits!**

One Deck Dungeon is an officially licensed product of "One Deck Dungeon" from Asmadi Games.

Title: One Deck Dungeon
Genre: Adventure, Indie, RPG, Strategy
Developer:
Handelabra Games Inc.
Publisher:
Handelabra Games Inc.
Release Date: 18 May, 2018

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English





Hey! I lost my cutlass when the ship capsized.



life is feudal forest village xbox one. dishonored english. nidhogg cracked. sonic forces ps4 cheap. pikachu learns volt tackle english. middle earth shadow of war definitive edition pc gameplay. usb microscope brands. guinea pig crackers. baixar stranded deep 32 bits 2018. safety first fire prevention. super brawl 4 download. need for speed hot pursuit crack myegy. horologist meaning. irecover treatment. drone air dash mod apk. dark sector 2 pc game. bad business 5e. the long dark crack fix. close combat panthers in the fog steam. shining in the darkness light shield. the dark knight torrent download with subtitles. mechs v kaijus скачать. alter ego junko. store quicken files on dropbox. warhammer 40 000 dawn of war ii retribution skirmish. pizza express dorking. aven colony walkthrough. square root negative. yucatan spiny tailed iguana. extricate adjective. ind vs eng oval 2007. install the messenger app. metamorph ios 10. tile lost keys alternative. tank blitz hacked money. cubic castles cubit hack no survey. the cycle that pyruvate enters after glycolysis. yomi yi-4010. mordhau patch notes may 15. full movie of pitch perfect 3 free online. mecho tales trofeos. a hat in time download gratis. cubase 4 full version free download. raft mobile version. hot lava 2.0 pd2. normalization software free. offside explained 50p. country park exeter. battlerite new champion 2019. elk network monitoring. dark souls ii versions. heavy metal equipment jobs. my fair lady 1964. isabgol husk powder hindi. wake up sleeping windows computer remotely. mrd in medical. noble lion mount quest. ellen meyers newton free library. bravada 1993. rpg maker vx ace rtp zip. steam metal slug lag. stretch soundtrack. the final station xbox one gameplay. world war z cheat table. pc sampath tiles. ray dead rising 2. nyasha largen. ellen game of games. bully scholarship edition free. iphone 6 boros kuota. disney heroes battle mode pc. anti static sheet. mortal kombat legacy season. factorio jet pack mod

Gravilon is simple, minimalist, and sadly flawed physics game. The goal is simple: navigate a square from one door to another, using tiny cubes to defy gravity, become gravity-bound, and reach each door. Even in the first few levels, however, this is somewhat difficult, and can even become repetitive. Here's why:

1. Remember those tiny cubes I mentioned? Note the word *tiny*, as these cubes can be extremely hard to grab because of their size. I give the designers credit for planting more than enough cubes across the level (thus welcoming different strategies to reach the door), but it is very frustrating to go toward one and *just* miss it, over and over and over. This usually results in death, and could easily be solved by increasing its size. But the small size, along with being at the mercy of physics as you (most of the time) hurtle yourself towards them, makes switching your gravity much more difficult than it needs to be.
2. Level design. It is inherently flawed. Levels have holes that you can get easily stuck in (again, because of being at the mercy of physics), stopping your movement entirely, and you must start the level over. These "holes" are in plenty of places, and are simply frustrating; sometimes, you can even fall in badly-placed holes, and die. You can also get stuck on high slopes, as they are impossible for a cube to travel up; the cube stops, and often you must restart the level. It can't be attributed to trying to make the game "more difficult"; this is an inherent flaw of the game.
3. Lack of tutorial. After Level 2 (could have been after Level 1, actually), the game seems to say, "Got the mechanics? Good, now you can handle a really long level." They don't really ease the player into it, but throw the player in the moment the mechanics become understandable.

I like the minimalistic look, colors, and gameplay of Gravilon. But its bad level design, flawed gravity mechanic, and lack of proper tutorial makes it frustrating. Even so, it has its charm, and I actually like controlling the cube when it comes down to it (though the slow-mo mechanic is functionally useless, but kinda neat). Its sound design is simple, but also very well done. I recommend it, but keep in mind its flaws.

