
The Enchanted Cave 2 Hack



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About This Game

Delve into a strange cave with a seemingly endless supply of treasure, strategically choosing your battles to gather as much treasure as possible! Find rare artifacts and traverse the skill tree to become your choice of a mage, warrior, alchemist, or a mix of skills. Craft potions or enchant your equipment with ingredients, and discover secret areas! But be careful because the cave has oddly become quite dangerous lately with more explorers going missing every day...

Gameplay

The Enchanted Cave 2 is an RPG/roguelike with a heavy focus on risk vs reward. Strategically choosing your battles, building your character, enchanting your equipment and knowing when to escape the cave are crucial to succeed.

Key Features

- 100 randomly-generated floors of loot, monsters, and minibosses
- Over 300 items, equipment, spells, and crafting ingredients
- Mid-cave shops to buy, sell, and enchant equipment
- Secret areas hidden in the walls
- A thriving town of tourists and eager explorers to talk and trade their equipment

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- Sprawling skill tree featuring 3 unique play-styles, or any combination!
 - 4 playable characters
 - A beautiful soundtrack by [Grant Kirkhope](#)
 - Museum for the hardcore collectors
 - New Game+ mode to infinity

For differences between the premium and lite flash version see here:
<http://steamcommunity.com/app/368610/discussions/0/615085406676386006/>

Title: The Enchanted Cave 2
Genre: Indie, RPG
Developer:
dustinaux
Publisher:
dustinaux, Leiting Games
Release Date: 3 Jun, 2015

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English,Simplified Chinese







This game is insane.

Update:

I have noticed this game's price has been increased from \$4.99 to \$9.99, I'm not sure when this happened or why but because of this, I'd only recommend it if it's on sale. He has added new things to the game but not enough to justify increasing the price. My original review is below. My references to the price have been removed (I believe), however.

If you've played any endless cavern concept like Lufia 2's endless cave, or the game Azure Dreams, you might find this game enjoyable.

For anyone new to this concept, the idea is simple. You enter a cave that's 100 floors deep, you can't go back up, you can only go down and your only way out is an escape item you will find fairly early on. Some items you find, you can keep when you leave, others you lose. The cave will get progressively harder as you run out of ways to stay alive, and eventually you find yourself in a risk vs. reward scenerio. Keep going, or be happy with what you've got? If you die, you lose everything from the run.

I personally always liked the idea and had fun with it so when I saw a game that was obviously based on the idea, I didn't hesitate to pick it up, especially for the whole whopping \$4.99 that he's asking for. So, the question is, do I like it?

Yes, over all I do enjoy the game and would recommend it but be advised, this game is heavily automated. There's tons of loot and a fairly big (albeit simple) talent tree for you to fill out but combat will consist of you repeatedly and automatically attacking any enemy you walk up to. You could use the various elemental strikes you learn but I just kept my mana/MP for Healing and I was deep in the cave by the time I got any of those offensive abilities and wanted my Heal alot more than I wanted a small damage boost. You can also burn alot of mana enchanting gear and items you might want to keep when you leave.

If you find any item that's white, you lose it upon leaving the cave. If you find any item that's yellow, you keep it. You learn a spell that lets you turn items to yellows if you choose, so that's a good way to burn tons of your mana/MP.

As I said, the game is very simplistic, very click friendly and very automated. I think I saw that this game is or was planned for mobile devices, so if it was, I understand why he made it the way that he did, to keep it simple for those types of platforms.

I just wish it had a bit more involvement. Some input during combat, and in Azure Dreams, any action you take .. be it taking a step, attacking an enemy, or using an item lets every other enemy around you take one step or action too. So it made you consider your moves and decisions like a chess game when you were low on HP but not ready to give up yet. This game could have benefitted alot from that. The enemies are totally stationary and only fight you one on one.

Overall the game is a great little time killer when your attention span is low and you want something just simple to do. I found myself playing it mostly inbetween conversations with friends via instant messages, or other activities that I had to tab back to. This game is a perfect little filler activity.

Oh, and the little storyline it has is also very simple but it suits the concept and explains it very well, and gives you an end goal that I personally felt motivated to do. So I'd say the idea he has behind it is fairly solid, just not very deep. But do you really expect it to be?. Clever fun!. Like a better Dark Souls.

10/10. Now that I have finished this game, can I recommend it?

Yes, but with reservations.

You play through the game in increments where you go down into the cave, kill a bunch of monsters, get a bunch of loot, and then exit the game through the usage of an item which you always find. If you die, you lose all progress since you last exited the

cave, if you leave, you only keep special, golden items. If you have played through the ancient cave in Lufia 2, this is exactly that.

This game is incredibly easy, and has little in the way of customizing your character in way of skills or items. As you start to get towards the end of the game, it turns into a bit of a grindfest, making sure you have enough gear and consumables to beat the end boss.

