Relic Keepers Download] [key Serial]

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About This Game

Sworn as a protector of the realm, your duty is protect a powerful relic hidden away in a small outpost. Suddenly, you hear a war horn as monsters rush in to attack the villagers and lay claim to the relic. Armed with your battle hardened sword, defend the villages and protect the relic against these vile intruders.

Relic keeper is an action game set in a fantasy setting. Helped by the village guards, keep the artefact safely inside the village walls and try to outlast against waves of evil creatures.

Features

- An action game mixed with base defence gameplay.

- Adapt yourself to different settings (Village, Desert Camp)

- Battle hordes of vicious enemies

- Defend your honor as you protect an important relic that will change the world

- Visit multiple worlds and protect them from the horrors that infest them

- New modes, worlds and battle systems to come with free updates!

Title: Relic Keepers
Genre: Action, Adventure, Indie
Developer:
Idea Cabin
Publisher:
Idea Cabin
Release Date: 12 Sep, 2017

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English

relic keeper vs executioner. relic keeper gear. relic keepers. raid relic keeper masteries. relic keeper lineage 2. relic keeper build raid. relic seeker hollow knight. relic keeper masteries. relic keeper raid shadow legends. relic keeper artifacts. relic keeper musashi. relic keeper build. is relic keeper worth it

cant connect to any servers. Before I begin this review, I want to congratulate you on making a game. I'm sure this was a lot of work, but this review isn't going to be positive. I apologize for that, but I'll try to be constructive instead of just an ***

Anyways, There were a lot of technical details in this game. And I mean a lot. The game doesn't really have any puzzles at all really, and the mechanics are very difficult to use. First off, if I just spam the blocks, I'm able to glitch through walls, and often times you get stuck inside of them. If you're going to make a puzzle game using such a mechanic, you definitely need to debug it. But not to mention, most of the time, the levels were not challenging, or just relied on the weak controls to make it challenging. There wasn't even a way to die until the 10th or 12th level, except for the glitches that continuously occured and sometimes killed your character.

As well as this, you need to fix the tutorial. You left signs in the tutorial telling people that they
needed to use A and B to shoot, but the controls aren't even A and B. They are X and Z, along with the arrow keys.

Also, the beginning tells you to press any button to start, but I literally had no idea how to start
it, and it just sort of started after I slammed like half the keys on my keyboard. You probably should make it easier to start.

Lastly, even if there were some difficulty to the levels, it wasn't because of your level design. Your puzzle design was weak at best, and really just spamming away the 5 second blocks is the easiest way to beat any level because the game just sort of teleports you around to prevent trapping you within the blocks.

Okay, now onto the positives since I went all out on the negatives. The art style, while minimum, is alright, and I appreciate the animations you added in. If you made the art and music, you did a nice job with both. While I didn't really like the music, and the sound effects didn't make sense to me, I can appreciate that you attempted on that half. Really, I can appreciate that you attempted to make
a puzzle game. It's hard ****.

Sorry for the negativity, but this is gonna have to be a downvote for me. I'll let you keep the two dollars, as I don't really think I need a refund for this, and I can appreciate the low price. But please do consider taking this criticism to heart and recognizing the flaws within your game. It's clunky, and if you can fix that, your next game could be pretty darn good.

Alrighty, peace.. it's blurry as ♥♥♥♥ and the rotation made me sick. other than that, it was ok i guess. sad that i didnt even have any sick cyber hands or something. Must buy for point-and-click, hidden-object lovers!
Graphically well done, this murder mystery have a nice story and interesting resources. It is not perfect anyway, but seems to be bug-free and grants easily 8-10 hours of gameplay.. Don't buy this game, you have the internet.
This game is a horrific waste of time, too many words, too many characters that look like children, too much pain. A nonce bought it me as a torture method and it is really doing it's job.

-Pros

Good For Torture.

-Cons

Bad Story
Bad Characters
Nonce Fuel
Boring
All Round Mess of a game.

It has good reviews because a lot of boys have never seen a woman.
. I appreciate what this is attempting (combining art / art history and VR is great, plus its free). However this is really basic right

now. The museum environment is so basic and bland that it takes away from the art pieces.

What I found surprising was looking at the paintings up close was more interesting to me than the sculptures. I think this is because even at maximum model detail level, the scultpures aren't all that detailed if you get close.

I'd really like the rooms to be bigger, have some more dramatic/varied lighting, and one really simple thing would be to put a city background/skybox outside, like outside the front doors and above the skylight. Also its great to have the info text, but the big floating block of text detracts from an immersive museum experience. That information could be put into a nearby podium or sign of some sort instead.

I hate to have this be a bad review because I'd love this thing to get fleshed out, but at the same time this could be so much better. It sounds like this will be getting some updates so I'll certainly update my review in the future if that's the case.. Arkanoid meets Binding of Isaac, so ♥♥♥♥ing worth it!. Well, I saw the name bob's game\u00ae pop up in my recommended games and almost jumped out of my pants. Then I saw that it was some weird puzzle game and not the RPG game some dude locked himself in a room for.