(p.s.: According to the description, the "story unfolds in the background", and you will "learn about your role in the world" the more you play. I have yet to see the story, but look forward to it.). Wierd ruski game, clunky mechanics and is so♥♥♥♥♥its funny.. <https://youtu.be/pKK7Gx03aU4>

Adding in a few minor mini-games to shake up the core color matching gameplay is a smart move. However, it does the job a bit to well and ends up highlighting how the main mode is the weakest part.. Basically in my point of view it's a game about seamen getting into ovaries.. Bought it on dicount.

Didn't expect much but it was fun little game.

Would recommend it if you can get it during discount. I have been stuck at Part 3 for a while now (the garden / thorn part). I've asked for support on the game forum and I've even asked for a refund but I've played the game for more than two hours (trying to figure out / debug my issue) so no go.

I've looked at the walkthrough and I did everything I needed to do. I uninstalled the game (steam cloud unchecked) but still stuck at the same part. I've also created three other characters and nothing is working.

So I played for over two hours, trying to fix my issue so no refund ?
Wow ... Part 3 of 20 ... forget it.
Issue is fixed, great game

!!SPOILER ALERT!! (duh..)

=====

Very good and solid short horror game if they replace in the last chase scene the ball of light with some actual horror entity it would be perfect+

Enjoy my gameplay here <https://www.youtube.com/watch?v=4m3n0qtuS4I>. Got exactly what I expected. I haven't played this too long yet, but the game itself isn't too bad. It is similar enough to MTG to be worth playing and the in game booster pack system is not outrageously priced (compared to other 'freemium' games out there).

[That being said, the game is unstable. Crash errors occur in online and single-player quest modes. The customer Support option in the game only takes you to a page that you need to have a WotC login ID to access.](#)

[Fix the glitches and I may recommend it.](#)

[Also, Wizards needs to have a REAL support contact system enabled.. One BGM per level. Only 3 Keys are used. Black and White. No Hints. Atmospheric and abstract ... All of these looks fatal to a traditional game.](#)

[BUT when they all come together, the chemical reaction took place. Impressive, graceful and prefect, these are words I use to describe this game.](#)

[Thank you staff. You've made a great game.. This was a game that truly surprised me, both in terms of story and gameplay experience. I wasn't sure what to expect going in, but upon finishing I was left with a feeling of amazement. The developer has really worked some magic: weaving a deep, emotional story, utilizing simple mechanics in challenging ways, and creating a lush and vibrant environment from simple means.](#)

[This is the most difficult game I've played this year. Death is around every corner, plenty of "bad ends" to encounter. Near the beginning, I wanted to give up in sheer frustration several times \(so happy I didn't\)--but I always found myself coming back and trying again. There are no healing items, and you have only a few hitpoints to last you throughout the game itself. Seems harsh, but it feels right. As I played on, I wouldn't have it any other way. This game encourages you to learn from your mistakes and put thought into every move you make. There are no unimportant decisions, everything has an impact. Sometimes...you choose wrong, and you are helpless \(or dead\). Lends a sense of weight and realism to the survival aspect of the game. Making it through to the end feels like a real accomplishment.](#)

[One of my absolute favorite things about the game is in its design. MEMENTO probably has some of the most original enemy designs I have ever seen. I love the juxtaposition of the organic and the military. The cutscenes, although brief, are breathtaking in their simplicity. With several endings and secrets to discover, there's replayability. MEMENTO has a style entirely its own. I am already looking for more from the developer, and I can't wait to see what comes next!. The game released to a sound of applause from the indie community, and had a kick\u2665\u2665\u2665\u2665\u2665soundtrack to go with it. Many bugs on initial release but time would fix things.](#)

[3 years on and not a single bug has been fixed. No replies from the developers, and the result is a mildly repetitive game that you can enjoy for a couple of hours at most. Simple mechanic changes and a round of bug fixes would give this game a good shelf life, but it seems the devs were more interested in a cash grab.](#)

