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About This Game

A mix of puzzle and (roguelike) RPG where your aim is to upgrade yourself as much as possible while.. avoiding the monsters!

- 50 levels (10 each in 5 sizes) that can be played at 3 difficulty levels!
- Different choices can mean life, or death! Unlock random spells to give you a leg up.. or not!
- 8 bit sounds and 12 bit graphics, with incredible "floating sprite" animations!
- 15 achievements for completing level sets!
- No social features whatsoever!

Title: Avoid The Monsters
Genre: RPG, Strategy
Developer:
Wouter van Oortmerssen
Publisher:
Wouter van Oortmerssen
Release Date: 5 Aug, 2017

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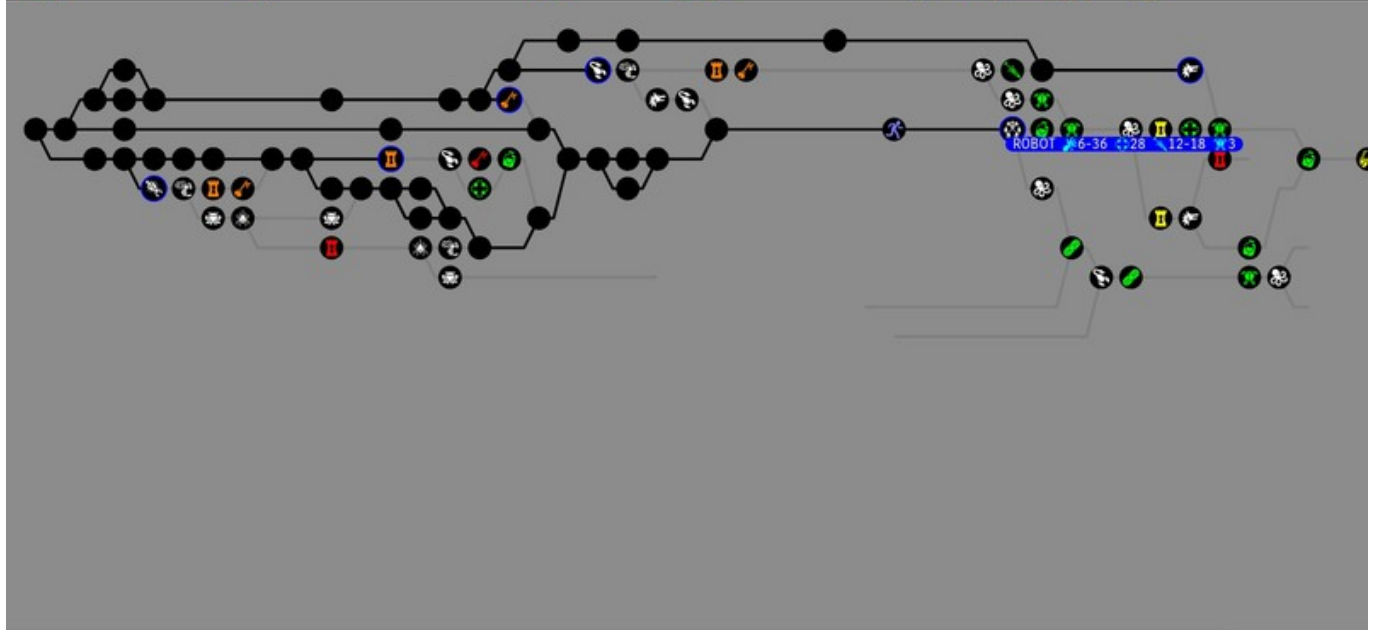
English

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YOU KILLED A FROG AND LOST 13 HEALTH MENU

78 12-17 6 164



THE MAGIC BOOK INCREASED YOUR DEFENSE BY 2! MENU

It's a fun little puzzle, good for killing 10-15 minutes. Exactly what I expected from the game and a just the right amount of gameplay\challenge. Might be a bit rough around the edges (though I dont want to go too hard on it, given it is a work of a single developer).

My only concern is that spells and bombs make it too trivial to kill finall bosses at the end of the levels, taking some of the challenge and fun out of the game.. A minimalist puzzle game in the form of a dungeon crawl. The video up at the top is a good example of the gameplay. There are no randomly generated levels, but there is some randomness in combat and spellbooks; however most of the randomness is mitigated by solving the puzzle of which order to do things in while exploring each level.

The icons are mostly self-explanatory, though it took me a bit to realize the "bleeding hand" icon is how much damage you'll take from the monster.

If you like minimalism, give it a shot.. This is a decent little dugeon crawler \ puzzler with a minimalist concept and plenty of replayability. On sale this is definitely something to consider if you want to try something quick and new.

Pros:

- Fresh concept
- Plenty of levels

Cons:

- Only plays in windowed
- Inventory limit makes traversing item rooms impossible (please fix this). A fun game to play from time to time. Simple graphics and interface which add to the enjoyment.

Can be quite a challenge at first but once you get used to it and memorize the right patterns it can get much easier.

Lots of replayability too!

Also has achievements and at the current price it is worth getting it even when not on sale.. Played a handful of levels so far. An OK casual game; somehow it reminds me of Windmill Software's "Digger" of the past (no time pressure though).

The lack of a real campaign leads to a feeling of not having any overall progress. Further the random placement of monsters and items regularly results in near impossible challenges.

The whole game is way too minimalistic for me not only in matters of graphics. I had hoped that there was more to it.

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