HyperRogue Download For Pc

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About This Game

You are a lone adventurer in a strange, non-Euclidean world. Gather as much treasure as you can before the nasty monsters get you. Explore about 50 different lands, each with its own unique treasures, enemies, and terrain obstacles. Your quest is to find the legendary treasure, the Orbs of Yendor. Collect one of them to win! Or just ignore your quest and collect smaller treasures.

The twist is the unique, unusual geometry of the world: it is one of just few games which takes place on the hyperbolic plane. Witness a grid composed of hexagons and heptagons, straight lines which seem to be parallel, but then they diverge and never cross, triangles whose angles add up to less than 180 degrees, how extremely unlikely is it to reach the same place twice due to practically infinite size of the world (centillions of locations in just 700 steps from the starting point), and how the world seems to be rotated when you do return. All this matters for the gameplay. The game is inspired by the roguelike genre (although in a very minimalist way), works of M. C. Escher, and by puzzle games such as Deadly Rooms of Death.

HyperRogue can be played for free from its website. The Steam version adds online achievements, online leaderboards, trading cards, and convenience. Also, as the game is constantly updated, the Steam version includes the newest features, such as new lands with new mechanics, or new game modes -- see Gallery for the current differences.

Title: HyperRogue
Genre: Indie
Developer:
Zeno Rogue
Publisher:
Zeno Rogue
Release Date: 16 Jan, 2015

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Minimum:

