
Loot Or Die Best Crack



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About This Game

Overview

Do you like plundering and looting the universe with friends? Loot or Die will have you traveling to far off planets in search of, you guessed it, all the loot you can get your hands on. But be warned! The stronger you get the fiercer your enemies will become. That's why you must Loot or Die!

Features 84 Unique Items

Loot or die features powerful weapons, armor, and re-usable 'rings' which you can equip in any combination to fit your play-style. Will you equip armor that steals the life from our opponents as you damage them? Or will you find armor that reduces the cooldowns of your rings; enabling you to spam doom blades at your foes? Perhaps you'll decrease your reload speed to the point that your rifle becomes a machine gun. The choice is yours, and Loot or Die is all about making tough choices fun.

8 Item Bonus Stats

Every item you find has a small chance to roll a bonus stat. You could combine these into unique setups or choose to focus on just one.

Health Per 10 Seconds: Just what it says; every 10 seconds you get a percentage of your life back. Better with high life armor.

Movement Speed: At maximum (50%) you will literally be as fast as a bullet. Useful for jumping far distances as well as avoiding damage.

Reload Speed: Increases how fast you reload as well as as fast you recover from shooting too much. Insane with an already high speed gun.

Cooldown Reduction: Rings recharge faster, allowing you to spam them more in combat.
Critical Hit Chance: Every attack gains a chance to deal 150% damage. Applies to ring attacks as well.
Life Steal: Attacks have a 20% chance of returning life to you based on the damage dealt.
Magic Find: Increases the chance that items will roll a bonus stat.

Lucky Heal: Chance to restore 33% of your life when you take damage. More effective against numerous weak attacks.
Heart Bonus: Picking up hearts from your enemies will now grant more life. At max (50%) you will recover 80% of your life!

Game Modes

Loot or Die features several unique game modes to challenge your mind and your reflexes.

PvE

Normal game mode. Take on new challenges as you work your way through each planet.

PvP

See how good your loot really is against actual players! Up to 8 can fight in several multiplayer maps.

Defend the Flag

Having trouble finding a ring? Not to worry as Defend the Flag always rewards you with a legendary ring for winning.

Home

Take a break to access your vault, turn in quests, and upgrade your gear with tokens.

End Game

Just because you defeated everything this game could throw at you does not mean that your adventure is over! You can greatly improve your character by completing quests and using the anvil at your home. This will enable you to farm even better loot and challenge your friends in PvP. Going back to earlier levels will now penalize you with reduced damage and health, making farming more challenging than the first time through the game. You literally could play forever, creating unique armor sets for every combat situation you could ever think of.

Thank You

This entire game was developed by one person. The art (I know I suck!), programming, level design, testing, etc. I want to one day be a great game designer, but I only want to develop games that people really enjoy. With your support I know I can achieve my goals, but most importantly, I hope that you have fun playing Loot or Die.

Please let me know if anything isn't working for you. My twitter is @foldberg1.

Good luck! Try to Loot or Die!

~Chris

Title: Loot or Die
Genre: Action, Adventure, Indie, Massively Multiplayer, RPG
Developer:
Chris Antoni
Publisher:
Chris Antoni
Release Date: 16 Sep, 2016

b4d347fde0

English



Velvet

LV	10	Nothing
HP	278/278	Nothing
MP	120/120	Nothing
Attack	121	Nothing
Elem. Attack	0	Nothing
Defense	68	Nothing
Agility	70	Nothing
Accuracy	95%	Nothing
Evasion	0%	Nothing

EXP 3150
Until next level 1250

The one who chosens the fate of the worlds.

Close

○ / □ Character select

Ⓑ // Enter Close

Ⓐ // Esc Quit





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Like Caesar III but in Egypt. There were a few differences between the two games though. Personally thought this one was a bit easier to manage. Water really wasn't a huge issue in this like it was in Caesar. You have a well and a watering hole which the watering hole didn't have to be connected to anything but acted like the top tier water source that required a heck of a lot more in Caesar III.

Food is what is now "difficult." With that said, it's not hard to get, it's just more of a timing thing and making sure you stock up before the drought season or flood season.

Graphically about the same as Caesar III in almost every way.

Bugs? Not sure, I haven't really noticed any that plagued the Caesar III steam version like the audio repeating it self over and over again depending on what you clicked. This game did not have that issue.

