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## Pylon: Rogue Crack



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### About This Game

Take all of the combat of an Action-RPG, cram it into a non-stop action game with RPG character progression, add a bit of satire, and just one life to make it to the end, and that's Pylon: Rogue.

### Key Features:

- Arcade style hack-n-slash combat, mixed with RPG-style character progression.
- Different skills and item choices are required to complete the game with each of the four heroes and each of their weapon sets. Everyone is sure to find a favorite, but they are all equally fun in their own right.
- A one-button combo and charge attack system. It's all about your timing!
- The more you play, the better chance you have to make it to the end, thanks to dozens of unlockable items that can make it easier to survive.
- Choose from dozens of off-the-wall power-ups like the Rubber Ducky, Non-Organic Orange, and the Filth Finger.
- Stack and level-up items for all sorts of additive damage and see their effects right on your character, in all their shimmering, magical glory.
- No two runs are the same; everything from items to maps are procedurally generated.

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- We use 100% locally grown, organic polygons that were rendered in a healthy environment.

## **Meet The Heroes....**

==== LOOTICUS MAXIMUS: The Moneydin ====

CLASS: Paladin

STYLE: Melee

WEAPONS:

- Sword & Shield - responsive, balanced offense / defense
- Dual Shields - the two shields serve both offense and defense
- Axe - heavy, slow, hits hard

==== ROKK: The Rock ====

CLASS: Stone Golem

STYLE: Melee "Tank"

WEAPONS:

- Stone - slow, hard hitting, strong combos
- Fire - strong close range, limited range attack, fast defense
- Ice - weak close range, strong ranged, fast defense

==== KILLYANA: The Stabstress ====

CLASS: Assassin

STYLE: Glass Cannon

WEAPONS:

- Dual Daggers - nimble, fast, strong combos
- Throwing Knives - rapid fire ranged attacks (locked for further dev)
- Katana Sword - long reach, high damage (locked for further dev)

==== MS. UNDERHOOD: The Sure Shot ====

CLASS: Archer

STYLE: Ranged

WEAPONS:

- Longbow - rapid fire, low damage output, gymnastic defense
- Crossbow - single shot, strong, lightning fast defense (locked for further dev)
- Dual Crossbow - multishot, mid-level damage, precise defense (locked for further dev)

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Title: Pylon: Rogue  
Genre: Action, Indie, RPG  
Developer:  
QuantumSquid Interactive  
Publisher:  
QuantumSquid Interactive  
Release Date: 21 Sep, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** 64-bit Windows 7 and Above

**Processor:** Intel or AMD Dual-Core 2.0GHz

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce 260 GTX or AMD Radeon HD 5770 or higher

**DirectX:** Version 9.0c

**Storage:** 4 GB available space

English







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Fun game! Can't wait to play more!. Fun, addicting game. It's VERY difficult though. You only get the chance to refill your life(pending you have the money for it) after each "zone", and each "zone" consists of more than one area that's filled with enemies that all gang up on you. There's a lot of things that are still labeled as "coming soon", but hopefully that will change. Some of the runs have more to do with luck than skill with the dodging, but that's roguelike for you.. Just getting started when I write this but hoo boy. It's like a frickin' Diablo Souls or somethin'.

It's hard as nuts but also fun as nuts. Like... A really hard Diablo 3 on the PS3. Hitting buttons to fight and having the whole neatness of it. Would love to learn the lore of this world and see this game become a big ol' thingie but we'll see. I'm sure some early hitters took a while to hit it big anyway. Like, was The Binding of Isaac an instant hit? I mean. I honestly don't know but... probably not??

Anyway, I like. Basically bought it for the girl with a giant katana was like "dat me" and purchased the game. Found out the sword isn't released yet and to play the girl who uses it anyway has a difficult unlock method.

Well. To basically get my money's worth I got a lot of work to do. Support this game y'all.. This is a alright game, I enjoy playing rouge like games but as for this one it needs a lot of work to be done to be a lot more fun. There items to unlock but cant upgrade which sucks. cant upgrade your 3 characters either when ever you die back to square 1 with no upgrades to help you through out your journey. but oh well. not worth the money in my eyes but its still new. over all its good to be a small time pass time game.. Great stuff! Combat seems super rewarding. Now i just need to get good.... Git gud or git ded.. the concept of this game is pretty good

1. the graphic is pretty good
2. the soundtrack is good
3. the story of this game look intersting

the bug they need to fix

1. every time I walk in a new area pressing E, the character will walk left and right for 3-5 [min.in this 5 min you can't do anything can't even control the character](#)

[2. the character is hard to control, hard to control to shoot the dragon, they should make it more easy will say yes to this game, hope they will fix the bug](#)

<https://youtu.be/r5p-3vdgmcc>. As you play, you find items that enhance your killing potential. If you die, you lose everything and start over - no apparent permanent character or stat upgrades yet... some might call this fun.. Great game! Tough to stay alive until you get some items.

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this game is fun, and i would recommend it, but with some stipulations.

I wanna start by saying i found this game at pax west, and had a really fun time playing it and talking to a couple of the devs. they seemed like cool dudes really passionate about making a good roguelike. and when you play the game you can tell that they have put and are continuing to put lots of time into making the game fun to play.

