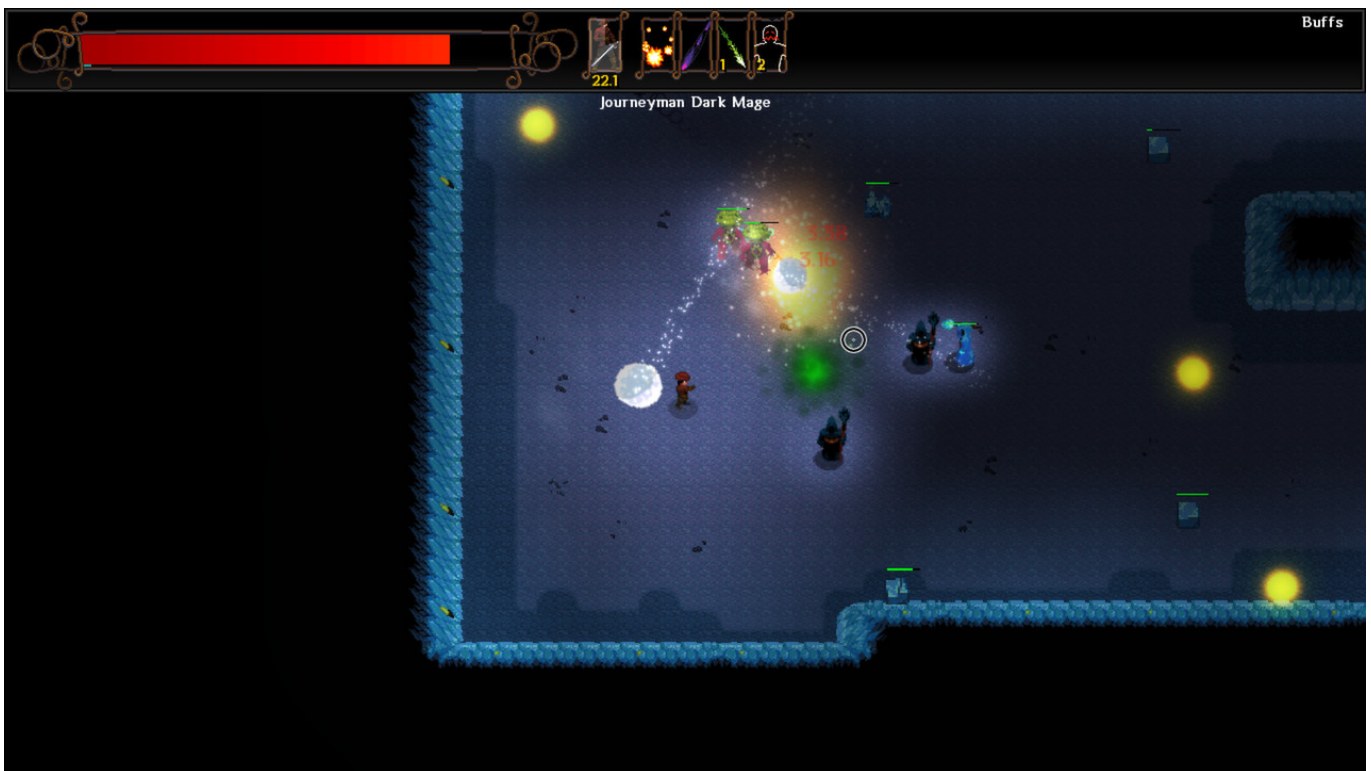

Runers Crack Unlock Code



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About This Game

About The Game

Runers is a top-down rogue-like dungeon shooter where you explore a vast underground labyrinth and face fierce monsters and bosses. As the game advances further into the dungeon, you will gather Runes, which will be used to combine into 285 unique spells. Discovering new spells will unlock their entries in your Runedex; unlock them all! But be careful – if you die, your playthrough is finished.

We wanted to make a game that had a lot of replayability, customization, and discovery. Almost every design choice we made focused on furthering those three goals. We want the player to be able to choose the playing style that suits them: long range sniper, mid range run and gun, or an up close brawler. There are many features to facilitate this level of customization. When you earn enough experience you will level up and be able to choose from 4 random traits to make you even stronger.

Each floor is procedurally generated, so the enemies, rooms, event rooms, and bosses you face are all randomly chosen, making every playthrough different. You will not encounter everything in the game in one playthrough, or even five: there is always something new to encounter.

