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About This Game

The evil sorcerer NekroSkeletus kidnapped your girlfriend. You need to enter the lair of NekroSkeletus. There will be many traps and labyrinths on the way. A very difficult way of salvation. Endless traps, hordes of different enemies. Surprise plot twists make you wonder whether you are on the right or on the right. Free your girlfriend from the clutches of the evil sorcerer.

An interesting 2D adventure, in the underworld of NekroSkeletus. In order to move to the next level, you have to kill all the enemies and go up to the stairs.

Use manna (E - button) to replenish lives, Find and open chests and break barrels. SuperAttack (Q - button) will help, in case you are surrounded.

Title: Death is better than Hell
Genre: Action, Adventure, Indie, RPG
Release Date: 2 Aug, 2017

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Minimum:

OS: Windows 7

Processor: Intel Core 2 DUO

Memory: 1024 MB RAM

Graphics: DirectX11 Compatible GPU with 512 MB Video RAM

Storage: 500 MB available space

Sound Card: DirectX compatible sound card

English







Wow this game is amazing! The game includes excellent combat which consist of spamming the spacebar button without caring which orientation you character has and always hitting an enemy. The game also has broken levels making you unable to get past level 2. And as a bonus it has one of the most epic main menu's. Spam enter for extra dramatic effect.

10/10 - Will never play again!. It's a lot like Skyrim you know with all the spiders and stuff.... This game could be resume like this : arrow to move, space to hit and E to heal. And that's all. Except if you get this game for free or in a bundle, don't buy it !. I got this game when i bought another somehow as a free gift. Finally installed and played it.

As a gamedeveloper myself i have to say i'm kinda ashamed.

This game is so badly designed even for a cash grab. There is no balancing, no variety or any thinking put into this game.

The graphics are classic retro style so i thought it could be at least worth an hour of play. But after playing 2 Levels i'm so beyond disappointed.. TO THE PEOPLE - dont waste your time with this unfinished game

Verry Boring, very mundane, no Leveling Up Menue, No Loot, No Story Line, Poor Graphics, No Settings, No Tutorial, No Gold, too simple, Dumbly challenging, you get about (8 buttons - Movement 4, healing magic 1, thrust attack 1, basic attack 1, Escape 1) No inventory, no NPCs, no dialogue (not even text based).

TO THE DEVELOPER

Honestly its a GOOD START good game developer i mean it its a good START, you need to incorprate a little bit more but i am glad you are charging low for this im guessing your goal developer was toget a little bit of money through royalty gaming checks? makes sense but if you want to make a little more profit ADD MORE CONTENT. I doubt the developer will read this but if he did MAKE IMPROVEMENTS make it more entertaining by addind in a little bit more infact i have a really good refrence for you to build onto this game for

The Enchanted Cave

The Enchanted Cave 2 - These two games have the exact graphics and combat in your game but they added in a lot more . If you haven't bought it yet, trust the thumbs down, don't buy. Levels are too easy, no skill involved. Boss fights are too hard, but it's due to the wonky hitbox on your sprite and the short view range. Dodging ranged attacks is as much based on luck as skill. Truly terrible game.. Death is better than Hell (as the name appears on the store page and not a typo in this review) is the first game to hit Steam from developer/publisher Polina Alekseevna. It's a top-down dungeon crawler-esque action title that pits you against NekroSkeletus and its underground minions. At first glance it looks like a simple non-isometric rpg title from the four-eighty-six era of PCs kind of in the vein of Dungeons & Dragons, albeit a very basic one. In this case, however, those looks are incredibly deceiving.

While the footage and images on the store front show a mildly competent creation, it's far from one. First of all the keyboard control scheme is ludicrous at best. You move around with the arrow keys while you attack using the space bar, q for an alternate attack (which is a dash forward with your sword), and e to use mana which brings back a small amount of life. Thankfully this isn't too much of a problem given the hit detection box surrounding your foes seems to be random, and your alternate attack happens sporadically after eight to ten normal ones.

And then there are the enemies themselves. The common hordes of spiders, bats, and skeletons will rush you if you get within their line of sight, which is expected. However, they also will just stand there if you take two steps away, or just not even attack. Sometimes they randomly bombard you, and then do nothing or move slower the next time. And with the ever changing hit detection you can be feet from them and hit, facing away and hit, or be right on top and not even make contact at all.

All that said, the goal is to defeat all enemies in the fairly small dungeon and find the steps to advance. Given the aforementioned issues, what seems simple becomes a frustrating nightmare regardless how good you are at these types of games. After only a few floors (if you even make it that far) your interest will quickly wain due to the glaring faults of the title that is on sale at the time of writing this for a dollar and nineteen cents. Sadly, it isn't even worth that, let alone the regular asking price of two dollars (both US currency) until further improvements have been made to the controls, hit detection, and enemy ai.