I will say this - i wanted to \*love\* this game. I \*LOVE\* roguelike games. its my favorite genre and i have hundreds of hours into binding of isaac and games like it. I also love action rpg games like diablo and etc, so the fusion of the two seemed like an awesome idea that i wanted to be amazing.

Where i take issue with the game is here:

Take a game like diablo (1V2V3) hardcore mode. Health in that game is easy come easy go. You will take unavoidable damage regularly while playing, but its not only trivial but a major part of the game to stock up on health items. In d2, you'll have a belt full of literally 16 full health potions. So you have a game formula of If you die once you lose your character, and you can take unavoidable damage regularly, BUT you also have excess access to health items.

Now take a roguelike like binding of isaac or enter the gungeon.

It's not so easy to come across health in those games, and if you die once you lose your character. \*BUT\* you practically never take unavoidable damage or damage unexpectedly. That is to say - everytime you get hit in binding of isaac you're like: oh yeah i let that bullet hit me or i walked into that poison or whatever.

The thing about this game thats been bothering me is that it doesn't have this balance of either of the previous 2 games.

- 1.If you die your game is over.
2. health is EXTREMELY difficult to come across
3. you incur unavoidable damage regularly.

If you're playing a melee hero, you \*CANNOT\* avoid taking damage. whereas if you're amazing at binding of isaac you can not take a point of damage for almost the entire game. This would be okay if health wasn't SO DIFFICULT to come across. you can buy full heals at the end of every level but 1. it makes for a less fun experience and 2. it doesnt address the issue of life in a big level.

Example: the sand worms in the desert. When they spit poison on the ground, you are guaranteed to take a few points of damage because the ground is active immediately. The damage should not begin for a second or two after the visual cue, making it avoidable for the player.

Other problem: for the bow character, the optimal strategy is to basically spam your defensive move nonstop, because the I-frames keep you almost permanently invincible. So how you play her is: spam defensive to one side of the map, shoot your bow 3 times, spam defensive to the other side, bow, defensive, bow, defensive.

Thats the optimal strategy. its right there, there is no other way to play her if you want to do the best. and its not fun.

The rock golem on the other hand has a much more fun and dynamic playstyle, But then you run into the unavoidable melee damage issues.

Final issue is this: in games like binding of isaac and enter the gungeon, the visual cues for damage sources are SO OVERT. you absolutely cannot miss an object whose frames will cause you damage. It causes you to rarely feel like you took damage where you shouldnt have - which is incredibly frustrating.

In this game, because of the nature of the models and enemies, as well as the visual noise of the map around you, its not easy to tell when an enemy or object is emitting damage frames. I'll find myself being like what the \u2665\u2665\u2665\u2665 how did that \u2665\u2665\u2665\u2665ing fly just hit me thats \u2665\u2665\u2665\u2665\u2665\u2665\u2665t.

Stronger visual cues for when you're invincible vs not, when an enemy can damage you vs not, would go a LOOOOONG LONG

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LONG LONG LONG way imo. because i find myself just being frustrated when i die. whereas in a game like binding of isaac, you almost always see your death coming. In this game i'll abruptly die and be like oh welp run over that was lame.

. Pylon Rogue is an excellent top-down rogue-like, it brings a refreshing combat system and a unique environment to the genre. I highly recommend this game to those that enjoy rogue-like's.

The gameplay is solid, you manually move your character and attack, there is not auto attack or click-to-move. There are two classes (currently) to choose from a palandin or ranger, melee or range respectively. Each class has their own unique skills, 1 main attack, 1 defensive ability, and 1 active skill. You can find items throughout your current game session that grant passive buffs.

how the game works, there is an overworld map. You choose a stage and complete them. Within each stage are multiple locked rooms. The goal is to find the exit, to do so you have to clear each room to find the portal. You do not have to clear all the rooms, but if you do so, a bonus chest appears with items.

I don't really have any negatives for this game, overall it is a positive experience, it has a great foundation to build upon.

The dev's are super active and helpful in the forums, definitely stop by and ask any questions or suggestions you may have.

From a hours to price ratio, you will definitely get your money's worth and more once content starts getting released. This game is a must have either now or later down the road.. Game is little too hard, but makes me think of Binding of Isaac, you get loots, depending on what you want, you get hearts, have to capture things to increase your stats and also never ever take damage. I love games like this, the one with the knowledge will go further. BIG THUMBS UP!. Disclaimer: Played with mouse & keyboard.

Control system just doesnt work for this sort of game. Completely ruins the game, may as well be playing with oven mits on, imagine Dark Souls where u cant dodge but have to slowly rotate your camera to change direction.

This game showcases why Dark Souls 2&3, Bloodbourne. Nioh which all play from a similar camera angle (3rd Person\Behind) have target locking and sidestep\dodge abilities.

Sorry but games like this are meant to be played on a knife edge where quick and correct reactions are the cornerstone of gameplay. having to turn my camera 45 degress and then slowly waddle (no dash or sprint available) out of a poison bubble just doesnt feel like reactive gameplay to me.

Combat just feels clunky and akward. if this game apeals to you, Don't buy it unless its reworked - buy either of the 3 games mentioned earler (3rd Person Camer) or pickup hollowknight (2D Platformer), Asura (isometric diablo-esque camera) or binding of isaac (top down camera) instead

Now im gunna apply for a refund. cant say if the game would play better on an xbox controller. what ive seen sofar didnt interest me enough to find out.

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