The game is also pretty short, it would probably have taken about 3-4 hours if I hadn't died on a mini-boss after a couple of hours of play without exiting the cave.

The replayability is limited in that there is a New Game+ option, allowing you to go back to the start of the game with harder enemies, but keeping all your character progression from your previous game.

The problem is that after the grind at the end of the game, I'm not really interested in playing through it again as a New Game+.

Summary

If you like, or are interested in trying a roguelike, by all means, pick up this game. You're not missing anything by waiting until it goes on a heavily discounted sale though. A good game that keeps you challenged and entertained.. Pretty damn good game! Great for people who like loads of loot and organising inventories.. starts like a happy fun game but the becomes a depressing fun game but still fun 10/10 hope the creator updates it make a triquel or makes a totally new one and is a good idea too revisit level 100 when you beat it. Well polished and addictive. Worth your time and money.. It's kinda like a cross between Desktop Dungeons and other Roguelikes. Enemies stay in place, and you can challenge them as you please, though obviously some you NEED to fight in order to get to the next floor. Along the way, you'll earn gold and experience as you gain levels and kill enemies, and you can loot bags/crates/chests for items and equipment along the way, and collect Stat Gems that permanently increase Stats. When it comes to equipment, they come in 2 type: regular and artifact. Normally when you die in the dungeon, you'll lose ALL progress you made on that run. However there's an item called the Escape Wings, which will not only return you to the town, but will let you keep all experience and levels earned, along with all gold and Artifacts and Stat Gems collected. When you escape, all regular items are lost/destroyed, while Artifacts are kept.

Whenever you gain a level, you get to choose 1 stat to permanently increase, and receive 3 skill points to spend on the Skill Tree. The Skill Tree for the most part are passives, like increased damage, defense, magic, mana, health, etc.. Though there are Spell to get on the Skill Tree that are kept between dungeon runs. Spells like fireball and the like, though there's a few other utility spells, like one that will turn a regular item into an Artifact.

There are 100 levels in the dungeon, and every 10 levels is a shop to sell your stuff. When you make it to a shop, you'll be able to start your next run on the *previous* shop. So, if I made it to the shop on Dungeon Level 20, that means all future runs I have the option of starting on Dungeon Level 10. There's are pluses to starting at the beginning or an earlier level, like having time to collect money and items, which is useful if you're low on gold.

There's some other side stuff to do, like quests and secret areas that I won't go anymore into. My only real gripe is that you can't rebind keys. It's just a personal preference, but I like to keep my fingers planted on the WASD area, so being able to put the Inventory key on "F" instead of "I" would be a nice touch. You can also play the game using only the mouse, which works great, though Keyboard works just as nicely.

I definitely recommend this game to anyone who wants a casual roguelike and/or RPG.

Nothing really exceptional here, but a good little game ideal for a rainy day when you are not in the mood to start a more complex game.. Very entertaining and addicting, I definitely suggest getting this game. It can get frustrating at times, but is still amazing.. Keeps crashing

10/10 will not buy it ever again. I don't recall when or why I bought this game, but I probably just had a couple bucks in my Steam wallet and wanted to buy SOMETHING, so this was the result. Enchanted Cave, shockingly, is a game about exploring an enchanted cave, fighting monsters, finding chests, and searching for secrets rooms. There is nothing to really say about this game other than it's worth a look if you have nothing else to do, would recommend.. A warning: The final boss fight has inconsistent design. Before, you would have a conversation, and then *you* would engage the boss. For the final boss fight, the conversation happens, and then the boss instantly attacks you, leaving you unable to escape. I just lost about ~70 floors and ~20[?] levels worth of progress due to my curiosity, and assumption that I would be able to see what the boss looked like before leaving.

Also, if you spam a magic enhancement during combat, the game can eat your mana multiple times per attack.

Even so, still a fun experience. Can get a bit dull, though, given that combat [or direct preparation for combat] is the only thing you do in the game.. It was a seemingly silly little roguelike that I just impulsed purchased. 3 hours later and I've only gotten to level 33 and called it a day for now. This is a really good game and for (as of today 7/30/16) \$5, is well worth the money.

If you like Roguelikes, and not in the mood for something more complicated, this one fits the bill extremely well.

. Can't really enjoy this game. It crashes constantly when I use Return Wings and after I close it and open it again, I have to Reinstall the game because it crashes at start-up.

I can't give my opinion about gameplay since I hardly experienced it.. It's a fun game and for five bucks you can't go wrong. You get about 8-10 hours of game time, depending on whether you happen to be a completionist.. I just want to know if there's ever going to be an Enchanted Cave 3 so I can throw more money at the developer.

It's the perfect time vampire and I'd love to play an updated version.. Treasures or life? This is a good question for adventurers.

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