Doing some looking into it, apparently now bob's game\u00ae (the rpg) is about making bob's game\u00ae (this puzzle game) and is still slated to come out soon\u00ae. So yes, this is the bob's game\u00ae you're thinking of, but not totally the bob's game\u00ae you're thinking of.

Barring that confusion, I think bob's game\u00ae (the puzzle game) is a pretty cool idea wrapped in this weird half\u2665\u2665\u2665\u2665\u2665\u2665\u2665veil. But not the kind of half\u2665\u2665\u2665\u2665\u2665\u2665\u2665where it feels like the developer didn't give a\u2665\u2665\u2665\u2665\u2665\u2665about it, the kind where that same dev who's passionate about his game ran out of time, money, or inspiration, and instead of canning the project just decided to randomly release it 65% complete.

I played through an entire "run through" of bob's game. The premise is this: you play a puzzle game in a screen space that's sort of similar to tetris, but whenever you "level up" by getting enough points, you change the rules of the puzzle game completely into another puzzle game. This is all happening while words and random sentences are flying at the screen like "Wow, I've never gotten this far before!" and "SEQUENCE LINE BREAK"

I played some sort of weird campaign because it was the default option- it basically was the core premise of the game but randomly after I played long enough it yanked the controls away from me and said "YOU WON!". It's not even like that was the point I cycled through every game, as I saw repeats. I have absolutely no clue how multiplayer on this game could even work, and couldn't find anyone to play with (not surprising).

I think the idea is that people create minigames, petition to get them added to the base game, and they get added through popularity vote. It's kind of similar to the game "Move or Die", but if the minigames were automatically patched into the game but the artist took the day off and just made everything spheres. This forces the players to constantly try and figure out how to play these user made games and score the best for leaderboard purposes.

I actually really love that base idea.

The major problem with this is that your creativity is locked to the format of a falling block game, and there really isn't much room left for interesting or new falling block games as all of the good sane ones have already been made. This is backed up with the fact that I recognized 85% of the games that came packaged with bob's game\u00ae, and that makes me assume the other 15% is just stolen games I don't recognize. Sure you can just port good games that already exist to bob's game\u00ae, but all you can do from there is reskin it and put arbitrary scoring\/powerups into it. And because of that, the leaderboards (if there gets to be anyone actually on them) will just be a test of figuring out how the scoring is stupidly different than the original.

The minor problems are the weird flashing backgrounds, the annoying music, the sensory overload, and the menu controls. But those are all so minor they only play into a small fraction of my opinion for bob's game\u00ae.

I really don't know what to review this as- if steam had a "Meh" option to choose that would be it. I'm a solid 50\/50 on bob's game\u00ae. On one hand it's a solid concept that if advertised well and made by somebody who is a bit more sane could be a

great multiplayer game. On the other, the level for that creativity is limited which could cause people playing these made up games to be tedious. That and the fact that the creator of this game is somebody who got so mad at nintendo for not accepting his "brilliant ideas" that he tried to make an entire console to start competition.

I think overall I'll rate it negatively as I feel like execution is more important than the base concept.

EDIT: Realized that i'm stupid and the fact that it's open source means that technically any game can be ported into bob's game, not just drop puzzlers. I think that I will stick with my review as the execution is still not up to what it should be. (also if you have a million different types of puzzle games in one play session that would be disorienting as hell)

EDIT of EDIT: Realized a day later that if you edited the source code of your game the only way to add it is to send it to bob and hope he merges it with the base game. The conflicting reviews above with the creativity this game could possess will then depend on how interactive bob is with this game in the future.. Has the game come to a hault or what? I spent money on this game and now its just dead, no servers are available, so what the hell does this mean? Can i atleast get my money back! If u are gona stop the game then repay all the players who invested in this game!

This was an amazing game, I loved it! However, as someone who doesn't play a lot of platformers, I have to warn other amateur platformers that you will need patience and perserverance to get through! 9/10. Not worth the money, as if you want to play 1v1 just invite a friend to any map of your choice.

This just encourages the show offs and the rapers to\u2665\u2665\u2665\u2665\u2665off the the lesser mortals who play for enjoyment.. yikes. the menu interface is not intuitive at all. No sound options. No engine sound- basically tella tubby music is all you get. I was hoping for something similar to kart racer (korean ver) or even mario kart. The visuals are pretty awesome. For the amount of detail that went into the kart tires, I expected some semi-realistic/semi-arcade physics. It's not very fun imo.. A well designed game that's great for single player, couch co-op, and online play (both co-op and versus). The simple and intuitive controls make it easy to pickup, while the more advanced tactics of reflecting incoming shots and shooting around corners allow for higher-level play. My only complaint is that there aren't enough people playing it online, so it's difficult to find a match.. Fantasticley acurate expansion. Crazy vaporwave internet hellscape. Visuals will definitely give you a headache if you play for more than an hour. Really enjoyed all the normal "levels" but the last one turned into an annoying platformer without any cool visuals or internet stuff. Worth playing just for the experience. There's also no reset so every time I got stuck in a wall (which was annoyingly often) I had to go back to my last save.. This is the worst game on steam. Fun game, Looking forward to future developments and watching this game grow!