
Red Beard Labyrinth Download] [addons]



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About This Game

Explore the tangled cryptic labyrinth! Just find four magical diamonds opening new level portal in its depths. You have to fight with labyrinth inhabitants, scary ghosts and monsters appears in the darkness. Don't lose your vigilance! In mysterious secret rooms there are coins that help you not to get lost in the multitude of corridors. Mark the path you have covered, if you are completely lost in the labyrinth.

Title: Red Beard Labyrinth
Genre: Action, Adventure, Indie
Developer:
NikFamilyGames
Publisher:
NikFamilyGames
Release Date: 25 Oct, 2018

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English,Russian,French,Simplified Chinese

Trophies Unlocked: 728/785

Allegiances Trophies (13/26)

Misc Trophies (133/135)

Magic Trophies (42/49)

Mana
7368/73767
8832.59/s

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Grand Balance
640 mana

Spiritual Surge
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20.86 Ud/s

41.49 M

26

1912





The game needs to be at least playable. Everytime I start trying to walk around, it freezes up & I can't play it anymore. I have at least what is recommended, so it should work. So because it doesn't, I want to spend 20\$ on something else (Get a refund). This game is awesome. A lot of depth really holds up well against other newer VR titles. The commentary makes for a nice little story and the game can be challenging at times. Its a lot of fun and well worth the price point. A must own if you have VR.

Gameplay is simple and reminds me a little bit of some of the old Nazi Zombie games with less movement.. Zombie Exodus was quite enjoyable, so imagine my excitement when I learned about Zombie Exodus: Safe Haven.

Without mentioning any spoilers, if you played the demo, you know exactly what to expect. Zombie Exodus: Safe Haven ends very close to the ending of the demo.

That being said, it was worth reading the end to that scenario. I must admit the last demo I played was not the last revealed one, so I can't say anything based on those changes, but from what I did play, it was interesting to see the differences in drafts. I was able to prevent different events from happening, and while I'm not sure if this was just due to me playing awfully beforehand, I'm going to write it up as an improvement done by Dattilo.

For those who did not play the demo, Zombie Exodus: Safe Haven is good. It's a Choice of Games/Hosted Games story, meaning this isn't really a, "game." It's a novel where you are able to make choices for the main character. No visuals, no sound. For someone who needs high visual or auditory stimulation to enjoy something, this definitely is not for you.

It's worth mentioning that this game is short compared to its predecessor, Zombie Exodus, but it is worth mentioning that this is only part one of the story.

The story is creative and the different options that range from occupation, living factors, etc. are fun to test out for different results.

I'd highly recommend this, as well as Zombie Exodus, as they are fine editions to the Choice of Games/Hosted Games selection. Dattilo has done a fine job in writing these and I am happy to support his work.

tl;dr

Short but great read.. << EDIT: Have now passed the 300 hour mark in Rebirth, and just now really getting into 'HoL territory', and.. I am STILL LOVING THIS GAME! >>

I have absolutely fallen for X Rebirth - it's a great game and I'm loving every minute of it. The 4.0 update and this expansion make a very good thing even better. Three new systems and a whole lot more added here; very much worthwhile.

I've happily seen hundreds of hours fly by in the base game and first expansion alone, and I can already see how very much more this expansion adds to the galaxy and the game. It seems to me that this expansion pushes Rebirth across the line; achieves and surpasses that "critical mass" for the galaxy to feel truly Big-Big.

Rebirth gives me just what I've always wanted in a sci-fi game. It has character and wonder and beauty, its has breadth AND depth. A big vibrant hand-crafted galaxy to explore and admire. A fantastic big beautiful space sandbox to play in. Big but not generic. Places feel unique and intentional and alive. Rebirth has almost high fantasy undertones; it feels like the setting for a great book or movie - it feels like a place to build your own stories in, whatever you may want them to be. There is just so much do. And it's all just plain fun. Great variety of missions, if you want to do missions. Great big galaxy to fly around and explore, if you want to just gawk. Be a humble trader, or build an economic empire. Be a lone wolf pirate, or become a military force to be feared. Start small and grow, or start big and take it from there - many different starts available give great incentive to replay along different paths. What I love about Rebirth is that it's a great big sandbox to play in, full of possibilities - but it has not been left generic; they have taken the time to craft it into something beautiful. Somewhere worthy of making our own stories.

This is a big expansion that brings a lot to the table and makes a great base game even better. I'll happily take all I can get of Rebirth and this expansion has a lot to give.. I like to thrust my spear.. good game feels like a mario game. good graphics and challenging levels. just one more turn.

just. one. more. turn.. Had potential for a good indie game, but the developer gave up. Don't even pay a penny.

Fun game to play now and then, easy to run on most computers and the split screen works quite well. All in all good game if you enjoy Formula One racing. Also, the graphics are quite nice for an old game like this. Worth the money.. I'm not sure why I enjoyed this game.

I played it because someone suggested it to me for the super easy achievement, which you can complete in just 10 minutes by reaching the end of the game and then clicking the credits box on the main menu. (+1 perfect game!)

The music in this game was very nice. I'm honestly not sure what was happening until the end, but even then it made very little sense. After killing yourself, you are presented with a white screen in which you can type. Now, this made no sense, but after sending your message, you get to see stars, and if you mouse over the individual stars you can see the messages other players have typed in.

Now, I don't understand the practicality of this feature, but it's interesting nonetheless.

The graphics are decent and the game ran quite well on my low end laptop. A big thing for me is atmosphere and music, and this game did great with executing that.

A lot of this game made no sense, and it was very short, but I recommend playing and it is an interesting experience.

8.7/10. Bought a copy on the official site and played for ~ 20 hrs so far. Decide to buy another on steam to support the developers.. Great game with excellent visuals and sound. The story line is mysterious and somewhat unsettling!. I love this game the art work is beautiful combined with compelling story drives this game deep into my favorites list. combat is turn based with enemies changing status and/or attack patterns in response to the type of attack you hit them with. There are no mp or cool downs for special attacks, but more powerful attacks will be slower.. This is a side scrolling racing game. The game mechanics are basic and involve racing from start to finish without running out of fuel. During the race you will be faced with zombies on the road, boxes, fuel barrels, jumps and canyons. You basically get points and coins for killing as many zombies as you can and by performing jumps and stunts. You can then use those points to purchase upgrades for your cars or buy new cars to upgrade. Upgrades include better tyres, weapon, fuel tank, engine, bumper and nitro.

The game runs well at 60fps but the game is boring, very limited and very short. For achievement hunters, it is a simple 100% and shouldn't take longer than an hour. If you aren't achievement hunting, don't waste your money.. Made a corgi with 5 heads

11/10 would recommend

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