[Do not buy this game. Support the artist, buy the album, and potentially play Audiosurf 2 with it instead.. Funny, hard & social.](#)

[yes i said social. There were 2 elves, a wizard a gnome & a barbarian? constantly talking to me as i was the hero of this game.](#)

10/10

Pos

[Hard & challenging tower defense](#)

[It was unique that i was constantly talked too & it didnt even bother me](#)

[Well balanced towers, u need to put them correctly or u will fail](#)

Neg

[Level 1 was too hard. It's the one. Brilliant! Perfect game I've ever seen.](#)

Nowadays It is so rare playing with true interest till the end.
Usually it gets boring and we just quit or forcing ourselves to finish it and play smth else.
But it's not about this game! I have enjoyed it in one go!
There are 5 campaigns with the best tactics which hard to describe. Better just try.
Etherlords II is unique. It's definitely RPG but with a twist. It has not only turn-based elements, but card system.
And here I've watched the end video of last campaign second time. That's it...
Although it feels a little bit blue. Yeah, I wanna more!. Finished in less then 2 hours and was real cool epic fun think. Mildly challenging spooky puzzle game with character switching mechanic. This review does not endorse real world occult practices and only regards the video game.

Animal couple 8 is released!:

<https://store.steampowered.com/app/1058015/>. **Server Update 1.5.4.4 - ACC:**

Just a small update to detect Assetto Corsa Competizione.

Current ACC data is incomplete beta and may stop working with future updates as it is in Early Access.. **Kickstarter campaign started!:**

Good day crew,

Kickstarter campaign for Abyss Crew has started![kck.st]

It is running from 23d of February to 18th of March.

By backing now you could have access to the alpha, to give feedback and share your ideas about the game. The game also comes with a discount compared to the future retail price.

And for us, it will allow to fund high quality assets made by young professionals for the game.

Any pledge is warmly welcomed, whatever the price :)

I am counting on you!

Pol Grasland-Mongrain
Abyss Crew Project Leader

Direct link to the campaign: <http://kck.st/2ETQ8kA>. **# Friends Part 1:**

It's almost time to head off on your journey, but you're not alone.

People in the castle are sure to help you out along the way.

I mean, if you prefer, you could go off on your own.

You may be able to see something different.

As for those who would lend you a hand, inside the castle, the people most likely to help you out would be...

First off is "Rex".



Known by many names, such as the world's greatest adventurer, explorer, and traveler, he has been all around the world and is experienced in almost every area on the continent.

Due to his extensive travels, he's also quite experienced with the spider nests created by fiends.

Having Rex accompany you on your journey is sure to make things much easier.

Next is the greatest knight of our kingdom, "Roland".



The most skilled swordsman in the world, he also has the most noble spirit of any knight. Amazingly quick with his blade, having him on your team will make dealing with fiends a cinch. Traveling together with Roland will afford you all sorts of experiences, too.

Next is the royal who has heeded his country's call to arms, "Hershal".



Noble, thoughtful of the people, and extremely trustworthy, Hershal's power is not one which will help necessarily with your journey itself.

To put it bluntly, he'll likely even hold you back.

There's no real reason to choose Hershal, but there is one thing he has that will certainly prove useful.

That would be cash.

Blessed with the huge amount of resources Hershal possesses, you'll have no trouble with finances on your adventure.

These three are well known throughout the kingdom.

They have wisdom, abilities, and resources like no other.

They are all extremely capable of contributing to the kingdom and your mission.

Even just one would make an excellent addition to your journey, but taking all three along with you will make it difficult to achieve each of their respective goals as well as your own.

It's probably best to just choose one.

http://store.steampowered.com/app/675490/Artifact_Adventure_Gaiden/. **Upcoming content update:**

It's been a while, but we're still alive and kicking!

Back in February, we mentioned we were working on a content update for Serment. It's now almost ready, and will go live on **Monday, May 13**.

The update will include several new events and gameplay features. Some important QoL features (Events preview in the map,

for example) will also be added, as well as a couple of minor bug fixes.

We'll go into the changes in more details when the update hits.

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