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## Ruin Of The Reckless Hacked

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### About This Game

"What's that music in the trailer", Why, it's the Ruin of the Reckless Theme song by SLIME GIRLS.

*Since the beginning of time, or maybe longer, this pla 5d3b920ae0*

Title: Ruin of the Reckless  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Faux-Operative Games  
Publisher:  
None  
Release Date: 26 Apr, 2017

#### **Minimum:**

**OS:** Windows

**Memory:** 1 GB RAM

**DirectX:** Version 9.0c

**Storage:** 413

English,French

ruin of the reckless gameplay. ruin of the reckless review. ruin of the reckless. ruin of the reckless steam. ruin of the reckless wiki. ruin of the reckless skidrow. ruin of the reckless steamspy. ruin of the reckless igg. ruin of the reckless kickstarter. ruin of the reckless characters. ruin of the reckless. ruin of the reckless ost. ruin of the reckless download

Why aren't there more people playing this? It's awesome!. A great flowing roguelite. The gameplay has a very rhythmic quality to

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it, and it is VERY difficult. Good and responsive devs as well.. Ruin of the Reckless is a fast-paced combat roguelite game that can be brutally punishing, but never feels unfair. For those who liked similar top-down shooters, it's basically a melee version of it, with some power-ups that help you deal with overwhelming number of enemies. \*The good\* - VERY fast and responsive movement and attacks - can be played with both controller and mouse. I've tried both and feels equally satisfying. - a unique Chaos Card system where it mutates game mechanics and equipment to vary up the difficulty level. - it's not just melee-focused. You're also chain-dashing, throwing magic spells, blowing up enemy corpses, along with other skills. You're OP because of the hordes of enemies that are thrown at you. - the music is great!! \*The not too good\* - enemy variation is a bit limited - things can go south really quickly without life steal and regeneration - most melee weapons don't work very well. - even though you can change starting gear with cards similar to a class system, there's no exclusivity from each. Basically, you can get all gear normally while in a playthrough.. Ruin of the Reckless is a good game, no question about it in my opinion. The game has satisfying combat that blends a mix of melee fighting and spellcasting with (if you prefer) movement abilities that gives you a very good amount of control and opportunity to take on enemies. In addition there are "orbs" floating around each level that you can use to upgrade your character as you level up, that have a good amount of variety ranging from pets, new attacks or passive upgrades. The way you play the first couple of hours will most likely not look the same after 10 hours, both in speed and efficiency. Graphics are serviceable, but nothing special, which I assume is to avoid the game being too cluttered. The game succeeds for the most part in that aspect, but it's just barely and there are at least a few moments where it becomes too much with swarms of enemies around you. However where the game succeeds the most in my opinion is the music. It has one of the best chip tune soundtracks I've heard in years to the point where I decided to buy the soundtrack after about 5 minutes of gameplay. If you are a fan of that kind of music I would certainly recommend listening to a few tunes, because personally I will probably listen to the music long after I stop playing the game. When it comes to replayability, something most people expect a lot from with roguelites, I think many people could be surprised in a negative sense. Technically this game goes into the same genre as Binding of Isaac and Enter the Gungeon, but it's different enough that you could be left surprised if your expectations are to get exactly the same as those games in a different packaging. The game has procedural