
Crimson Keep Download] [pack]



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About This Game



Crimson Keep is a first person, action RPG. Descend into an ever-changing labyrinth full of monsters, traps, and treasure. Locate the sunken remains of an ancient castle and cleanse it. The great power you find within could be your only hope of escape.

Thirty years ago a curse destroyed the village of Larkstead. Banished to the dungeons below, your only hope is to explore, scavenge, and fight for survival. Will you find the mysterious Crimson Keep? Will you escape this terrible place? Or will you be food for the innumerable beasts and horrors that lurk below?



Resist Hunger, Traps, and Curses !

- Weapons with different speeds, damage arcs, and special attacks
- Multiple classes, and abilities to choose from, each with strengths and weaknesses
- Locational damage (aim and hit enemies in weak points)



Uncover Ancient Lore & Quests

- Randomly generated areas, monsters, and loot each run
- Achievements unlock more abilities to use and equipment to find
- Completing the game unlocks new areas and bosses



Permanent Death!!!!!!!

- Permadeath
- Cursed items
- Hunger
- Gods to worship



Title: Crimson Keep
Genre: Action, Indie, RPG
Developer:
Ian Atherton, Ben Rog-Wilhelm
Publisher:
Merge Games
Release Date: 29 Nov, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or later

Memory: 2 GB RAM

Storage: 3 GB available space

English







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Jumpix Jump is awful, period. This is one of the worst 3D platformers I have ever played in my life. Jumpix Jump is filled with assets bought from the Unity store. The character file for this 'protagonist' is even an asset from the Unity store itself. The graphics are terrible and aren't even close to looking good. The controls are very buggy and the character even glitches when you jump on a platform. The soundtrack is not even close to being creative since every single song in this game is royalty-free music. The design for all of the levels in this game look like it was put together by a 3 year old. There isn't even any NPCs in this game, nor any enemies in sight. Jumpix Jump is plotless, horrible, very buggy, and it is just an asset-flip galore.

1.5/10. Gotta have Sisyphus... the one who got the ball rolling on these games (pun completed intended and yes, no effort was made either). Much better than it looks arcade racer with weapons and stuff. One of the best of its kind in recent memory.. Garbage.

My Score - 1/10. good game, but not too difficult. There some problem in Armory which is lack of responsive. When I try to click on locked thing, no message show, try to clicked on equipped gun, no shop page show, click on Gun I don't have cash to buy, nothing response. That may be annoying because it seem like thing not work well.. The Good news first. The interface is excellent. The in-app tutorials are great.

The Ok news. It's going in the right direction for a precision object maker.

Now the bad news. There are too many features missing to be able to call this a 'Pro' product. It's still a toy at best. But again, going in the right direction.

Some obvious features missing:

Push V Pull V extrude of faces is a must.

chamfer V fillet

display line length or face dimensions (set length would be real nice)

Having the base point snap to grid would be nice, also.

Let's start with those. I'm excited to see this product progress.

Im new to VR. (just got my Rift) and this was one of the first escape room games I have played. I got the whole Blue Entropy bundle and I would say that all in all the games are pretty good. Graphics are ok, I liked the backstory of the explorers, the castle and the magical stones. I also thought that the puzzles were well paced, not too much all at once.

Occasionally I was frustrated when I couldn't find the missing gem, but I guess that's normal in an escape room.

I did notice a few objects floating in air and it seemed like the rotation of the objects in my hands was off. Maybe this is because I am running a rift through steam. Maybe the game is optimised for vive. I don't know it's just a little weird but no big deal. Also some objects were stuck in the air when I threw them and I wanted to smash and break the pottery. But hey, you can't have it all. In general I had a lot of fun and I would recommend this for fans of escape room games.

. Displeased with purchasing this. Although it's only offered at a base price, and is touted as being very indie, that doesn't excuse that it's currently broken in a variety of different ways, and should most assuredly be something ushering its way along steam in the Early Access programme rather than being listed as a complete title.

Shows promise and could be a good thing in the long-run, but there's a lot of basic work nevermind polish needed to get it off the ground.. Initially I enjoyed the core gameplay of this action strategy game and found it somewhat addictive.. however the biggest problem is the sheer amount of bugs. It's rare to go longer than 60 seconds without some glitchy behaviour occurring. You and your enemies get stuck in the environment, controls get stuck or do not work at all, lots of camera issues, and many other various random problems. The complete lack of documentation (or even a list of keys) is daft. Looks like some achievements are also bugged.. it's a real shame because the game definitely has potential.. plenty of spooks to be had. **Here comes my honest review of Celestial Breach.**

[I have also posted this review on my blog!](#)

[TL;DR This game is utterly enthralling and has amazing graphics. Pick it up and play it for yourself with some friends!](#)

[When it comes to games, I tend to be quite interested in Early Access games, as they have the ability to improve and change the way they play, depending on the feedback given. With Celestial Breach, I was unsure what to think in the beginning. An arcade style flying game? Sounded fun so I bought it the week it came out and booted it up.](#)

