

---

## We Slay Monsters Download] [Patch]



Download ->->->-> <http://bit.ly/2NEdP9o>

### About This Game



mechanic. Each class (Wizard, Rogue, Warrior) has a unique deck of cards; using this deck you will guide your hero through the dungeon. Each dungeon is designed to play in short bursts, with a single dungeon taking 15-25 minutes to complete (or even less if your hero dies).

### The Academy For Dungeoneering

In We Slay Monsters, the player is tasked with the rebuilding of the once prestigious Academy For Dungeoneering, famous for training generations of heroes, but long since fallen into disrepair.

The Academy is your persistent base that can be upgraded over time with gold earned by performing successful quests for

---

nearby towns. Heroes may die, but your Academy lives on.

### **Features**

- Poker-esque card-based combat mechanic. Most hands that would be valid in poker are valid here, except the deck is made up of six suits instead of four, with face values from 1-9 instead of Ace-King. Flushes can be made with only three of the same suit, and any flush results in a super attack. Each suit has a unique attack ability.
- Campaign against the Institute of Evil. In the campaign, you square off against the Institute of Evil, a rival school responsible for training evil beasts and strange bosses to take over the world.
- Endless supply of recruits. Permadeath means a hero might die, but your Academy has an endless supply of new recruits willing to risk all for fame and fortune.
- Over 35 monsters which can be unlocked. Each monster has unique abilities, and monsters are unlocked over time as you complete quests.

### **Soundtrack**

Our composer Adam Chandler has done a great job with the music and sound effects for the game, and the full soundtrack album is available as DLC for the game, or buy the game with the soundtrack and save 10%!

### **How can I learn more?**

Our development blog: <http://blog.furiouslyinactive.com>

Our website: <http://weslaymonsters.com>

Twitter: [@wedesigngames](https://twitter.com/wedesigngames)

Facebook: <http://facebook.com/weslaymonsters>

Are you ready ~~for~~ <sup>to be</sup> dinner?



---

Title: We Slay Monsters  
Genre: Indie, RPG, Strategy  
Developer:  
Furiously Inactive Games  
Publisher:  
Furiously Inactive Games  
Release Date: 21 Jun, 2017

b4d347fde0

English





Mission 1  
**THE WASTED WIZARD**  
Rescue Egbert The Wise from the Corhaven Quarry

Next available  
graduate candidates

WIZARDS

	<p>Homasa Hindmant Starting Perk: Frugal: Save 2g in shop</p>		<p>Marine Acleod Starting Perk: Strong: +1 Strength</p>
	<p>Ugenez Hurcha Starting Perk: 8 Gents of Shield: 8s Grant 8 shield when dealt</p>		<p>Harina Longler Starting Perk: 4 The Win: 4s Grant 4 xp when dealt</p>

CANCEL

---

we slay monsters download. we slay monsters steam. we slay monsters

Long story short: this is a mix of Runespell and Desktop Dungeon with a flavor of it's own. Basically you explore the floor of a Dungeon meeting your enemies. The fun is - you make the wrong turn and your lvl. 1 Wizard meets lvl. 7 mob.

The core of the battle is the card system which has shield, fire, ice and other elements instead of dimes and hearts. You choose cards and attack with the corresponding elements. Sounds not that fun, but believe me, it is when you actually burn and teleport your enemies all over the floor.

Many things should be improved in this game, but overall it's pretty fun. Oh, and you also have a base castle which you can upgrade. Upgrades increase your stats and gear.

TL;DR: Fun game with an interesting mix of mechanics. Totally worth it. Cheers!. Spent 60 minutes so far playing. The game is really fun and simple to understand Roguelike game. I highly recommend to my friends. Cute graphics, no bugs found yet and straight-forward gameplay, and a great price make this a must have for any fans of Roguelikes.. This is a very nice game, and it's only \$5.

The card system is refreshing and upgrading the town keeps you motivated for more. For me it's not a game I play for hours, I prefer to play 1 or 2 dungeons at a time. I hope that doesn't sound negative because it doesn't make it bad at all. It's perrrfect for during lunch/break! Recommended :). We Slay Monsters is a roguelike where you fight monsters with poker hands you create from cards randomly dealt to you. Each of the three classes has different ways to manipulate the deck, and the card suits have various special attacks depending on the class, so they all play very, very differently, and each of them is suited to different types of monsters/dungeons. The game vaguely follows Desktop Dungeons pattern of having 25 'story' dungeons (i.e., themed dungeons with certain set attributes - everything inside them is still randomised) and a whole load of side dungeons for grinding out permanent unlocks. It's also super unbalanced, with some special abilities an order of magnitude better than others.

Despite (or maybe because) of all that, We Slay Monsters is very good at creating the kind of chaotic memorable fights and daring escapes that roguelikes specialise in. And it's simply super fun to figure out how to use the various diverse tools at your disposal to beat an overpowering force. It looks childish, but it sort of goes well together with the game's anything goes approach. It's a great cartoonish antidote to the games obsessed with balance and tiny incremental upgrades to control the players. It used to be♥♥♥♥♥easy, but the addition of hard mode in the recent patch has made it an easy recommendation.. I enjoyed this and will definitely play some more in future when I have time and it gets out of early access.

. Cute game with solid mechanics and a well balanced combat system. This is more of a rogue-lite as it a bit on the easy side. I liked the additional "re-building your town"-stuff but ran quickly out of stuff I could spend my money on. Maybe in a future build there will be more options.

---

I ignited the air around me and my foe fell - as did I. Run out of the fire and you'll do better than I did.. Early in game, but I'd say for it's price, it's definately worth it. Interesting combat mechanics as well as, it seeming to be pretty replayable thus far.

