Balrum Hacked

Download ->->->-> http://bit.ly/2NFnD2V

About This Game

Balrum is an old-school, hybrid turn-based, open world indie RPG with deep tactical combat. Explore a huge living fantasy world with dozens of side quests next to an epic main quest. In addition to traditional RPG features Balrum has deep crafting which allows the player to craft their own custom items. Balrum also features farming your own crops, building your home, and survival mechanics complemented by the game's main features. In Balrum you will have a faithful animal companion as your pet. Your pet is fully controllable and adds greatly to the complexity of the combat.

The player takes control of a young man whose peaceful life is suddenly interrupted by events which will change his life forever.

Features:

- Real-Time world with Turn-Based Combat

- A huge Open World with dozens of Dungeons to explore

- Spend your learning points to create a pure class or a hybrid class

- Dozens of Side Quests and an Epic Main Quest

- Three separate paths leading to the end

- Building

- Farming

- Tame various animals to be your loyal Companion

- Deep Crafting System which allows you to create custom items

- Day/Night Cycle with Weather Effects

- Survival Mechanics

Story

It's twenty years after your village fled the kingdom and took refuge in Darkwood. You always knew that these woods hold dark secrets but now you start to feel it's evil on your own skin. Horrible things are happening. You discover fragments of the woods dark history and come to the conclusion that you have to leave your home. You know in your heart that once you step out of the protection of the place where you grown up, nothing will be the same. You have to face a world that's in chaos. A world without laws. Nevertheless you feel something else too. You feel freedom. A completely new world awaits you to explore it, but the feeling quickly turns into guilt. There are people in Darkwood who are counting on your help. You are their last hope.

NOTE: Thank you to all our backers on Kickstarter for making this game possible.

Title: Balrum
Genre: Adventure, Indie, RPG, Strategy
Developer:
Balcony Team
Publisher:
Balcony Team
Release Date: 29 Feb, 2016

 b4d347fde0

Minimum:

OS: Windows 7, 8, 8.1, 10

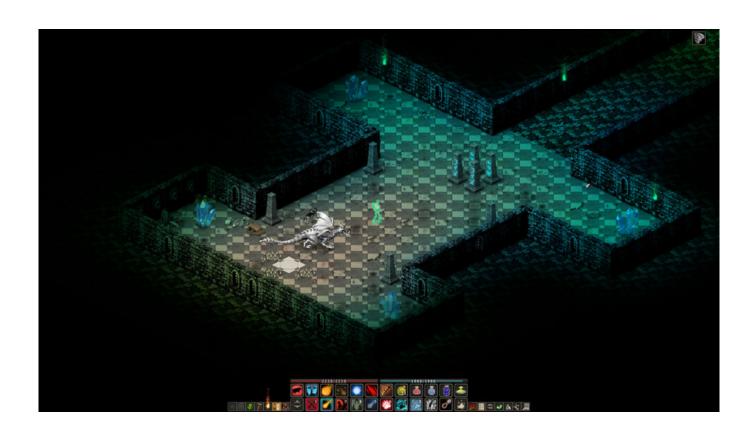**Processor:** Single Core 1.6Ghz

Memory: 1 GB RAM

Graphics: ATI Radeon X1650 / NVIDIA GeForce 8200 / Intel GMA 950, or equivalent

Storage: 1 GB available space

Sound Card: OpenAL Compatible Sound Card

Additional Notes: OpenGL 1.4 compatible

English

Balrum, a game with a great deal of potential, squandered with bad design decisions. To give you an idea of what I mean, think of a 2D MMO similar to Albion, now keep the lackluster combat, and remove the group up mechanics, and interesting skill trees. You will find that this game suffers from the most heinous of video game crimes imaginable. It is boring. It is very boring. And getting through this game is a test of patience and endurance, increased by it's fairly unforgiving difficulty.

I have tried to be fair. I have tried 3 times to complete the game's long and epic quest, and truth be told, the narrative is interesting, and full of good twists and turns. If not for the narrative I would have given up on the first try, but the very core aspects of the game are problematic from the beginning, and no matter how much I forgave, and looked for the silver lining, I always found something else that just drove me up another wall.