generated levels, but if you expect hundreds of items and weapons that completely change the experience of each run then think again. The game has enough of these items that you can change up the way you play in multiple ways, but they are too few to take away your choices in almost every run. For example if you prefer weapon X and spellbook Y, then in the vast majority of runs you will find them to make your favorite build. In other words, if what you are looking for is an instant classic of a game that will provide you with hundreds of hours of gameplay, then you very well may be disappointed. However I still think you should consider giving Ruin of the Reckless a chance, because while it's not going to be able to compete with (in my opinion) indie classics like Isaac or Gungeon, there is a good game here that will keep you entertained for a good amount of hours if you like challenging games, and also has a very interesting system that lets you adjust the difficulty and change up the gameplay in a much more comprehensive way than the other games. You acquire items while playing or talking to NPCs in the hub world at times that are called "cards". These cards can be added before you start a run in the hub world that drastically changes the game. You use this system to change "classes" (which basically only means starting gear), but can make enemies stronger/easier, make more items drop, change the ratio of traps compared to enemies and much more. Even if you use all the cards you find that make the game easier (something I recommend in the start), it's still very challenging and will most likely kick your run after run for a while. I'm almost 10 hours in and still haven't beaten the game on as easy as possible modifiers even if I'm getting close. If you play on medium or harder modifiers then I imagine you will have a massive challenge on your hands. In conclusion this game is worth the price in my opinion as I expect that I will get about 20 to 40 hours of gameplay from it. If you enjoy the challenging aspects of roguelites then I think this game will more than satisfy you. If you don't think you could enjoy a game like this without an almost infinite amount of wacky combinations of items and weapons for more than a few hours then probably wait for a sale. PS! I have some framedrops at times in this game that are far from gamebreaking, but can be a bit annoying. These are typically when using devastating spells that kill a ton of enemies or in some later levels where there is a lot of enemies on the screen. The developer has acknowledged this and said they are working on an optimization patch. Personally I don't think it's bad enough to avoid purchase, but for those that have low tolerance for the occasional framedrop should probably wait until further patching.. Note: These are my initial impressions based on two hours of gameplay. Will most definitely update when I get further. This is, first and foremost, a battle arena-style game. You defeat x number of enemies and move onto the next floor. What initially seems deceptively simple is in fact incredibly depthful and almost infinitely replayable. When you launch the game you are treated to a nice 16-bit-esque cinematic and the option to either go for the tutorial or dive right in. I strongly recommend doing the tutorial, not only because the character within is hilarious, but because the game has an awful lot to explain to you, intuitive as it may seem after. From there you'll be whisked to the first floor, and you will quickly see that this is a game about learning by doing. Many major facets of the game are procedurally generated, while the floor layout is selected at random from a premade set. The level design is pretty basic, though considering the combat and how it flows this is most certainly to the game's benefit- a simple level design with a few obstacles means combat flows relatively uninterrupted. As you defeat the literal horde of enemies each level throws at you, you'll level up

