
Dark Forester Free Download [portable Edition]



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About This Game

Feel like a lord. Build and decorate your own forest. Place guardians, own heroes, lay traps and protect livestock from enemy hordes in this new, hardcore RPG strategy, Dark Forester.

- A Fully 3D world, where the weather and time of day affects spells from the five schools of magic.
- Every object can be destroyed.
- The storyline is done in an abstract style, thanks to the modular system, and it will tell the main character's long history.
 - Maximum character level: 15
 - Infinite number of raids.
- More than one hundred unique monsters. From invisible characters that attack only your character and monsters that hunt livestock to powerful, inimitable bosses. There are also heavy artillery from ground catapults, cemeteries and other structures. A hardcore game essence, where your death, the loss of your forester's home or decay of the trees in your forest will cause you to lose levels or even to the irreversible death of your character.
- Huge number of traps, buildings, trees, mushrooms, animals and creatures.
- Living forest with neutral birds and beasts.
- Heroes
 - Any objects that your protagonist builds or buys can be improved.
- Werewolves equipped with a learning system, so information about their deaths, who killed them, etc., will be saved in the database and these monsters will use it to improve their abilities.
- PvP attack and destroy other players' forests. Use your magic and 15 unique abilities to attack other players' forests.
- A huge number of skills will help you to diversify not only your forest, but your character as well.

A completely three-dimensional world awaits you, where the weather and time of day affect the strength of some of your character's spells Any object in your forest can be destroyed.

- Rating system.
- PvP and PvE Seasons.
- MMO elements
- Sessional Inventar

Weather and time of day

In the game, there are spells, runes and traps that cause more damage when it is raining. The main character can find several types of tornado scrolls.

At night, undead have more health and some characters or heroes, such as the OtherSide, become much stronger. For PvP, there are special structures that are closely tied to the dark time of the day. In addition, some spells that scare enemies are more effective in the dark.

PvP

Upon attacking an enemy forest, you have 200 seconds to destroy all enemy buildings. For each enemy structure, you receive 5 coins and 5 experience. Plus, you get honor points, rating points and other resources for a victory. For a defeat, you will lose honor points and rating. During the attack, you will have 15 unique abilities. So at level five, you will have 5 abilities during an attack. One new ability will unlock with each new level. A PvP building improves your abilities when attacking an enemy forest.

There are several buildings and even creatures in the game designed to play only against each other.

There are 8 heroes in the hero pool at the moment that you can encounter in your forest. One of the heroes becomes available for attacks on enemy forests for three weeks.

This hero is available for attacking an enemy forest: Other Side

Improve and destroy

Anything in your forest can be destroyed or improved. You can improve anything in your forest after each enemy raid, from trees, mushrooms, and buildings to heroes and creatures. During battles, when a creature is directly involved in the fighting, it gains experience. Your creatures and heroes, as well as your main character gain levels in this manner. They gain 5 skill points for each level and possibly even new abilities.

Scrolls, weapons, items, plans, resources, and phials

All inventory items are divided into six types and all six types are available only during the game session.

After killing monsters, certain items often drop. They can be one of six types of resources, mana phials, health or experience, plan for a structure, one-time use magic scroll, summon tornado, trap, or something else. At the moment, there are a just over a hundred items drops in the game.

The forest

Even mushrooms and trees have a purpose in your forest. Trees can be used for more than just protection and barriers. They are very important. For every tree in your forest, all your objects, including the main character, can evade physical damage by a certain percentage. Mushrooms affect the ability to evade magic damage.

Many heroes become stronger next to trees or mushrooms, and some can even heal themselves by destroying trees.

Important: Remember that if the number of trees in your forest falls below 30, you will lose the game and have to start over.

Heroes and Higher beings

At the moment, the game has 8 heroes and 3 higher creatures, similar in nature to heroes, but do not require any resources (creatures or heroes).

Your heroes, like the rest of your creatures, can gain experience in combat. They acquire a new ability at every other level. All characters patrol your forest. The first hero arrives after reaching the fifth level.