[The game surprised me quite a bit, as I wasn't expecting the exceedingly beautiful graphics, nor was I expecting the prompt updates that the developers were pushing out. Let's start with how my first experience with the game went.](#)

[I booted up the game to find quite a pleasant menu screen, with all the options that a game would have needed. I adjusted the graphics to push my system as far as the game could \(ultra\), and then proceeded to check the keybindings. The game seems to be coded on a Swiss keyboard \(I don't know what other keyboards are like this\), as the Y and the Z key seem to be in different locations, with Y, by default, being for the flares \(I know, didn't seem intuitive\). After quickly adjusting my keybindings \(will have them below in the feedback section\), I went to the menu and pressed start. To my surprise, there was not a single server running, but oh well, it had only just been released and this is still the first week of the game's release \(I believe\).](#)

[I then hosted my own server, and attempted to play the game as I would any game. Fly, shoot and blow everything in sight up. I died quite promptly and was forced to restart. The graphics were stunning though. There are some areas in which the graphics could improve \(will be listed below\), however, the overall look of the game is astonishing.](#)

[Once I figured out how to play the game properly, I had such fun. I boosted the difficulty up and flew around the skies of the maps like a madman. I then moved to my next step. I tried to get my friends to buy the game. "5 person coop" is advertised so naturally I wanted to try it \(I still haven't been able to\). None of my friends were too willing to buy a game that had so few reviews, so I resorted to the steam discussions and the discord server \(the devs had this up and running so soon in development!\). I asked around and found a player that wanted to play some Coop. We played for a bit and had a blast, with both of us wrecking havoc left, right and center. Oh boy, that was a blast.](#)

[After forcing my friends to come and try out this new game on my computer, I managed to convince two of them to buy it. After having played a few hours with them, I asked them what they thought of the game and if they had had fun. One of them was very happy with his purchase and wished to join the discord, and the other didn't respond and simply shot me with the railgun, in denial that I had proven him wrong about a game he thought was not going to be too fun in the long run.](#)

[Now here for the pros and cons of the game, but there will be no cons, simply stuff I would change\add!](#)

Pros:

- [Beautiful graphics](#)
- [Nice selection of planes and weapons](#)
- [Nice maps](#)
- [Fun gameplay](#)
- [Devs are involved with the community and respond to each piece of feedback personally](#)
- [Nice variety in mission types at this point in time](#)
- [Nice support for different types of controls](#)
- [Nice community](#)
- [Nice development pace](#)
- [Nice amount of upgrades](#)

Change\Add:

- [Change the default keybindings to: Q for special 1, E for special 2 and F for flares. That way it is more universal.](#)
- [Allow people to change keybindings whilst in a game \(I am unsure why this isn't possible\)](#)
- [More maps \(this is already in development though\)](#)
- [Make the blaster noise deeper the more powerful it becomes.](#)
- [Add even more planes \(A larger bomber that does less damage and is less accurate would be cool\)](#)
- [Even more skins for the ships! \(They are so cool!\)](#)
- [Maybe add a ripple around explosions and make the explosions look more 3D \(they look a bit flat as of now\)](#)
- [Improve performance a bit.](#)
- [STOP THE SNOW FROM FALLING ABOVE THE CLOUDS!!!!](#)
- [Balance the weapons a bit more and add more variety to the base types.](#)
- [Maybe add shields that can be depleted by constant bombing for smaller targets.](#)
- [Maybe add different effects on the planes when they take damage](#)
- [Make the enemy fighters less accurate. You can't even outfly them with the interceptor style plane.](#)
- [Allow the huge massive bomber thingy to shoot back at the players, also give it more health on the lower](#)

[difficulties.](#)

- [Maybe add a super weak high flying ship with one engine \(similar to the F-16\) that drops EMPs and other weapons. It'd be really interesting to see how players could use it.](#)

[Well, that was my entire review. If you read the whole thing, thank you very much for taking your time to go through all of it :\)](#)

[Are you ready?...:](#)

[Hello Everyone!](#)



[We're almost there! Crimson Keep is finally launching and it's coming this week. From us here at Merge Games and the dev guys at Team Crimson, we want to say a massive thanks to you, our community. This was a labour of love and your support was a massive part of this.](#)

[Crimson Keep is launching on November 29th and is available on Steam and the Nintendo eShop \(US\[\[www.nintendo.com\]\(http://www.nintendo.com\)\]\), \(EU\[\[www.nintendo.co.uk\]\(http://www.nintendo.co.uk\)\]\). On PC we plan to add updates to resolve any minor bugs or issues you may come across after launch.](#)

[We have a dedicated Crimson Keep channel on our Discord \[\[discord.gg\]\(https://discord.gg/\)\]server and welcome anyone who would like to join and get the latest updates on our games.. Achievements and Unlockables:](#)



Hey everyone, today I wanted to speak a little bit about our achievement system. I think achievements are tragically mishandled in a lot of games. I would say eighty percent of games, probably more, don't offer in game rewards for completing them. And why shouldn't they? If you remember back to the Rare Shooters on the Nintendo 64 (Goldeneye and Perfect Dark) you might remember the awesome, pre "achievement" system in which the player had to complete special challenges in each stage.