For it's price, if you like roguelikes or dungeon crawlers, I'd pick it up, I'd pay more for it, probably.. A great roguelike with a home base you can upgrade for more class abilities and improvement upon them. For combat, it's done with poker like mechanics. You have 5 cards at all times and draw from a deck, and you attack my making 'Combos', which is basically poker like hands. For example, Three of a kind, Flushes, Straits, etc. The longer your combo, and the higher value your cards, the more damage. Also, each card is Strength or Intelligence based, so when you level or get equipment, you can increase those values.

There are 6 Suits(like Diamond, Heart, Club, Spade for regular cards) for each class, are different for each class, and actually influence the battle. For example, for the Warrior, I'll name 3 his suits: Headbutt, Stab, and Shout. Headbutt will knock the enemy back, or if they're in a position where they can't be knocked back, they'll be stunned instead. Stab will make the enemy bleed(tke damage each turn, like poison). Shout will lower the the enemies defense for 3 turns. If you get a 6 of Stab, 7 of Headbutt, and 8 of Shout, and then attack of enemy with that, ALL those status effects will affect them, which can really help you out in combat. And each class has different suits, so tactics between the 3 Classes(that I know of) are really different, so there's plenty of variety.

At your home base, which is an Adventurer's Academy, you can purchase and upgrade abilities for your classes. For example, you can purchase the Teleport ability for your Wizard, which is an ability you can activate at any time(there's a cooldown between uses though). It lets you teleport up to 4 tiles away.

Anyway, for any RPG or Roguelike fan, I absolutely recommend this game to you. Especially if you like the ones that let you build and upgrade a home base like in Desktop Dungeons or something.

**Edit:** I have no idea why, but when I review games, I have to cut the review in half, submit the first half, the edit it and paste in the second half, which is what I had to do here and for my other reviews. If you know why it does this and/or how to fix it, please add me to your friends list and tell me.. First off, let me get this out of the way: this game is pure unadulterated FUN and isn't that what games are ultimately about?!

I've read some reviews here complaining about the graphics. I'm not sure what people expect but let's step back and look at what the game ISN'T. It's not a grimdark, goth, gibfest. It IS a playful little love note to roguelikes and the graphics and music are not at all amateurish. Come on, you have flying sharks, burping cows, your avatars were soda pop thick glasses and helmets are buckets. In other words, the art style is silly on purpose and has a sort of Gary Larson on acid vibe.

The game's Poker mechanic is well implemented and the best part for you non-Poker players is that there is a cheat sheet. Moreover, hands like flushes and straights can be 3, 4, or 5 cards so iunlike real poker, you don't have to draw a 5 card flush or straight.

The game is turn based and judicious use of the skip turn ability is advised especially in the case of the warrior as frequently - except for the rubber ducky ranged attack - you will be drawing cards to form melee attacks. If you run into a horde of beasties that are MUCH higher level than you, get away and come back when you have the chance. Studying the dungeon layout is important in making certain you always have an esacpe route.

Loot is always fun as it should be but scrolls are a 50/50 proposition. Check your stats before reading one in case your health is low and you encounter a cursed scroll. Along the way you'll find treasure chests and vases that might contain gold to be spent at the shop, or some sort of buff for your character.

XP is gained through slaying this twisted farmyard menagerie and as you level up, you get to pick two perks to buff your character. Also, you will find gear. Look at the stats because sometimes, a crude shield is better than a good shield depending on your strategy.

Lastly, the game has a sort of stronghold or school. You can upgrade barracks for better warrior attacks and your magic tower for better spells.



---

All in all there is a wonderful synergy going on with the game components. Some will complain that the game looks like a browser game and shouldn't be on Steam. Grow up and get past that! It's FUN. The developers clearly love the game and everything in the game has a purpose and is implemented on purpose.

This is a game that can be played in short bursts when you don't have time for long sessions of Pillars of Eternity or other epics. But that said, it can deviously draw you in for longer periods. I've been playing this since it came to Desura and only last evening did I add it to Steam. So the 77 minutes is actually not an accurate representation of my total time in this little beauty.

I can't help but smile at the whimsy and little pokes of fun this game makes at roguelikes and RPGs in general. It's done well and with a firm sense of tongue in cheek.

Get it as the price is a steal. Oh yeah, the elves really deserve all the death you can deal. :). This game is really cool. I just wish it would be available in HK Apple store. The art is hilarious and the game is fun. Some abilities constantly bring smile on my face. This game is a little gem!. So much fun. Well worth the price. If you like poker you have to buy this.. A nice fun game, a different but enjoyable take on the rogue genre. Recommended. Fun one person game! It took a few minutes to get use to, but after a little bit I was able to fully understand the concept. Very unique and I love the art! I wish there was a way to play with or against friends.. Though dungeon crawlers aren't usually my favorite type game, this one piqued my interest via the poker/attack element--so very glad I picked it up! Right from reading the silly opening story to encountering the goofy characters, and then the funny sound effects, it's proving to be such a cheery romp it just might become a treasured gem in my library for beating the winter doldrums. I've only completed the first few dungeons, but can't wait for the next adventure of discovery. Definitely the most fun I've ever had poking around maps slaying monsters & gathering loot!

---

[Buffy Stole Your Sandwich crack game download](#)  
[Dwarf Block keygen](#)  
[Gravity Wars - Soundtrack key serial number](#)  
[Ara Fell Torrent Download \[Keygen\]](#)  
[Dropzone - Pilot Pack: Threshing Trio Activation Code \[torrent Full\]](#)  
[Catch a Lover - Nightmare download kickass rar](#)  
[Fishing Planet: Santa's Kayak Pack Ativador download \[hack\]](#)  
[Homing Shapes \[key serial\]](#)  
[Countryballs: Over The World cracked](#)  
[PIXELMAN download with utorrent](#)