To start things out, progression is thrown behind an LP (Learning point) system, that severely limits the progression of your character. You WILL make bad decisions on how to spend them when first starting out, and those bad decisions will make you want to restart as you find certain skills useless and your character needlessly gimped as a result.

Don't believe me? You'll quickly realize the truth when you come across your first skill book. For some reason the developer thought it was a good idea to add these when their leveling system is so draconian, (6 skill points per level and roughly 12-14 levels for the whole game). Spent 8 learning points learning alchemy 1 and 2? Ha Ha! Both books that give you that skill for free are availalble in the first section of the first map of the game. Spent 10 skill points to learn a secondary fighting profession? How Silly! That books just hidden behind a locked door in an NPC's home. Needless to say, this can be infuriating, and has led to quick guides explaining where all the skill books are and how to get to them, so characters don't waste valuable LP on skills they can learn for free. It is a terrible design philosophy to punish your players for making what most would see as sensible decisions, but that is something this game does very often, and with utter impunity.

As for the proffesions themselves, some of them are completely useless, while others are practically mandatory. The fact that it's the useless professions that are also the most expensive to learn just adds insult to injury. Take crafting armor, for example, you will find better gear than you can possibly craft at every point in the game. Even top tier plans and designs are underwhelming when you finally get to the skill level where you can craft them. Alchemy, on the other hand, will net you health potions, and no matter what character you play, they will chug those things like Mountain Dew at E3 in almost every battle they fight. To round out just how absurd some of this skill balance is, survival helps you with camping and slows the eating\/drinking mechanics. However, the benefits of this skill are completely bypassed by the fact you are given the ability to teleport to your own custom house, with a safe bed, stocked food, and limitless water, at almost any time, from anywhere, even the bottom of dungeons, and it's given to you at the very beginning of the game.

Combat is largely damage racing and kiting mechanics, combined with some very lackluster abilities. Repetition of combining certain spells and combos is the key to victory, and most fights require little if any actual player skill. Not only does it get boring, fast, it is also very taxing on resources, and provides comparitively little reward. One will quickly find combat is best avoided, and groans quickly ensue when you're being chased by an enemy you can't outrun. Most of your experience is earned through doing quests, and even the most tedious quest is better in terms of progression than taking down the biggest baddie.

Lastly, I will breifly discuss eating and drinking. It is something at the heart of Balrum, and is the most prevelent mechainic of the entire game. A shame it's just.... done so poorly. It's like having 3 Tamogachi pets that go off at the worst possible times, and if you don't take care of them, immediatly, you die. You can't see what your hunger\/thirst levels are as you explore, and when they hit 0, which they will do quite quickly, your HP starts to plummet. Likewise, there is a beetle that spawns in your backpack randomly, and frequently, that will eat all your food if you don't kill it. Now, imagine all that happening while your being chased across the map by 3 mantises that won't leave you alone. That's the core experience of Balrum in a nutshell.

Oh, there are pets, but I don't really feel it's worth discussing them. They are somewhat useful in the early game, but they scale very poorly with the power curve, and even in the mid game they largely just get in the way. This could have been a really cool mechanic if pet ability was properly paired with survival, or hunting, or both, but there is little to nothing you can do to make them better, so even the archer class ends up largely just playing without them.

TLDR: There is actually a good game buried underneath all the tedium that infests Balrum. If your a "hardcore" gamer, or a massochist, you may actually enjoy it. Unfortunately, it will be the challenge of overcoming the game's poor mechanics and

design choices that those types of gamers will find rewarding, and not the act of simply engaging with the game itself. If that's your type of thing, then Balrum may very well be for you. If not, then you're better off looking elsewhere for your isometric RPG fix.

Viktor Torrent Download [Password]

Orwell: Ignorance is Strength Ativador download [Xforce keygen]

Deck13's "Good Old Days" Bundle download for pc [hack]

Rocketcers Download] [addons]

BLUE REFLECTION - Sailor Swimsuits set B (Yuzu, Shihori, Kei) crack download pc kickass

S.K.I.L.L. - Special Force 2 - Special Force Pack portable

Oops, sorry! [key serial number]

Download Owen to have fun! .rar

Dead Mayhem Ativador download [PC]

Rocksmith 2014 Kiss - Love Gun download direct