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and be able to pick up more orbs you'll find floating around the arenas. If you were expecting a description for anything, see my previous statement about learning through doing. The core combat mechanic of this game is surprisingly satisfying, and while it initially seems simple it all mixes together into a very compelling package. Enemies are hardly just bufoons running about and attacking when in range- they have patterns to a degree but combat is designed to be both fluent and methodical, a combination that may initially jar players, and most certainly increases the difficulty. The AI of enemies is designed to throw you off just that little bit, and often you'll find groups of the same enemy coordinating attacks or behaving completely differently than when one of their kind isn't nearby. The result is that no two floors and no two encounters with a single enemy type will quite be alike, and you absolutely have to keep your perception at a hair-trigger level to survive. The frenetic pacing combined with the tactics of your enemies creates an experience that isn't quite seen in any other game, and the clever way the enemies trip you up will be both your greatest source of satisfaction to overcome and your greatest source of agony when it defeats you. Combat is defined almost exclusively, however, on what you take with you into battle. As mentioned before, there are random orbs as well as various other items such as wearables, weapons, and scrolls floating around the arena. There are also, however, diamond-shaped cards you'll occasionally run into on the battlefield. These are modifiers for the game and while I haven't gotten into messing around with them too much, I do know that they drastically change certain aspects of the game. Every third floor, you'll be able to access a shop that will allow you to switch up your items by purchasing (but not selling) new ones. From my experience this will always be laid out the same way, though this could well change later in the game. At the start you have access to eleven items (and one constant hidden item), one of which is a random card you've not yet attained (typically prohibitively expensive for the early game). You spend the currency dropped by enemies here and more often than not you'll find yourself coming up short on funds. This is neither damning to gameplay nor a way to ensure your favorite build- it's the exact same items you'll find outside the shop, though it is a convenient way to top off a tiny bit of health at a time should you find yourself running low. The sound design in this game is designed to invoke a 16-bit atmosphere and the soundtrack is best described as chiptune, with many songs sounding reminiscent of Anamanaguchi. The sounds of the action itself are largely retro-inspired and add to the already satisfying combat by changing depending on what you have equipped- a Rapier Soul will not sound the same as your default Bracer, and so on. Each sound is crisp and distinct and further amplifies the satisfaction of combat. At the moment there is the unfortunate problem, however, of all of it being muddled onto what sounds like a single track, so it doesn't achieve the sound clarity it could, and certainly diminishes from the experience from time to time. I certainly hope the developers fix this problem posthaste, and by the time you've read this it may have already been fixed, but it's worth mentioning nonetheless. Sound issues aside, I've encountered no game-breaking glitches of any kind. The overall package is extremely satisfying to pick up and play, and I would not hesitate to recommend your purchase of this game. I can tell already I'll get a massive number of hours out of Ruin of the Reckless, and I'll certainly be enjoying every methodical second of play.. Great game if you want to pass your time with fun and a bit of challenge. The fighting and upgrading system is very well put together and I think you should buy this game if you are into this kind of play through where you gather items and powers to kill more powerful enemies. 9/10 for now because some minor issues need work.. My first impressions of this game are great but I will update my review as I put more time into it. Ruin of the Reckless has a very simple gameplay loop of trying to ascend a tower by finding the key and then the elevator on each floor until you die or succeed and then repeating. While doing this you attempt to acquire weapons and equipment to help you fend off attackers so you can gather currency and experience. Money allows you to purchase items at shops as well as cards that act as modifiers to your run equipable in the lobby. Experience allows you to gather more orbs that add passive upgrades or extra attacks to your character during the run. The combat is melee focused but also has a spell system with limited charges to add range or crowd control options. The dodge roll and secondary attacks are also affected by random pickups throughout each run. The art style and animations on the characters is very nice but the backgrounds seem very minimal and plain aside from the hub area. The game could also use an option to return to the lobby after death so you can adjust which cards you have equipped rather than needing to select u2018return to lobbyu2019 from the menu. All in all really enjoyable rogue-lite so far with a decent challenge! Edit 1 After 3 hours I'm really disappointed in the weapon and equipment selection. Combat is becoming very repetitive and builds rarely seem all that different from each other. The weapons in general are extremely similar and sparse. As far as the skill cards, which act as permanent modifiers to each run, Iu2019ve only unlocked around 4 and none of them are particularly interesting. If these complaints continue further through the game Iu2019d have a much harder time recommending it. Edit 2 4 hours in and I have now made it past the first boss. Iu2019ve encountered 7 different melee weapons, 6 different spells, and 3 different sub attacks. The main problem I continue to have is that nothing feels unique and all of the runs start to blend together. Since it only took me four hours to reach this point I canu2019t recommend Ruin of the Reckless. Everything feels too similar and the combat has almost no nuance. I really want to like this game but itu2019s not looking like Iu2019ll be able to continue playing for much longer.. I bought this on a whim after reading the reddit AMA. Super surprised how polished the game is. If you liked Nuclear Throne but wanted the ability to make it easier or harder this game is for you. The mechanics are super tight and polished. The game would actually benefit from some DLC to add more visual content but for the price it is well worth the full amount.. super fun super difficult. It definitely is not easy ill tell you that, ive spent many hours playing this game (even though it only says 11 minutes on the counter) and im not any better,

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extremely fast paced and punishing, intensely addictive. i love it. if you like these kinds of fast paced brutal roguelike games you will definitely appreciate this one.. Ruin of the Reckless is great! There's plenty of nifty things to unlock to tweak the gameplay, lots of difficulty options (through cards) so anyone can get the right feel, and with procedurally generated floors an endless amount of content. I find it really similar to Risk of Rain, except of course this is a top down brawler instead of side scrolling.

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