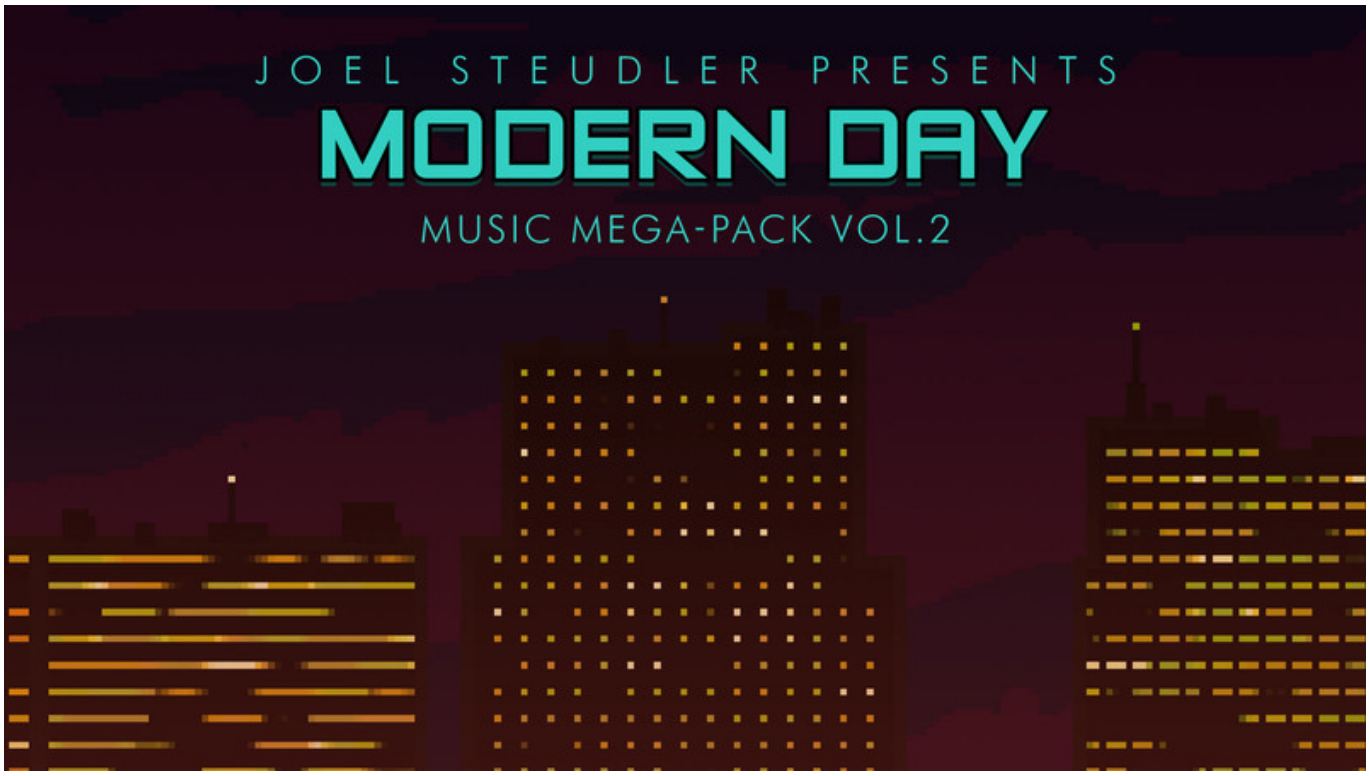
OS: Windows XP

Processor: 0.5 GHz

Memory: 512 MB RAM

Storage: 60 MB available space

English,Polish,Turkish,Czech,Russian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it's actually a lot more fun than most of these hipster games out there.
. Wait you dont own this already..... Why not?. Fun little life simulator.

Amazing how with poorly times aunt visits, rent payments and your aparment being robbed life can go south real fast.

Quite accurate.

Serious bit with an update.

Started out with No Priviledge points, homeless and unemployed
Long grind working in a fast food place and renting a place out
Tried to fulfill the health need by having an excercise bike but living in a sketchy part of town meant it was robbed every two weeks.
Then got a job as a bouncer for 2 years
Proceeded to spend 3 years doing part-time bouncer work whilst studying for a Law diploma
After finishing Law diploma I am now working as a Paralegal in the city centre with a Car and wife (as a tip wive's aren't that worth it in the short run as getting engaged and married is quite expenseive and having to keep taking them out on dates so they dont divorce you is a strain enough.)

7/10 - Would pull myself up by my bootstraps again. Probably a lot more fun with mods and if you don't mind a grind its worth a buy.. Not really a great game at all. Lacks in so many areas, I just don't like it.. t is the far future, the year is 1999, and everything looks like a 1980s space anime; no, you're not tripping on mushrooms and having a flashback to your childhood, you're playing Capsule Force.

Capsule Force is the hot new couch competitive multiplayer game that is going to look great in your library next to Samurai Gunn, TowerFall, Nidhogg, and Hidden in Plain Sight.

Read my full review here: http://www.destructoid.com/review-capsule-force-306824.phtml. Have to disagree with other reviewers who love this game.

I played the non-VR version and the controls/inventory system make this game painful to play. First, there is so much junk (boxes, paper, etc.) that is in your way, that the important items get lost. When you find an important item like a key, it doesn't go into inventory like nearly all other puzzle games, but it stays in your hand so you can only hold one item at a time. Important notes that you need to decode puzzles cannot be kept in the inventory, which is frustrating if you need two pieces of paper to solve something. What's worse is that if you drop the important papers, they can easily get lost in the piles of useless paper that is everywhere. It's fine if a developer wants to allow the player to interact with non-essential items, but they shouldn't get in the way of the important ones.

There is no save game feature, so you need to replay the entire game if you don't finish it in one sitting.

The puzzles are mostly intuitive but some really require an impossible leap in logic to solve.

The game is worth it if you get it for $5.00 or less, but otherwise, skip it for much better ones.. fun little game, for $3 you really can't complain!. Just another case of excellent idea but poor execution.
66% completed but Pre-alpha (yea right)
Buggy,Glitchy and overpriced..

Not Recommended.

. https://www.youtube.com/watch?v=P79olh2ud-8

Insanely long load times reminiscent of PlayStation 1, overly precise controls that are a bit too rough to operate properly half the damn time, poor choice for flashlight controls, clunky as hell to play. I do, however, appreciate the departure from the hundreds of generic FNaF's knock-offs with this lane defense style game though.

Seriously though, with a little tightening, this could be something a little more than generic rage inducing title guised as a Sesame Street knock off with no real character spoofs except the greeter (Big Bird). Kermit the Frog seems to show as the game's golden freddy though... So, there's also that...

SO.. i used to play this game a lot on a browser.. im pleased that a better version has been released.. and i need to say its pretty fun, but i think the cpu is too hard.. this might me being bad or it seriously being hard.. after all i still recommend this game and i do not regret the purchase of it. Name me one other series of game where fighting is this intense, this varied, this challenging, and this fast.

