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About This Game

Battlepaths is a loot-centric and addictive 2D-RPG featuring neat monster hacking, an excellent loot system and a huge variety of character development. Learn skills, use powerfull potions, and hunt down the Chaos Overlord. The battle begins in Babatula, the first of three big realms to explore.

Battlepaths offers a sophisticated drop system that generates countless different items along with more than 50 unique items. The character customization allows you to create a unique hero with its own strengths and weaknesses. You can build a heavy, damage dealing tank, a deadly ninja that utilizes high speed and agility to attack his victims from out of nowhere, a true master of mind who crushes his foes with powerful combinations of special abilities, or something in between.

You can choose to play in different realms that each have their own landscape and their own set of creatures. The many superior items you will find can be exchanged between different characters, one of which will eventually become the first powerful enough to face the Chaos Overlord.

Prepare yourself for Battlepaths!

Title: Battlepaths
Genre: Indie, RPG
Developer:
Key17 Games
Publisher:
Digerati
Release Date: 28 Oct, 2012

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English



Your Character

Level	32	Experience	113387680
Strength	22 (+2)	Hitpoints	838 / 838
Endurance	16	Damage	119 - 196
Dexterity	22 (+3)	Attack Rating	828
Speed	14 (+2)	Armor Class	616
Willpower	22 (+2)	Phys. Dmg. Abs.	13 / 25%
		Movement Cost	26
		Resistances (Magic/Curse/Poison)	55 / 45 / 35

x4

x9

x5

x2

x2

x2

x2

x2

Battle Hammer of Fortune

Required Level 16

Required Strength 16

Damage 22 - 29

43% Increased Chance to Find Magic Items

(Equipped)

Ascension

Required Level 25

Required Strength 17

Damage 50 - 82

15% Chance To Cast Level 3 Haste On Hit

15% Chance To Cast Level 3 Accuracy On Hit

100% Increased Damage

50% Increased Attack Rating

Equip/Use

Drop Item

Halls of Challenge

Rick, Level 32

HP 838/838

Level Up

Special Charge

0% Magic Find

36

226275



This should have been a free game on Kongregate, actually no... that is an insult to the quality of free games on Kongregate..... Completely disappointed.. I bought this game for a whole \$0.79 because I was poor and bored. I have played 42 hours of this game according to steam and to be honest I think that is low balling it. I'm not sure what kind of poor-college-student-inducing sorcery hoodoo was used to birth this game, but it is worth every, literal penny\2014all 79 of them.

This game rewards exploring and checking all your corners. The first few run throughs can be tough, especially if you're trying to conquer hard-core. This is because you can never really be sure what you're about to get into sometimes until you're right in the middle of it. Sometimes it's strangely colored echolocating bats, or weird lumpy genie woman things, or your good ol' run of the mill goblin.

The gear is pretty awesome when you get something new and fairly over powered early on. I do wish that the player character would reflect the changing gear.

Overall, I would recommend this game to whoever had the time, patience, and cheetos to listen me gush on end about this game. A conversations which usually goes:

"Hey, what did you think of this game?"

"I got it for 79 cents and I played it for 42 hours."

"Huh, sounds like a good deal."

"Yup."

. . . or something like that.. Looks and feels very basic and is very simplistic, it's no true roguelike, but it's a lot of fun as it is.. Cool game! I recommend. While it isn't terrible, Battlepaths plays like a game that should be free on Kongregate.

There are no options to speak of other than turning fullscreen off and on. Which means you can't rebind the awful keyboard layout (you actually have to use Esc for more than just bringing up the game menu!) and you can't adjust any audio setting besides turning off the music.

For a rogue lite, it has a shockingly low challenge level. The death penalty (yeah, you can come back to life!) just subtracts a small amount of experience and gold and sets you at the entrance to the map you were on, leaving all the monsters in their current state.

It ends up just being really boring and annoying to play. Buy when it's 80-90% off if you're curious, otherwise stay away. Go play Dungeons of Dredmor instead.. The trailer for this game is exactly what you get, so if you enjoyed it, you will enjoy this game. It is a combat-based action RPG in the style of an older Diablo game with a focus on straightforwardness, simplicity, and an absurd, lovable, and cartoonish style. The main character, Rick, is a melee fighter that you can augment by choosing different stats and items to wear.

Like Diablo, the fun of the game is in beating things up and finding items. Rick accomplishes both of these by slamming his knife into enemies until they die in Rogue-like fashion. The strategy comes how you plan ahead by choosing what to wear, what to carry, where to stand, etc. rather than the actual combat, which is mostly just your stats comparing with the monsters and deciding how to use your consumable items. You also have a special meter that can be used to give yourself a boost for a short time. It's easy to understand and enjoyable.