Heroes: Imp, Otherside, Witch, Orc Traveler, Mishka, Making Money, Kaba and Winterstale.

Ancient, Evil Mushroom and Warlord. The first two creatures do not require creature resources. If an Ancient is a very expensive creature that costs a large number of resources, Evil Mushroom costs just 50 mushrooms growing in your forest. Also remember that one elder is available to you at the very beginning of the game. the Ancient and Evil Mushroom do not patrol the forest like your heroes and can obey your orders outside of combat. Both have full view of the forest. Accordingly, when battle begins, they attack the closest target. In the case of the Ancient, of course, only if it is awakened. The Warlord is a PvP-exclusive creature. You can summon him only by attacking other's forests.

Dark Forester is made by a single, obsessed developer. You can always contact me at sergey@morozovsergey.com

Title: Dark Forester
Genre: Indie, Massively Multiplayer, RPG, Strategy
Developer:
Morozov Sergey
Publisher:
Morozov Sergey
Release Date: 27 Jul, 2018

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Minimum:

OS: Windows

Processor: Intel® Core™ i7-4790K

Memory: 16 GB RAM

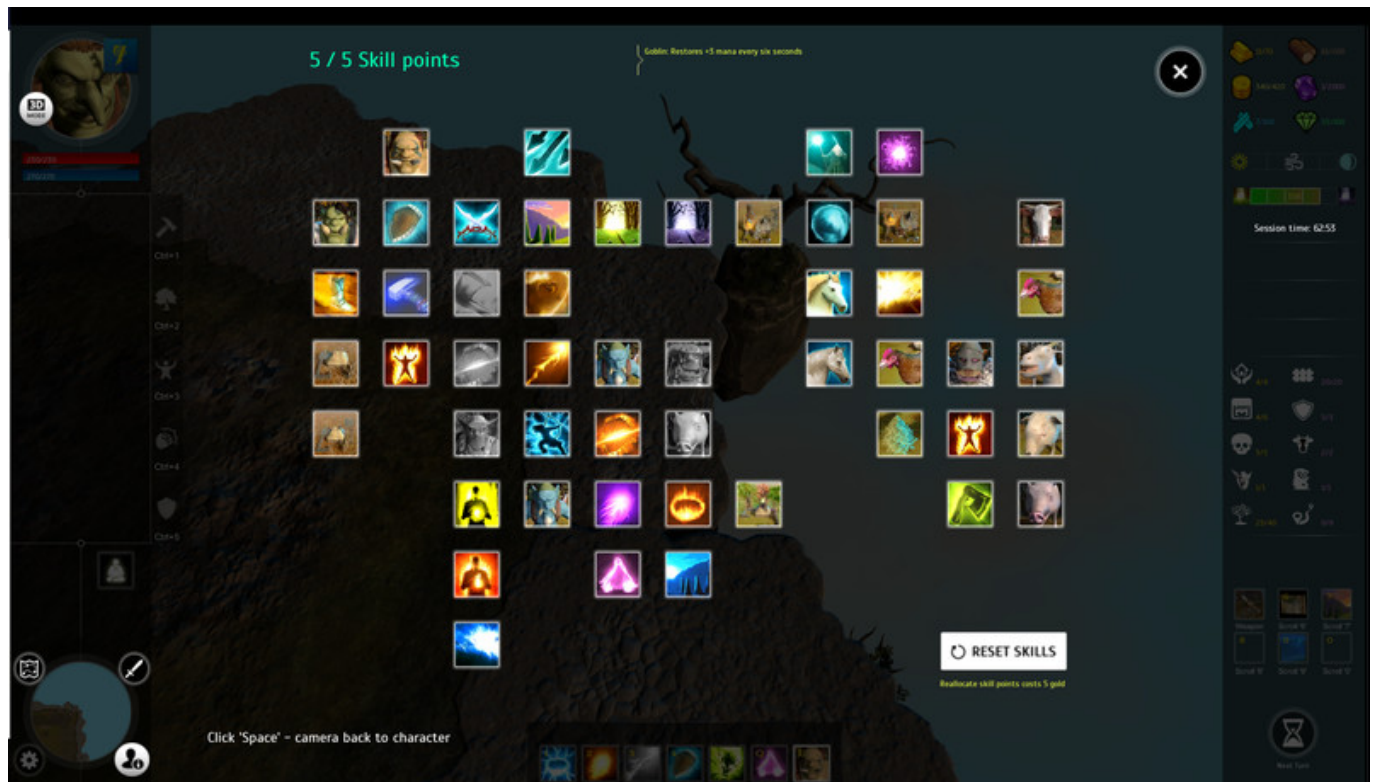
Graphics: Nvidia series with 3GB GDDR5 or better, ATI Radeon 3GB GDDR5

