#### Bit Dungeon III Full Crack [Xforce]



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### **About This Game**

bitDungeonIII is a 2d action adventure game with rogue-lite elements. Randomly generated overworld and dungeons. Make allies with other players or kill them for their precious inventory items. Discover random items that greatly enhance and affect your character. Save a world that can't be saved.

#### **Features:**

- Permadeath. You get one soul and only one chance to retrieve it when you die. Killing Bosses also grant souls.
- Randomly generated overworld, dungeons, secrets, items and humanoid npcs.
- Online play with the invasion crystal using the steam network, co-op and pvp.
- Invade and kill other players to obtain their unequipped inventory items and soul.
- Play as a casual character if you do not want anyone to randomly invaded or joined unless using the friend list.
- Each weapon type has a unique power attack and stat scaling.
- Level up based on which weapon you use. Change weapons to start leveling up that weapon type going towards your general level.

- Powerful weapon enchants dropped from bosses.
- Augment your character through changeable stat runes collected throughout your adventure.
- Boss & quest weapons.
- Giant difficult dungeon bosses.
- Original soundtrack by Houzatosis & Stress\_TN.
- Controller Support.
- New game plus

This game was designed for controller.



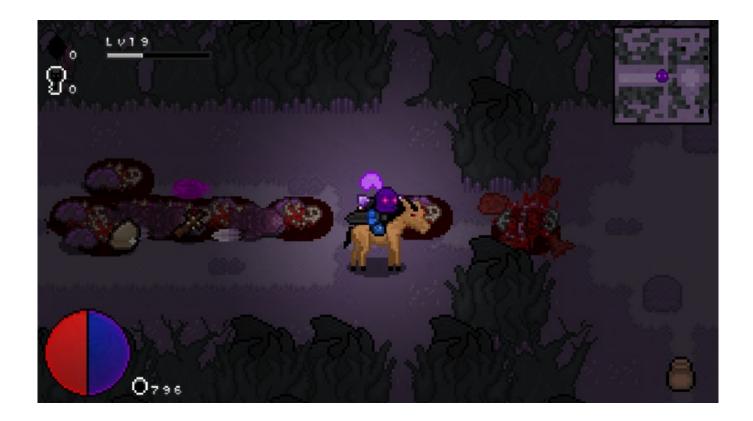
Title: bit Dungeon III Genre: Action, Adventure, Indie, RPG Developer: Kinto Games LLC Publisher: Kinto Games LLC Release Date: 3 May, 2019

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English







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bit Dungeon III is the definition of what a class S Pixel MORPG should look like. Notice other games like class C Hero Siege that has pixels but doesn't implement with scale, so everything seems slightly disproportionate... Well anyways back to bit Dungeon III; Yes it has some bugs, but as it is now, I still say YES! Because it just needs one patch to be the best souls like Hardcore NG+ 2D Pixel Invasion PVP procedural generation Action Adventure MORPG in existence... bit Dungeon is really fun to play and I enjoy it.. i beat the game and i gotta say the game was pretty good its like a combination of borderlands and dark souls, like borderlands it has a loot system with rarity colours but the final boss is too easy and kind of a let down, its like dark souls for pvp where you can invade or join other players. with the frequent updates

i hope the game gets even better with time

big problem though, even if you have multiple lives, when you die you lose all of them, so there's not even a point in collecting lives. hope this isnt a feature and gets fixed. If there was an option for 'Good game, bad features' then I would've picked that one over not recommended. Sadly, no such option exists. It pains me to pick it, but I simply cannot recommend this game until they make the Multiplayer aspect of it 100% optional as a toggle in the game itself, regardless of whether you're Online, Offline or somewhere in between. I don't want to have to keep setting myself in offline mode, forgoing achievements as and when I should earn them, simply because I don't want random people to just hop into my game without any consent on my part. Other online games offer a Lobby function or matchmaking function which allows the player to choose whether they wish for randoms to play with them or if they just want friend groups. This game offers no such thing aside from force-setting Offline Mode on Steam.