All enemies can be eradicated BUT THE GOBLINS ON THE OTHER HAND! THIS. You awkwardly move around with your terrible looking, poorly animated sprite that appears to be copied off the top half of the Dark Souls 2 mascot, pressing the space bar rapidly while standing in front of enemies to kill them.

That's the whole game, the whole game. Don't mind the purple skeleton that massively spams his attack the moment you get near him so you literally just have to keep pressing space bar to stunlock him so he can't attack back. But technically that is how you fight every enemy. Pressing the space bar.

Honestly it's a lot like Dark Souls but without the production value. Bland static environments, no plot, uncreative generic fantasy world design, no sense of atmosphere or world immersion, simple combat that rewards button mashing, overpowered spastic enemies, forgettable soundtrack, not an ounce of innovative or even remotely complex mechanics of any kind.

Just play this instead of Dark Souls. But don't actually play this it's terrible.. I think with my 6 minutes of playing this game, I've seen all it has to offer. This game is pure profit. The video and screenshots on the store page make this game look like it has some potential!

It doesn't.

The basic idea at first is to just button mash your space bar which is fine enough for the first level or 2 but you quickly realize how bad the controls in the game actually are! Your Q special attack just randomly activates with no warning, your heal is... well it's a heal BUT the hit boxes in the game are absurd, the minions don't pursue more than 2 feet, it doesn't even matter which way you are facing half the time.

I got this game cheap on a sale and still regret it. Maybe if a little more time was spent on the game to make some interesting fights and also fix up the controls and enemies, it would be a pretty decent game! unfortunately it isn't.

I tried to complete it and managed to get past the first boss but the level after has a secret room or something that me and several other people couldn't figure out how to find so we were never able to pass the stage.. Steam gave me a 75% discount for this game, and there was the worse 50cent ive ever spent. This game is bad. This game is so bad that i'd rather to smash your testicles with a hammer instead to play it.

Your girlfriend was kidnapped and u have to rescue her, so original. So u go around trough a cave smashing the spacebar everywhere. Don't care if u hit the enemies in front, or backside, or down or upside, when u hit the spacebar everything 1 meter around u gets hurted so u are basically invincible... at the beginning. The IA is basically dead, the enemies moves erratically, collapsing with walls and getting bugged around. "Death is better than play this game" "Death is better than even knowing that this game exists" The existence of this game is a offense for the whole mankind. The developer should be hidden in the same hole than Hussein and Bin Laden, holy shit this game exists in its database. Steam shouldn't let this kind of shit exists in its database.

When u have 10 or 12 levels passed by, u realize that the only enemies u have to beat to be able to go downstairs are the skeletons, ONLY THE MOTHERFUCKING SKELETONS. Why I shouldn't kill the spiders, the goblins, the little goblin skeletons with axe? Why are the level 21 Ninjas sooooo OP. (Yeah, ive reached motherfucking level 21 without medication, im god) i just cant beat more than one of these ninjas without spending all my healing, and then, better pray to god for that in the barrels ill find more mana or ill have to kill my self and start the level again. Yeah, kill my self in the game, and wishing to someone kill myself in real life.

Barrels and crates that u cant reach cause they are at the other side of an invisible wall... If u hit one of them and there where a potion, u cant get the potion, u see the fucking potion, u need the potion as air to breathe, but u just cant get it, this game, i never hated a game as i hate this one. I hate you developer or whatever u are trolling me from your evil chair.

If u leave the game u have to start from the beginning, yes, there is no save option. I left the game at level 14 and had to start from level 1 again, but u can stand there in the game for all the eternity between the enemies, time doesnt exist in the game. It

remember me when i had to let my old NES on to not start from the beginning next day.

Bosses are so random, and at random levels. U cant beat them for 10 tries and then suddenly u just stand in front of them smashing the spacebar and u kill them at once. Ninjas in level 21 are like bosses by themselves, please if someone found a good routine to beat them, i would love to know it. I wont install the game never again, but i just want to know how to go trough them. It feels so depressing, my life was hapier before I played this big piece of

When u hit F12 to take a screenshot, the game opens its chrome debug mode, WTF?!?! I think im gonna do a low level format of my HDD right now, by the case its infected.

This game is so random, is so random that it feels like it was a homework for a young programming student, even if my cats were blind and maimed them would make a better But hey, the music is pretty good, it sounds like a good castlevania track, except that its the same 1 minute loop THE WHOLE GAME. Even when u reach a boss area, which has a diferente music, this loop keep sounding. Oh nice, now i have 2 loops sounding at the same time. That feeling of being in the bumper cars on Saturday night, added to the horrible stage, the random boss, and the feeling of wasting time with something that you know will not change to better, makes your brain bleed, and your eyes cry. Im damn serious.

I will never recover the 4 hours of my life that I have wasted here, so I warn you not to do the same. Keep out of here, far away. And if the one that is reading these lines filled of pain and tears, feels someday the tentation of trying the pain in his\her own skin, please, dont let me know. I want to delete this from my memory. I love u all, and sorry for my awful english.

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