Storage: 5 GB available space

English,Russian







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It's basically base building plus an MMO plus an RPG except the base is a forest. Devoted developer which is more than can be said about most stuff these days. slow but steady progress. Have had a lot of fun with it. Game has finally been over-hauled and brought to full released. Amazingly immersive world and quite a unique little game. Have yet to get tired or bored with it and the game has gotten better and better over time with the Developer's hard work and dedication to seeing it reach it's full potential. Can't go wrong with this little gem if you are into it's genre elements.. For now the game is very buggy. but it has alot of potential and im not recommending it for now but deffinetly a game to look into in the future once it has been developed more.. everything feels unfinished and of poor quality. nice idea, badly executed.. OK, perhaps, i should say, that my review is not so fair and i explain later why!

Don't be confused with my English, i'm German spoken person and i apologize for arising mistakes.

About the game:

You are playing for the Goblin character and trying to create safe forest. You character is something like a mage; he can summon some buildings, creatures and can also cast a few spells. By enemies invasion i played most of the time in Ego-shooter mode. In god-modeVRPG view you have really great futures to build unique forest. There are so many things which you can summon, and i actually think this is just the beginning.

The idea and the concept of the game is very interesting.

To be honest i'm not a gamer anymore and pretty old for this stuff-:) And now is the reason, why for some people this review is not so fair and why, maybe this is the fairest review of all-:)

I worked with this developer almost for a year for one company in Germany. And, i can say what he is trying to achieve alone is amazing. This is really so freaking crazy to develop Dark Forester without any investments.

At all he is the true indie developer and i hope he has enough motivation to bring it on.

Bug: there are some issue with the music if you are scrolling the camera and in Ego Shooter view sound is too loud.

And i actually would recommend some descriptions or an explanation for the left panel, because i thought there are drag and drop function. This is not obvious to click on the icon and then on the battle field.

. This may be one of the worst games I have ever played. I only paid \$6 for it, but that is \$10 more than I should have paid. No this is not a typo. I don't think I would play this game if I was paid to. **DO NOT BUY THIS POS!!!**. Do not buy this piece of crap game. It is awful. Not worth 25 cents. One of the worst made games I have played.. I predict the game a huge success, and i explain why!

Dark Forester is still only in alpha version and developed by one man!

I'm level 10 and know what to say.

- beautiful graphic

- physic based game

- Nice PvP idea, many Clash of Clans elements in 3d.

- I see (final release) as 'Mighty Quest For Epic Loot' alternative

- 'Never die' - better restart the game if your hero gone down... -:)

- Forest decoration, you can create your own unique forest.

- UI/UX is much better now, as after release

- One man develops Dark Forester! Great respect!

- corpses, falling trees, traps - simply brilliant.

- Non stop action, summon everything, no build time.

Minus:

- Price is too high, discount news for alpha is good idea.. A very nice game with a lot of new elements. Dark Forester is a wild mix of many genres.

