
Ruzar - The Life Stone - Challenge Map Activation Code [portable Edition]



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About This Content

Ruzar - The Life Stone Challenge DLC Pack will offer 9 new arenas to challenge your skills. Are you the real challenger everyone was hoping to find? Are you going to survive in these new challenges?

Title: Ruzar - The Life Stone - Challenge Map

Genre: RPG

Developer:

Hammer Glass Studio

Publisher:

Hammer Glass Studio

Release Date: 22 Feb, 2016

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Minimum:

OS: Windows XP

Processor: Dual Core 2.33 GHz Intel or 3.0 GHz AMD

Memory: 2 GB RAM

Graphics: Geforce GTX 295, AMD Radeon 4850 (512MB graphics memory or more. Shader Model 3.0 needs to be supported). Minimum supported resolutions 1024×768.

DirectX: Version 9.0

Storage: 1 GB available space

Sound Card: DirectX 9.0c compatible

Additional Notes: Low/Mid Rendering Quality setting is recommended on PC models without dedicated graphics cards. Please note that resolution higher than 1920 are not supported.

English,French,German,Czech







For \$3.99 this DLC is a bit lacking!

Essentially it's 9 maps that are small and act more as an arena than a dungeon map. You must clear ALL the monsters on the level to win the challenge. There are no new monsters, traps, or puzzles. It is essentially jump into the map, evade and fight until you clear all the monsters. Monsters give no experience points or treasure. The only experience and treasure you get are after you finish the challenge a bag appears near the area exit. I have played through ALL 9 challenges and must admit the loot is junk! I think I got one item in all 9 challenges that was worth anything. The rest were stones and 25 copper, 18 copper, etc... Not very rewarding. Oh and you get some experience too when clearing a challenge (about 400xp which is a joke compared to the number of monsters you just cleared).

A point system is generated somehow by your success and is displayed on the wall outside each challenge. Weird thing is that the score board for each challenge does not seem to show you your highest score at completing the challenge, but your last score. So, if you scored 40,000 the first try and then entered the same area a second time and scored 38,500, the score board for that particular challenge would show 38,500 as the score and not the high score of 40,000.

I am a fan of this game, but not so much this DLC, I think for \$3.99 considering the complete game is \$12.99 is a bit high for the little content you get. The challenge idea is a nice one, but becomes boring fast as the challenge is the same all the time. Enter area, kill all monsters. No quests, or differing goals. Do NOT bother picking this up for \$3.99. \$1.99 or \$2.49 yea maybe at that price point.

I would have rather seen a DLC that adds new dungeons (not arena maps), new monsters, new quests, new spells, items, skills, etc... Hell, I'd like to see a DLC with all of that and a complete EDITOR to make your own maps, quests, items, spells, skills, monsters, stories, etc...

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