This game is beautiful.
The flow of combat is beautiful.
The AI is beautiful (fight Dante at the fight before Sanctus on DMD mode. You'll see what I mean.)
The graphics are downright stunning, and are optimized enough to run well on a craptop.
I'm serious. I haven't seen optimization this good since Half-Life 2.

Don't like Nero? Ok. You get Dante in ten missions. He plays even more smoothly than he did in DMC3. His combos, as an effect, are now so varied it's borderline ridiculous, and they don't feel even remotely choppy.

Not enough enemies? No problem. Play on Legendary Dark Knight difficulty. You'll have so many enemies that your style meter won't know what to do.

Too slow for you? They've also got that covered. Turbo is in the PC version. Play Devil May Cry at 120% the speed it was before. That's damn fast.

Don't like the bosses? Who cares? You get Bloody Palace once you beat the game (on not Easy). You don't even have to play as Nero in it. You can start as Dante and show off your combo-crazy prowess on wave after wave of unfortunate foes.

Don't like Dante? Go see a doctor.

9.3/10
The only thing wrong with this game is the repitition of bosses (even moreso than the first DMC) and the terrible way the dice game was implemented on Dante Must Die difficulty.
But to be honest, I've had more fun with the bosses here than I had with every other DMC.. WOW!! This game is just AMAZING. Sights and sounds explode...controls are smooth, WASD and Mouse 1 and 2 are all you need...for us non-controller gamers, and it's a BLAST to play! A lot of fun, and the you get the kind of rush that arcades used to give. A new favorite, for sure.. It's a good game I enjoyed playing years ago on my android device, I'm glad to find it here on steam as well, also in a 90% sale :D

I recommend.. Great game, a real pleasure for nostalgics!
If you already have improved your skills with Solstice or Equinox for example, the game will not be a big challenge (in adventure mode). However old school mode is really harder.
For newcomers, it can be hard to keep the control of your character in an isometric world (but it's a part of the challenge!).

Many hidden items to collects (and sometimes very well hidden).
The game is not totally linear, you can miss some items if you do not know the right path to follow (I missed ONE duck I never met!).
It's a game you want to restart at the end of the credits, just to find more collectibles, to discover new rooms, and to enjoy the experience a little bit longer.

Highly recommended!. HORRIBLE game play!!!! Hand doesn't even click on the area you have selected. Had sherlock stuck in a room for 15 minutes trying to get him to open the door and leave and couldn't. The angles are horrible, you walk to corners and can't get out. If the game was created to irritate and anger you it does a very good job. I have played this game and the mystery of the mummy. They both seem like bad knock offs of the classic Electronic Arts Sherlock Holmes games. I have purchased the rest of the set from Frogwares I would hope that at least one will be worth the money spent....The jury is still out, moving to the next game in the series.. I would not recommend this for kids. Or anyone. There are way too many bugs and the interface is not user friendly. There are bugs that cause your car to get stuck during the race. And it happens a lot. Sometimes you even get stuck between invisible things and must restart the race. A lot of cars can't be unlocked. It says 30 coins to unlock, you click, 30 coins are removed, but the car still isn't unlocked. It's either a bug or a horrible user interface. Getting the coins to unlock everything is way too easy. It's for kids yes, but if the game worked and a kid wanted to, he or she could unlock

everything in 2 hours. Everything cost the same to unlock and there's no reward for winning a race. Furthermore, the other cars don't collect coins or diamonds so you can just crawl through the track and collect everything. That's what my kids were doing. And that obviously gets boring really fast. The interface has way too many similar looking buttons. It is not intuitive where you should click next. And some of the buttons doesn't do anything at all, it appears. To leave the game, you have to minimize and close it on the taskbar because it doesn't even have an "exit game" menu option. The game seems to have been rushed out and not tested on a single kid beforehand. It's a shame because the idea was good. So please update the game and fix the bugs.. The first game i spent quite a bit of time on. worth every penny, though i am looking forward to more weapons and options in the future! Great job, Devs, especially for being so early with it!!

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