I want the game survives and comes good to final release. Bought it because I liked the concept and it was below \$1. It might have potential, but right now, you are just stuffed in the middle of a forest without much explanation. There's a short tutorial that basically tells you "trees are good, press this button to summon waves of enemies", but not much beyond that. When you start, your forest is very large, and your actual buildings take up only a small part of the area, and the enemies can attack trees in the forest directly, and calling waves of enemies often results in them just attacking the trees, taking your stuff and you don't even see them or know where they are. You do have the ability to move the trees, but given the clunky interface and the size of the forest, I really didn't feel like spending literally hours positioning all 300 and some trees closer to the base so I can actually protect them. Also, the main character's spells (at least the starter ones) will destroy trees on contact, and trees cost resource to build or replace, and they have a tendency to sail right by enemies.

TL;DR - This could be good with a polished and more intuitive interface and a smaller or at least better defined area where the combat takes place, but as it is now, lack of these things cripples it.

Edit - quick dev response is always a good thing though, hopefully there will be improvements and I can change to a positive review.. Its kind of a mess.

Horrible tutorial. Controls are goofy, combat sometimes doesnt work, and when it does, is akward and sloppy.

I like the concept of a tower defense "building" game where you get to control a guy and fight with your units....

Good concept very rough and poor execution.

Worth the .89 for sure.. This is an Early Access Review-For one guy to make this I have to give him credit, he has not given up. This new update has improved the game so much, still alot to work on but I must say I am having fun with it. There are problems, but the good outweigh the bad and it has amazing potential to be a fantastic game. I like to level up my home and myself, to fight off the creatures that come out of the woods. The tutorial is helpful, and its coming along nicely for an early access project. Do not expect super smooth gameplay at this point, but the developer is hard at work and is hands on. I would love to see this game keep updating, I know I will keep playing it.. I bought it for .89 cents it seems worth it.. As you can see i put in this game only 30m. This is because I didn't want to ruin it to much for myself before release.

Normally I don't play games at all, but many years ago (many of you dont even know Panasonic 3DO) i had the game "The Horde". In one of developers videos he mentioned, the game would have some elements from this EA game.

Good Luck!

. At first, I thought this game was deserving of a thumbs down, but in that time I found out that, while some of my problem were legitimate, a lot of it had to do with messing around with the game a lot. you have to TRY ERY HARD to like this game so don't give up, but after that it's a decent experience for 99 cents. What's more, the developer himself chimed in on my original review and that's really cool to see a developer care so much about game they stand right up to critics in a helpful nonconfrontational way.

This is my original review, read it or not, like I said, there complaints will happen a lot until you get the hang of the game. After that no worries.

I want so much for this game to be good. I think the premise is very original and the fantasy setting is great, but the gameplay and display needs serious work. With TLC, this game can be great so I urge the developer to improve it.

First off, your units aren't smart, in fact they don't even seem to care about their own survival. They'll just kind of stand there and wait to die, rarely if ever engaging enemies. You have your own unit who walks around and fights, but he's full of glitches. He doesn't fight so much as run by an enemy and hope they attack him so he can attack back (for some reason he won't start the fight) and he seems to just run around on his own a lot. You can really need him but suddenly find him on the other side of the map walking into a wall. He really should not move unless you tell him too.

People consider this a Tower Defense like game but personally I think that's one of the biggest flaws. You don't get to control your units or even help them during a fight, and so they die without even scratching the enemy. Unlike a tower defense game most units aren't ranged so they don't do a lot of damage and they're only programmed to attack what's in front of them if you are lucky. I think this feature is the one that needs the most revamping of all of them. It should not strive to be a tower defense. Rather, you should be able to control your units like you control your character and deploy as you see fit so it becomes a real-time strategy game instead. For a good example see Age of Empires.

The least pressing but preferable if enhanced issues are the graphics and display. I can give a pass for the battlefield graphics, but it's so pixelized even at optimal levels that when you need to read something it's hard to decipher (yes I have 20V20 vision.) The display is more of a problem however in that you can't set it to full screen and your cursor disappears when you play the game, so in the middle of something important you often find your mouse pop out of the screen and that's kind of annoying. There should be an in-game cursor so you know where the mouse is and it should be put at full screen.