Key Features



- Each floor and room is completely randomized – each run will be a different experience
- Choose from 20 Races and 20 Classes to customize your runs
- Runes have unique stats that modify the spells you create with them
- Choose from 285 different spells to build your own unique spell loadouts
- Upgrade your spells to make them even stronger
- 50 different traits to choose from when leveling up
- 10 procedurally generated floors to explore and fight through
- 15+ random bosses and 100+ random enemies to fight
- Numerous Challenges, Event Rooms, and Achievements to complete
- Defeating enemies unlocks entries in your Bestiary
- 5 difficulties to increase the challenge

Title: Runers
Genre: Indie, RPG
Developer:
LGK Games
Publisher:
Mastertronic
Release Date: 2 Sep, 2014

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English,German,Russian,Japanese

- Resume Game
- Runedex
- Bestiary
- Options
- Quit Game

Runes

Combiners

- 0
- 4:1
- 0

Combiner

Combine

Spells

Click Slots:

Hotkey Slots:

Storage Slots:

Hail

Damage	8.40
Speed	115.50
Duration	0.94
Knockback	3.15
Size	0.74
CD	0.95s
GCD	0.33s

Rune Levels:

Water: 0 + (0)
 Air: 0 + (0)

Launches a large piece of hail at the enemy. Hail has increased knockback.

Character

Level 1 Duelist playing on Blessing of the Human with Intimidating

Move Speed: 63	Bullet Size: 105%	Rune Levels:
Damage Dealt: 105%	Bullet Speed: 105%	0 0
Damage Taken: 95%	Bullet Duration: 105%	0 0
Crit Damage: 105%	Knockback: 105%	0 0
Crit Defense: 95%	Density: 105%	0 0
Cooldowns: 95%	Crit Chance: 0%	0 0



Select Passive Ability

A blessing or curse bestowed upon you



Blessing of the Human
 Humans are relatively new to the world. They have proven very adaptable through time. A versatile race, they are skilled at just about everything. They can run, they can jump, they can fish, they can bake, they can arm wrestle.

Absolute Normalcy
 +5% to all stats

Select Class

Your skills and your training



Duelist
 Duels a lot and wins occasionally.

Bladestorm
 Charge at a point, doing area damage along the way.

Select Starting Spell



Random

Start

Select Passive Ability

A blessing or curse bestowed upon you



Blessing of the Human
 Humans are relatively new to the world. They have proven very adaptable through time. A versatile race, they are skilled at just about everything. They can run, they can jump, they can fish, they can bake, they can arm wrestle.

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Select Starting Spell



Kindle Droplet Earth Spike Air Wave Spark Kinetic Bolt Mind Spike Magic Missile Corruption Chaos Bolt Random

Start

Definitely a fun, neat twist on the Rogue-like genre. Lots of variety in characters and customability, and the whole rune crafting system for your spells is a nifty idea. What's more, the fact you save your Runedex progress even after your perma-deaths let you know what spells were worth it and which ones weren't. It's hard, but still definitely fair, and I highly recommend this due to its unique play flavor.. Below you'll find a very **in-deph, analytical video review** of Runers, and below that a review in written form, should you prefer text over video.

<https://www.youtube.com/watch?v=i0b1yF0mgHs>

Asthetics: Decent pixel art style that seems rather generic due to low variety. Especially the floor, the walls and the spelly icons look particularly bad. The spell effects themselves are rather pretty though. Very simple, no doubt about it, however this simplicity also allows for easier recognition (as enemies use the same spells).

Sound design: Overall average. The sound effects are again generic, but what you would expect. Water drops create satisfying splash sounds, lightning sparks like broken electricity and fire spews crackling sounds of a train running on charcoal. A gripe worth mentioning here is the forgettable music, which ranges from alien space tunes while fighting in old ruins (huh?) to base heavy tunes in the depths of hell. Luckily the game does have a seperate music switch to turn off the music and play a choice of your own music in the background. I highly recommend playing heavy rock or metal, as I found it most fun to slaughter monsters alongside.

Gameplay: The heart of Runers and by far the strongest component that carries the game. Before starting a new run (due to the permadeath mechanic of roguelikes), you create a character based on one out of 20 classes and one out of 20 races, which influence how you try to develop your character. Afterwards you are dropped into a procedurally generated dungeon, where you face hordes of monsters with distinct abilities and strategies to defeat them. There are also several special rooms you can find. Certain rooms have an aura attached to them that randomly affects your (and the monsters!) stats, either by lowering them or by increasing them. There are challenge rooms that completely change the objective, for example protecting a portal or dodging fireballs. On some floors a boss awaits you. These fights are particularly interesting as most bosses require a special strategy to defeat. For a great example, please watch the video and the fight against the Air boss Nimbirrus.