Overall I'd recommend it if you were just looking to kill time. There's not much in depth about this version in the series. There are better like this out there but for \$9.99 it's really not all that bad.. probably my favorite AC game because the plot was interesting and the protagonist is really good. I think it is better than odyssey.. simpel but nice. Can't recommend it unfortunately - especially to people like me, who have troubles solving puzzles with colors.

It is a very little indy casual adventure game, which looks rather nice, however the same screens are used again and again here and there. The other puzzles are mostly classical inventory-based and logical. But I see no excuses in putting that puzzle with too many colors hard to distiguish.. gg too ♥♥♥♥ing hard. There were some strong points to this game, especially the art and music. However, its not enough to make a good game.

The biggest issue I had with this game was the writing. It was choppy and inconsistent, especially tonally. The protagonist was very annoying, and his commentary on everything was pointless. The first portion of the game before any choices in particular was very difficult to get through-it was way too long and boring. The story is weak, and I didn't care at all for any of the characters.I was really determined to stick it out and get all endings, but it really wasn't worth it. This game's writing really needed some major editing, all across.. I love the art style, I can see why this game is somewhat inexpensive.

I just wish it was a bit more challenging; an easy game to get for 100% achievements.. Gets old quick. Might be better if you had to throw the rocks.

Or have some bombs or something.. Nice little relaxing puzzle game, perfect when you want to take a breath and calm yourself after all that shooting or just hard day :)

You can finish it under 2h without breaking a sweat :)

Great game very addictive id buy it again if i had too. Hi

I cannot play the game because in the menu, everytime I wan't to moove my mouse, it "Teleports" it back to its original place, so I cannot click on "begin". Please help me. Its actually a pretty decent ouzzle game. I got it in the summer sale 2016 when it was 9p, and its honestly a damn good puzzle game that got me thinking in some places. Probably not worth the nearly \u00a36 for it, but if its on sale I'd say givve it a try.. If you like mind♥♥♥♥s then this "game" may be for you. Clunky but decent... The controls can be changed in game and once I switched to WASD movement, it was very smooth. If you are smart and pay attention to detail, I think the game won't be as confusing as it will be to mindless players. Things are easy to figure out and attributes for example have tooltips that tell you exactly what they do.

The game itself has 3 game modes which I only played one so far, adventure mode. It is essentially a dungeon crawler with quests. Lots of random loot with varying rarities just like Path of Exile except there is durability which never gets repaired. You will always want to find items. The game felt rewarding with the item drops, a better weapon really felt like it killed stuff faster.

The multiplayer requires IP addresses, in other words, it takes effort. If you don't have the patience or the friends then consider this a single player game (Which has been fun for me so far).

EDIT: Just played Defense of the Fort! Its awesome! You have to fight off waves of monsters and you hire mercenaries to help you out! You can upgrade them as well and you control them as you would a pet bar in any other MMO. I think its awesome!

Pros:

- Creative Concepts
- Lots of loot if you like treasure hunting
- Runs smooth/Optimized
- Combat has a familiar flavor if you ever played an MMO. Tab targetting, hotkey based skills plus an autoattack.

Cons:

- Bugs (Which will be patched)
- Having to run server.exe even if you are playing solo is silly.
- Multiplayer needs to be intergrated into the game. Steam is the perfect platform for that.
- PvP game mode seems to be a multiplayer thing. Again, they need to intergrate multiplayer in the game.
- Alt tabbing while fullscreen causes the game to be permanently minimized.

Overall, I have two ratings to give this game.

Rating #1: 8.5/10 Based on future potential if they keep patching the game and integrate multiplayer.

Rating #2: 7/10 Based on what we get right now assuming there won't be much changed or added.

I personally don't regret the purchase and I'm gonna keep playing it, trying out all the classes. My only disappointment is the IP based multiplayer in the year 2015.. rad is hot 10/10. Funny and good looking puzzle game. The Druid face does not appear in the game collector icon, therefore you cannot fill up your profile with these hot and salty memes. Cannot reccomend.. My personal RIP Trilogy shortcut. (The game closes and then redirects you to a steam store page of another ♥♥♥♥♥♥ game, this game will not start unless you download RIP Trilogy demo)

The game sucks badly.. I don't advise you to take this game as:

In this game the set of defects, a set of bugs, even surprises the fact that it is impossible to change sensitivity of a mouse under itself or it is impossible just to sit down. I of course understand that games crude and a bla, a bla, a bla... But it is impossible to release such crude game, it is necessary at least a little bit over it to work, I don't advise to take a game

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