The different difficulty modes for each stage naturally affected the damage enemies did and things like ammo and health for the player, but more interestingly they added additional objectives. By beating each stage in these games on different difficulties you essentially unlocked achievements, but these achievements provided the player with something: cheats/modes, and eventually a fourth difficulty mode that turns the game into a sandbox of sorts. Players have the opportunity to go back and use cheats which sometimes drastically change and unbalance the game, but can be a lot of fun to play around with.



Many games have done unlockables like this, but a lot of the time they're just cosmetic, or are after the game proper ends (new game plus). Those Rare shooters, and more recent unlockable obsessed games like The Binding of Isaac, constantly reward the player for playing well, and just playing at all. Almost(?) every achievement in The Binding of Isaac adds a new item or character to the game's massive pool content, changing the entire game (sometimes in a small way, other times in a big way) after each achievement.

It's our goal to do something similar with Crimson Keep. Classes, class abilities, areas, and items, can all be locked by achievements in our game. Ideally (by the time the game is complete) each achievement will unlock a little piece of content in our game, and keep you coming back for more!

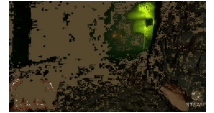
Thanks for reading!

-Ian

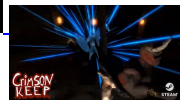
. Monsters and magic awaits....:

Hello Everyone!

With less than 24 hours to go we're excited for you to get your hands on Crimson Keep!!



[There's tonnes to discover in this game and we look forward to hearing what you think.](#)



[Be sure to join our Discord \[\[discord.gg\]\(https://discord.gg/\)\]channel for the latest info and chat with more of the Crimson Keep community.](#)

[Good luck...](#)



[. Thank you...:](#)

[Thank you for your feedback, we really appreciate the support you've shown us as a community.](#)

[We're working closely with the devs to implement some of the changes you've recommended and will post more updates as they become available.](#)

[Thanks again for your feedback and your patience.. Dev Log 12-5-2017: Random Improvements:](#)

[Hey everyone, check out this new Dev Log where I talk about random, new, and interesting improvements to the game as we continue to add content and refine the experience before release.](#)

[-Jan](#)

https://www.youtube.com/watch?v=e4hu6Owk_EE. [Features and Inspirations pt. 2:](#)



[Hey, let's take another look at some of the features in Crimson Keep and what inspired them!](#)

[Hunger. Some of the enemies you can expect to find...:](#)

[BONEMAGE](#)



[GHOST-PRIEST](#)



CHERUB DEMONS



GHOSTS



[PIGMAN WARRIOR](#)



[SKELETAL SWORDSMAN](#)

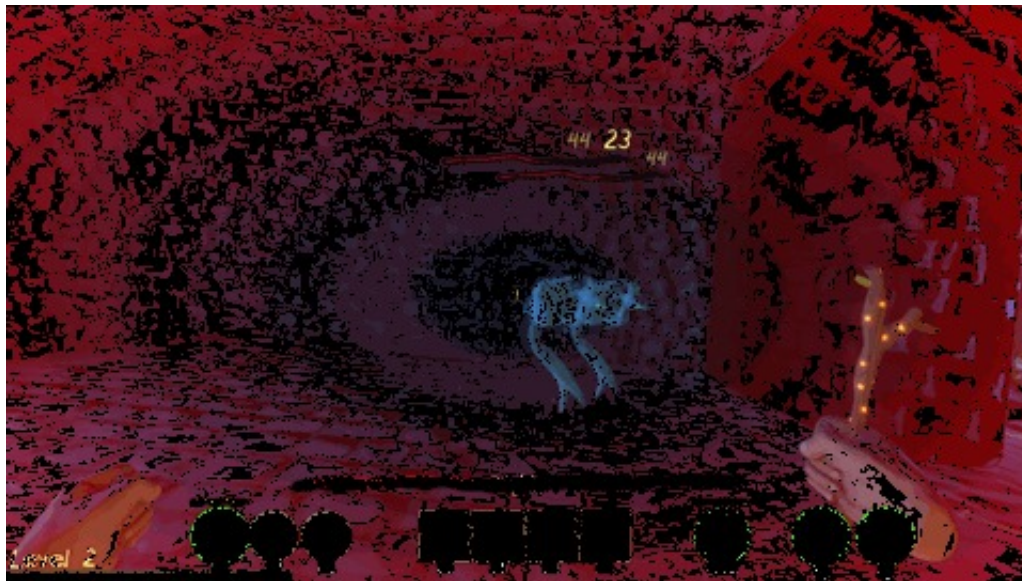


PRINCE OPHION



Inspirations pt. 1:

.Features and



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