Once again I really like the idea of this game and I hope it improves and even becomes more popular, but until those much much needed enhancments come in I feel this was money poorly-spent.

Good luck designers.. I played the game once because I got it for like a cent. I think I planted some trees and then I never played it again. It was probably good.. First time in hundreds of Steam purchases that I've requested a refund... and **it really is that bad.**

The UI is terrible, there's no tutorial, just a 9-step panel of quick tips on the UI which were clearly built with the help of Google Translate from Russian, making it very difficult to understand, character controls are terrible -- requiring you to click and drag defensive units during live combat, which also simultaneously forces your main unit to move (and get stuck moving), and a load of other technical issues that were already touched on by other reviewers.

If there's anything fun about this game, it's lost in frustration long before I could get to it. Stay clear of this one.. IMO,

this is not ready for Early Access. I spent an hour doing the tutorial up to level 3, and crashing out back to the beginning. I want to like this game but it's not ready for game play suggestions or new features.

The UI vanishes randomly, and it's a mess in any event. I can tell that, if I were to ever get to a higher level, it would be one of those games which has me hunting through menus trying to find something really simple.

Why are the battle units the only things you can't move? Like, I can move trees, but the ogres can't be directed (by player or AI) to confront invading enemies? And why is the little elf dude running to the end of the map every time I tell him to go anywhere?

This game really just needs basic debugging. Do some play-testing with, well, anyone. Like, actually watch them play. Not new features like PvP, arena, marketplace, and so on: it need that core game ironed out so that it's playable.

Until that happens, I can't recommend this game.. Just getting this game and playing for few minutes, i can honestly say that this game in its current state is pretty meh. The concept is great, defending a forest in a tower-defense type way, but the current state is pretty mediocre. The UI isnt good, the placement is horrid, and the grammar, oh god the grammar. English teachers everywhere are crying.

This game has some great potential, and it is pretty playable right now, but you wil have to overlook a lot of things to be able to play it. So get it if you want to try it, because later on after some polishing, i will probably make this one of my favorite games, but only after polishing.

Patch 15 - v0.5.4.0 Changelog:

One patch for Chef, bringing a much more optimized game to you!

Changelog

- Dramatically increased performances: all condition cycles in the game have been reworked to drastically reduce the CPU's workload.
- Slightly reduced rents.
- Fixed a few decorations' navigation obstacles.

. Patch 21 - v0.5.4.7 Changelog:

A new, small patch have been uploaded!

Changelog

- Water is now an aroma neutral ingredient.
- Added more than 40 reviews to ChefAdvisor, to improve overall variety by 50% and silly puns by 200%.
- Fixed a minor bug affecting the speed of both customers and waiters.
- Fixed some events not triggering properly.

. Patch 22 - v0.5.4.8 Changelog:

We released a new patch, addressing several issues and bringing some small features! In the meantime we keep working on the first major update of the game: the city map!

Changelog

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- Placing items is now easier and pressing Shift allow for a precise placement of all items.
 - Fixed some issues related to pausing and resuming the game
 - Added an alert to inform the player in case the menu setup brought all potential customers to zero.
 - Added an alert to inform the player in case there's a missing tool in the kitchen that's needed for some recipes.
 - Achievements can now be properly unlocked, but they do appear once the game is closed. We are aware of the issue and will soon fix it, but in the meantime they can finally be unlocked!

. Stronghold Legends: Steam Edition Chef: A Restaurant Tycoon Game Patch 28 - Quests and Fixes - v0.6.5:

Quests and Fixes

We uploaded a new patch, with new contents to enjoy and several fixes requested by the community! We finally added a Quest System to the game, and added a first storyline allowing players to earn the Chef Stars in a more organic, interesting way!

We are eager to know what you think about the new Quest System, and we are already working on several quests and storylines that will be included in future updates!