While defeating enemies, you will find an array of drops. Among them Runers, Double and Triple Combiners. The Runes can either be used on their own to upgrade an existing spell or in conjunction with a combiner to create an entirely new spell from a pool of 285 spells! After unlocking all double and a reasonable amount of triple spells, I can honestly say that a lot of spells play very differently and this whole spell crafting system adds a really fun layer of exploration ontop of the game. There are some weaker points in terms of gameplay too however. Completing a floor or reaching a level up rewards you with a choice of four possible upgrades, which can be runes, rune level, combiners or passive upgrades (the latter for level ups). As the passive upgrades are mere stat upgrades, completing a floor does not feel rewarding enough on itself.

TL;DR: Overall, Runers is an honestly brilliant action roguelike with an incredibly in-depth spell crafting system and a huge variety. The small gripes I have in terms of asthetics, sound design and unrewarding level ups do not diminish my very positive opinion of Runers. HIGHLY RECOMMENDED if you are into roguelikes like Binding of Isaac, Our Darker Purpose or A Wizard's Lizard.. Runers has a lot of potential. The runes and spell combining system is really cool! I liked discovering new spells and trying them out. Level up bonuses are....weird, but not in a bad way. There are some great ideas, but this game is broken by major, major flaws that never should have made it out of alpha testing.

1) The sound effects. Dear God. When you fire two bullets every 0.7 seconds, they should not each be ear-splitting "ZWOOOOOP"s. If you're killing fifty enemies every room, don't make every one ♥♥♥♥ing scream in agony. The sound design in this game is so bad that it's funny, until you're actually playing it and actually have to turn off the audio because it's hurting your ears.

2) Tedium. Why are there half a dozen destructables in every room that serve absolutely no purpose at all except to make you stand in front of them, mindlessly firing into them as they slowly run out of health? If you want upgrades, you have to destroy them all, every time. Devs, did you actually play this? Did you find this fun? Or was it boring as hell?

3) Cooldowns. You have a 60-second "big" cooldown in addition to your fast spells. The optimal play is to use it every room, then simply wait for the cooldown to elapse before venturing into the next room. Pro tip for devs: don't ever make the best play the least interesting (see point 2). Have all cooldowns reset when you clear a room. Basic♥♥♥♥♥♥♥♥

I cannot recommend Runers in good conscience. Reinstall Binding of Isaac and play that instead. It's better-designed in every way, and a heck of a lot more fun.. Runers is a roguelike very much reminiscent of The Binding of Isaac. You slowly power up

as you venture, through rooms, deeper into the meat of the game.

Runers is challenging. Heck, it is downright brutal. After three hours I finally beat the first boss (and mostly because I fought one of the easier bosses) only to die right away in the next area because it introduced stuff I'd not yet seen. That's what makes these games great, when they can hit you with a curveball just as you begin to think you can hit a homerun.

The rune system of developing spells is pretty intriguing, albeit very tricky just starting out. I am noticing that entire runs can be dedicated to trying different combinations of runes hoping to find that one spell that really accents my playstyle. The rune system is interesting, furthermore, because it challenges you to decide between upgrading your current spell and building a new one altogether which, if you're a newbie, is kind of like playing a slot machine.

There are definitely flaws with the game, however. It doesn't have that level of polish that the Binding of Isaac has, nor does it really feel flushed out and well balanced. The art is consistent and classic-style, which is great, but it gets lost in the level design. The maps are pretty much all the same, on the levels I played. Rooms are slightly different looking but there are only a handful of room types and things that might happen in those rooms. You've got the boss room, normal rooms, and challenge rooms. All of which might spawn as an aura room, but for the most part you're looking at only three room variants. Hopefully in a future patch we'll see this expanded upon, as it is certainly one of the major lowpoints for the game right now.

The music is solid, and the controls feel well thought out. There is currently no controller support which is a bummer, but it plays just fine without. I do have one complaint, however, with the keybinds for hotkey spells. With all the frantic action it is incredibly frustrating to stop what you're doing to hit a hotkey. If you're using your mouse buttons to fire your primary spells then the hotkeys will not (at least not for me) activate properly. You've got to stop moving or stop firing to shoot off the hotkey spells which makes them near-useless.

Great game and I'm sure we'll see my concerns addressed in future patches.. This game has a lot of potential! It really does. But the many problems make it frustrating to play.

1. The drop rates.

All items seem to drop at unreliable rates. I sometimes got too many health pickups to use, or so little I have no ability to regain health. The combiners are the worst offenders of this. They are required to make new spells, but the drop rate seems so low that getting them is rare, and once you actually get a combiner, you get some useless spell you can't use even if you want to. More on that later.