At its core, the game is an enjoyable play experience to just drop in and out of. The controls are a little clunky in places and there are still several bugs that need ironing out (mentioned by other reviewers) as well as a proper functioning tutorial that doesn't just explain certain game mechanics in as brief detail as possible. There's no way to tell, outside of picking them up, if gear drops are an upgrade or downgrade to your set, unlike in Bit Dungeon II, so it forces you to pick them up, check them in inventory and then promptly drop them again if they're not good.

Overall, this game looks like it could be great but it is sadly marred by being executed poorly. Once Multiplayer becomes totally optional (and no, I don't mean "Play in Offline Mode if you don't want Online stuff") and the game's polished up a little more, I'll likely come back to it and will change my review as well. If you want an enjoyable experience with a bit Dungeon game, play 2. This one has basically no information on itself and it's just objectively annoying to play in. Had a lot more fun with the 2nd game than this one.. Love the pixel art. Gameplay is very chill. 5/5. Big fan of Bit Dungeon II but only a few minutes into this game and the controls make it nearly unplayable. I might play it again if it's updated to have controls closer to the previous title, but for now I cannot recommend it.

To respond to the developer question: I tried using both the mouse and controller, and neither were good.. Make steam workshop please.

Reply: All of the above sound great, as well as community QOL changes maybe?. Super fun Game! I don't like a lot of games but my friends said i should try this one out. So happy I did. I had a lot of fun picking out my character. The music is awesome. I think it's funny when you step in the blood of who you killed it leaves foot prints with their blood. I will be telling everyone to play Bit Dungeon III!. This should be marked as Early Access; a lot looks to be buggy or not polished. Game has potential but still needs work. Multiplayer is partially buggy. Awesome chill game to play with friends!

The equipment system is simple and easy to understand, items are well made (though could probably use some balancing)

Bosses are fun in a way that they are both hard and easy at the same time.

Enemies are really well made, AI is pretty decent for a game like this.

Would recommend it for those who love to spend hours and hours trying out different stuff with feiends while whacking zombies, gellos and other types of nasty critters :D. Love the pixel art. Gameplay is very chill. 5V5

# Update: v.1.02 PvP stat scaling.: v.1.02

- PvP stat scaling system.
- Dueling arena in guild hall.
- Made joining other games through the crystal more stable.
- Class runes now give a stat that scales.

#### . Update: Casual characters:

You can now choose to play as a hardcore character or a casual character. Casual characters can not permanently die, they also can not be joined by random people.. **Update: v1.01**:

- Housing to store items share between all characters, persists through death. Located in the green spirit Forrest.
- Took out desert and snow desert wasteland biomes.
- Made the overall overworld smaller.
- Made movement faster when attacking.
- Can bind left click as an input, doing so disables point and click mouse controls.
- Updated Npc dialogue boxes.
- Fixed horse collision.

#### Multiplayer stability fixes.

• Joining friends game through steam friend's list fix.

#### **Changes to Online**

- In the most recent update we changed the online invasion system adding a red soul.
- If you die you will drop a red soul. Become a red soul to not be invaded or joined unless using the friend list.

#### Misc issues

- You can not attack npcs with mouse
- Can now hit hostile players with mouse
- Can now leave boss rooms as clients
- Blank master rune fix
- Tutorial in options menu

#### . Update: Global chat:

There is now a global chat tab you can use to talk to everyone who is online.. Update: v.1.03:

Faster overworld loading.

Improved mouse point and click controls.

Improved advanced mouse controls, player faces mouse direction.

Fix for monsters in walls.

Demiurge heads hp fix.

Magic bolts not longer start a spin attack.. Update to mouse and keyboard default controls:

Player faces the direction of the mouse. Default is now left click attacks, right click blocks.. **Update: Dungeon mini map icons, control call outs.**:

## Added dungeon status mini map icons.

Added control call outs can be disabled in control options.

Running charged attack, mouse point and click fixes.

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