Changelog

- A Quest System has been implemented! Players may now get Tasks of any sort and the leveling is now managed through repeatable Tasks. We plan to release dozens of events and storylines in the next months, using this Quest System as foundation.
- Completely reworked the Tutorial using the new Quest System.
- The process of gaining the three Stars is now part of a storyline consisting in multiple Tasks with increasing challenge.
- Waiters performances have been optimized: many actions have been modified to allow them to spend much less time walking around the restaurant.
- Data in the Stats Panel can now be sorted.
- The balance screen is now showing correct numbers.
- The Recipes summary no longer breaks when recipes with more than 5 tags are displayed.
- Fixed a missing string when clicking on customers.
- Added a new ambient track.
- Buttons used to find more people to hire are now more reliable.
- The Policies panel will no longer take a few minutes, after loading a game, to activate the various sections.
- Fixed an exploit allowing to gain infinite skill points when closing the skill panel.

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- The ingredient tooltip in the Ingredients Panel now shows taste values for ingredients.
 - Fixed some missing icons.
 - Fixed an issue with Influence Points not being assigned when making a new game without restarting the application.
 - Recipes on the right area of the menu can be now sorted correctly.
 - Menu Perk are now updated in real time in all cases, without any delay due to some orders still being processed.
 - Added a button to go back to the main menu after opening the map to select a first restaurant.
 - Fixed Missing hair on a waitress.
 - Fixed conditions for decisions not properly showing and moved them near the description to increase clarity.

. Patch 16 - v0.5.4.1 Changelog:

We uploaded a new patch for Chef!

Changelog

- Unlocked ingredients are now properly reset when going back to the main menu and starting a new game.
- The game now properly saves and load info related to how much customers paid for their orders, preventing the summary panel to show wrong data.
- Fixed a navigation bug on Restaurant 601
- Fixed missing terrain on Restaurant 601
- Fixed an issue not showing earnings on the budget summary panel
- "The Cubening" skill has now three different levels, as originally intended.
- Fixed an issue appearing when deciding to move to another restaurant, saving, then loading the save.
- Cream is now unlocked by default as ingredient, to prevent some issues with custom recipes not appearing.

. Patch 26 - Info Panels - v0.6.3 Changelog:

Today we finally released a feature many people asked in the last weeks: the Info Panels!



It is now possible to click on most in-game entities to learn more about what's happening in the restaurant! That will allow all you chefs to better tune your restaurant and increase your profits!

We also balanced late game contents and fixed a couple issues!

Changelog

- **Added Info Panels:** players can now click on in-game entities to learn more about their stats and what they are doing.
- **Improved the visual effects on tools in use** and made them closely reflect the actual number of slots used.
- **Balanced staff salaries.**
- **Balanced tools' slots.**
- **Reduced the Popularity needed to unlock Popularity Events.**
- **Balanced the cost of all tools.**
- **Fixed the Summary Panels showing some erroneous data.**

. Patch 25 - v0.6.2 Changelog:

We uploaded a new patch addressing a couple issues!

Changelog

-
- Tools in use now have proper visual effects
 - Fixed a minor issue in the Summary panel with Tags not aligned properly.
 - Fixed a blocking issue related to selling tools in certain moments.
 - Fixed a rare issue with stuck customers not recovering properly.
 - Fixed a major issue preventing players to save if certain characters were used in the name of the recipe.
 - Influence Points/Popularity ratio is now at 20, as originally intended.
 - Fixed a missing string in the popup appearing when trying to sell or move an object that's being used.

. Patch 04 - Changelog:

A new patch for Chef is available! Here's the changelog:

- Added a button to lock the restaurant's name
- Fixed a rare bug preventing waiters to accomodate customers on restaurants 401 & 402
- Rebaked the navmesh on all restaurants to avoid some rarely occurring blocking bugs with waiters and customers.
- Fixed some animations for customers and waiters to reduce clipping through objects.
- Fixed the Stats panel to show all recipes ordered by any single customer
- Added more images to all tutorials

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