2. The rooms. Everything about them.

The concept of randomly generated rooms (in this particular game) is really cool and sound like tons of fun. The problem comes from how the generation is designed. In every room there are around 6-8 destructibles. These destructibles drop items on occasion. Seems pretty good right? The problem is that each destructible takes many hits to destroy, so you just sit there blindly shooting it until it's gone. If I wanted to be bored, I would go outside. The enemies are also a pain in the\u2665\u2665\u2665\u2665\u2665 They're not challenging, they're unfair. What you will find yourself doing most of the time is running around in a circle, while enemies chase you at great speeds. This gets very boring. In some rooms, enemies spawn right next to the door, and you immediately get ganged up on, taking vast amounts of inescapable damage.

3. The spells.

In order to create new spells, you need a combiner. These are hard to get as mentioned above. When you do get a spell, you have no clue what it is. Having some hints could be cool, but you get none. (As a side note, almost every spell using entropy runes is worthless.) Many spells are also not worth getting. Many spells are situational, which is ok, but since you have limited slots for spells, you end up getting the same spells you always get and sticking with those. This destroys the need for spellcrafting. Why create new spells when you already know what spells you are going to get?

This game has enormous potential, but is held back by many design flaws.. One of the best rogue-likes i've played in recent history. It's a nice combination of bullet hell, dungeon crawler, rogue-like, perma death. The basic idea is that you pick a race and special ability. Then you crawl the dungeon as you gain perks and runes. Runes can be combined with other runes to form spells.

Highly recommend to anyone who likes Rogue Legacy, Binding of Isaac, Mojo, Rogue, etc.

Spell combining + twin stick shooter is a REALLY AWESOME formula. Unfortunately it's dragged down by poor balance, non-existent level design, and boring enemy AI. It really needs another round of solid mechanic improvements before I can recommend it.. A fantastic game which hides under a quite ugly tile based surface. If you're a person which doesn't need to have great looking graphics and you're just a bit into dual stick roguelikes, please have a look at this game. You combine different spells up to three times which each other to create new and more powerful spells. From buffs, debuffs, damage over time, bolts and flares, everything is there for you to explore. The game is hard as balls but that just makes it that more satisfying when you finally beat the boss you prior always lost to. If you don't look up the spells online, the whole process of discovering them is quite exciting. You have something new to do on every run and the classes with the several masteries just add to that. The only point which could turn you down are the graphics which are really dated. I saw better looking tiles in other games but if you can get over it the game will surprise you with it's mechanics. To me fully worth the price but if you don't want to pay as much, on sale it's a must buy.. One of the best rogue-likes i've played in recent history. It's a nice combination of bullet hell, dungeon crawler, rogue-like, perma death. The basic idea is that you pick a race and special ability. Then you crawl the dungeon as you gain perks and runes. Runes can be combined with other runes to form spells.

Highly recommend to anyone who likes Rogue Legacy, Binding of Isaac, Mojo, Rogue, etc.. Runers is a game of surprising depth. While not the most hectic Shmup, it is a very tactical one; every choice of spell is worthy of consideration, and the replay value is huge. You begin with a single spell, but as you uncover new rune combinations over the course of your playthroughs, you can optimize and strategize your favorite abilities. Some spells are crap, but with the right bit of luck you can stack a stat to astronomical levels and change the way an old familiar one will play. This game is absolutely worth the price of admission normally, but it's on sale: you have no reason not to pick this up.. Runers is an amazing combination of discovery and rogue-like gameplay. You use 1-3 of 10 different types of runes to create hundreds of spells. Of the 285 spells you can only discover a handful per run, and runs can take hours. In other words, this game's element of discovery can last hundreds of hours.

The spells are incredibly unique and versatile. You'll find that they fit into general categories and serve similar purposes, but that no two spells are the same. You can also upgrade the spells you have created by using additional runes on them. This doesn't simply upgrade damage or cooldown time though, but any of a number of aspects of a spell including but not limited to: buff duration, radius, force, speed, knockback, stun duration, and even "leash elastic." Clearly not all spells will have every one of these and more aspects, but how a spell can be upgraded is just as important as how it first appears.

For me the best thing about this game is that it is a rogue-like with meaningful general progression. Usually in rogue-likes, once you die you start over and very little will have changed other than your knowledge of the game. In this game you might discover a very useful spell on one run and feel great about your progress even without winning or performing well.

A really important thing to understand about the mechanics of this game is the meaning of "discovery." Creating a spell for the first time does not simply mean adding a new "recipe" to your runedex that you could have just looked up on a wiki. You need combiners to create spells for the first time, afterwards you can create those spells using only the required runes. Combiners have another possible use though, in that you can break them to gain experience. I can't stress enough how important it is to be aware of this aspect of the gameplay. If you look through the discussions you will find many, many people who didn't become aware of this until they had put many hours into the game.

I definitely plan on completing my runedex so there's no way I couldn't recommend this game.

I should also add that this game has a pretty cool soundtrack.

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