
Rift Keeper Download]

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About This Game

RIFT KEEPER

Embark on your journey, travel through rifts and restore the balance as the 5d3b920ae0

Title: Rift Keeper
Genre: Action, Indie, RPG
Developer:
Frymore
Publisher:
Frymore
Release Date: 14 Jan, 2019

Minimum:

OS: Windows 7

Processor: Intel i3 equivalent.

Memory: 2 GB RAM

Graphics:

English,Turkish,Simplified Chinese,Traditional Chinese,Japanese

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I've pretty much seen it all a few mins in, but even with so little time, half of it was starting the game, seeing the low FPS, coming back to menu to change the settings, and doing it again. My machine should run it flawlessly, I'm well above the requirements (playing without V-Sync makes it go over 200FPS so why can't it keep it at a set 60FPS??). But ok, that was just a little thing, I lowered the resolution and it was cleaner. Now onto the gameplay. as I said, I've pretty much seen it all on my first attempt. You start with no equipment and a chain-whip as weapon (it's not an actual weapon equipped, but the default, weird design choice IMO) and just go through the town after the introduction cutscene. Then you arrive at the church, go inside, some priests or w/e say the last Keeper never came back, blabla, you enter the portal and there you just have to kill 70% of enemies to open the exit portal and also you have some time challenge that rewards you with an extra chest (they pop in town after leaving dungeon). Ok, so that's all it is about, rinse and repeat, I know I didn't make it to a boss, but it seems pretty repetitive and boring to do so (have to clear 10 dungeons before the boss appears or something, and you see the damage/health/gold multipliers before entering portal, which increases every next dungeon). I didn't get to upgrade the talent tree either, but all seem to be revolving around extra damage/health/speed, be it weapons, armors or accessories. Equipping a weapon also changes what your Keeper strikes with, and you can also have runes or ranged weapons. The fighting is your basic Dark Souls style, get to enemy, roll around to avoid their attack (or in the case of this game, behind them) and just smash that attack button to take it down while it keeps striking the air in front of them. The level design is really bad, I had to go all around the dungeon to get to 70% kills but there was only 1 way to go between portal and other end of level, so bye bye time challenge if you picked the wrong way from beginning. Well, I had hoped for something else I guess, I have kept this game aside for a few days and finally decided to try it, really disappointed. However, I see the talent tree is all new and they will probably add some nice features, but the game is pretty much set in stone by now I believe, so I will leave with my current experience of it to never return. There is clearly better titles around, but still, I wish the developers success with their current and future audience.. If Sultan Suleiman was still alive, he would definitely play this game.. A reasonably good (albeit simple) rouge-lite game in the vein of Dead Cells. Here is my simple point-by-point review: - The gameplay feels very much like Dead Cells in how the player-character moves and attacks. The player-character comes standard with a double-jump, and a Dark Souls-style broken roll, but there are no additional movement abilities as far as I can see. - There is a surprising lack of progression systems (except gold and a special currency which carry over on death). Your mileage may vary on this but I actually sort of liked it. - The levels are fairly short and have a time limit for bonus items at the end--just like Dead Cells with the time-locked doors. - The music is a handful of simple synthwave tracks. This goes surprisingly well with the saturated colors of the game, but I wish there were more tracks. - Plenty of enemies, but enemy AI is really weak. The second you're on a platform with them, they will just savagely bumrush you (even if they're facing away from you or completely off-screen). On to flip side, if you're not on their level, it's like they're completely unaware of your existence and will not even react to plunging attacks. It's almost like they're the worms from Tremors; only able to sense you by vibration but otherwise blind. It's not bad, but could be vastly improved. - There is certainly a lot of equipment: two rings, a charm, a spell item, a necklace, weapons, and armor, etc. Vendors seem to rotate their inventory each time. This is pretty casual for a rogue-lite even, but it's not a bad thing. Just a nice cheap game to mess around with. Easy to recommend if you like something like Dead Cells, just dont go in expecting that quality.. We got a sleeper! While it doesn't excel in any of the elements that it's borrowing from, the developers still manage to string together a tight package here. Goal is to beat 70% of the enemies in a level in order to move onto the next floor. I wish there was permanent progression with the items; every item in the shop only lasts for that specific run, no roll-over. So that mechanic is somewhat discouraging for long playthroughs of this game; lends itself to a nice pick-up-and-play for about 30-60 minutes at a time though. One more nit-pick: if you already discovered the exit portal to a level, we should be able to warp back to it once we get to the 70% threshold of enemies defeated, perhaps with a gold penalty if trying to get the under 180 second reward for the level. Otherwise, the gameplay loop can be quite addictive and rewarding to progress and gear up as we progress down the levels.. A reasonably good (albeit simple) rouge-lite game in the vein of Dead Cells. Here is my simple point-by-point review: - The gameplay feels very much like Dead Cells in how the player-character moves and attacks. 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Localizations are on its way! : As of today, starting with Japanese then Korean, Russian, French, Spanish and German will be added soon!. Patch 1.01 is live! : Hey folks! Thanks to everyone for their feedback! Patch 1.01 is live; Japanese localization is here! Enemy AI improvements, enemies will now wait for a tiny bit before rushing towards the player. Improvements to dodge, dodging is now much more viable and the player is invincible to melee attacks while performing dodge. Added option to pause screen to lower or increase sound without having to go back to main menu. DS4 (Playstation 4) controllers are not working as intended as of now. All other controllers(Xbox 360, One, and others supporting Xinput) should work fine.. Patch 1.12 is live! : Hey folks! Patch 1.12 is here, featuring Russian localization and some fixes! Added Russian localization! Small fixes made to Japanese localization. Made player model more visible to the eye. Made fogs less visible to clear vision. Increased dodge speed and distance. Fixed some achievements not unlocking for some players.. Patch 1.02 is out! : Hey folks! Patch 1.02 is now here! Slowed text speed to make it more readable. Fixed localization errors. Removed air attack. As we figured thanks to all the feedback that it was flawed. Fixed character running to left or right while using some controllers. (There are still compatibility issues with DS4, PS4 controllers.) Minor bug fixes.. New artwork! :. New trailer! : Hey! We have uploaded a new trailer showing off many new features! Big thanks to everyone who showed interest in our upcoming title Rift Keeper.. 1.12.1 Hotfix, problems about Russian localization. : Hey folks! We've just removed Russian localization for the time being because of some heavy localization errors. Feedback we've received from our Russian players was that translation is not good enough.. Patch 1.11 is live! : Dungeons now have multiple exit points to prevent players from getting lost after clearing it! Increased difficulty modifier from 0.30x to 0.40x. Increased damage received from ranged enemies. (Archer, Mage etc.) Increased overall damage of bosses. Minor bug fixes.

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