Once you finish the game, you can try again with a different character and a stat focus. There are 9 or 10 special abilities you can pick as you level, some of which are passive. You can have up to 4, but some of them won't be relevant for the way you're playing. For example, I wouldn't choose a power like Flash (which uses your special meter to teleport you) on a character focused on Strength and Speed because I would never have enough Willpower to use it consistently. Or similarly, I wouldn't choose Eagle Eye (which raises your attack rating and critical hit rate) on a character with a high Dexterity because I would already be hitting everything accurately and it would be redundant. You can choose a special ability to focus on one path, use in

an emergency, or to balance out a weakness. There are enough different combinations and achievements to play through the game several times if you want.

If the store page appeals to you and you're looking for a light, enjoyable game, I recommend this. It's exactly what it looks like and it has enough depth for me to enjoy 90+ hours.

Couldn't even move in the tutorial. I could open up interfaces, equip the starter weapon, etc. But not move. Tried restarting, changing the resolution. Bizarre.. Fun, old skool RPG. Again goes to show that while glitzy graphics are cool to look at, gameplay is KING. And this game, while I've only spent a short time playing, has polished gameplay and slick interface. Hope there will be more..... Great game! I'm totally addicted.... Honestly, Battlepaths isn't up there with Maj'Eyal, The Pit and Dredmore, but its a surprisingly decent roguelike that can be surprisingly difficult at times, especially against the end bosses.

My one main complaint that there's very little music.. This game is a very fun, fast turn-based arpg. It reminds me alot of diablo (I think the background music in the town of Babatula is intentionally similar to the in-town music in diablo), but is a deeper game with its own unique style and character. There is a lot of loot and great variety of ways to build your character, Rick. I like the 2d, almost cartoonish character graphics and the art in general. This is some of the best turn-based hack and slash you can get for 5 bucks.

I also bought this game on Xbox Live in 2012- btw, shame on xbox for their shoddy support for indie games - I owned my xbox 360 for 5 years before I even realized there were indie games available. Xbox does nothing to promote indie games despite the large number of quality games, frequently available for just a dollar.. Don't expect Dragon Age or The Witcher here.

It's simple, kind of retro and it's fun though.

2D turn-based hack-n-slash?. Don't waste your time on this game, If you want something similiar(a simple, monster whacking RPG) play Shiren the Wanderer or Diablo 1.

"Battlepaths is a loot-centric"

Loot-centric indeed because without grinding loot or levels you'll get your\u2665\u2665\u2665\u2665\u2665kicked, merchants sell good stuff only in the beginning, so you'll have tons of useless gold. Oh and the loot is always armor, boots, helmet, amulet or one handed melee weapon, that's it, you don't even have shields in this game.

"addictive 2D-RPG"

It was playable for 2-3 hours at most, but that's because I haven't played any simple RPGs(which I love) in a while. It can hardly be called even a simple RPG as there is only warrior class, you can't even rename your hero(he's always called Ralph or something, it's probably dev's name) and you don't have any skills(aside from "specials" that you activate to get+movement speed for few turns for example, which would do but you can have 4 max and I only had 2 on the level 17).

"excellent loot system"

Basicly anything that rolled without +damage is nearly useless, most of what you'll find is complete trash.

"The battle begins in Babatula, the first of three big realms to explore."

It's tiny, especially non-story dungeons, they are like one room, i'm not kidding, you enter something called the viper cave and it's just one room. And those bigger dungeons are annoying to explore because there is no map.

"You can choose to play in different realms that each have their own landscape and their own set of creatures"

The most boring, typical fantasy landscapes you'll ever see in your life and reskins of the same of creatures - mages, archers(basicly mages but without resists), strong melee fighters, quick melee fighters and weak enemies that can't do\u2665\u2665\u2665\u2665\u2665to you. That's basicly it.

"The character customization allows you to create a unique hero with its own strengths and weaknesses. You can build a heavy, damage dealing tank, a deadly ninja that utilizes high speed and agility to attack his victims from out of nowhere, a true master of mind who crushes his foes with powerful combinations of special abilities, or something in between. "

Regardless of your "build" all you'll ever do is press attack to whack enemy with your melee weapon, and sometimes use healing potions on yourself and throw damage/sleep potion, maybe throw a summon potion so that enemies can unfocus you for one turn. That's it, there are no potions of poison, weakness(even though there is poison and weakness status effects in the game) or anything, at least not in the first and second realms that i've played, all the attack/summon/heal potions were the same\u2665\u2665\u2665\u2665\u2665as in the very beginning but stronger.

Only your character has movement and attack animation, overall this games looks like an amatuer tileset for a roguelike while having zero content in comparison.

This is a game that should've been free, devs are still bugfixing it, but should've just abandoned it long ago and focus on making something better.

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