
Questr Activation Bypass



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About This Game

Swipe right for Adventure...

Using a Tinder like mechanic, manage a party of personalities on epic (and goofy) quests. Swipe right on who you like. Swipe left on who you don't. Watch out for liars and be careful how you spend your gold! Of course there's plenty of exciting encounters along the way. Can you keep everyone happy while turning a nice profit? Make a name for yourself, in Questr!

Epic quests need Heroes who need each other...

Personality driven gameplay - Each randomly generated character is created out of over twenty different personality types, six different races, six different occupations, and three different alignments. Some personalities get along. Some don't. It's up to you to manage all this craziness and guide your party towards then end of your chosen story path.

Choose your map...

Four full 3D maps to choose from. Lush forests, dusty deserts, and icy valleys await!

Choose your Quest...

Twelve complete story paths to choose from. Each map holds three different story paths to choose from: "Homesick Dragons" to "Real Dead Redemption"...

Hilarious encounters...

Over thirty unique encounters. Each personality wants to deal with each encounter in a different way. Choose wisely and group morale increases. Choose poorly and, well...

Swipe Right Today!

Title: Questr
Genre: Casual, Indie, RPG
Developer:
Mutant Entertainment Studios
Publisher:
Mutant Entertainment Studios
Release Date: 27 Oct, 2017

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Minimum:

OS: Windows 7

Processor: 1.5 Ghz Intel or AMD equivalent

Memory: 512 MB RAM

Graphics: NVIDIA GeForce GT 730 or equivalent

DirectX: Version 9.0

Storage: 2500 MB available space

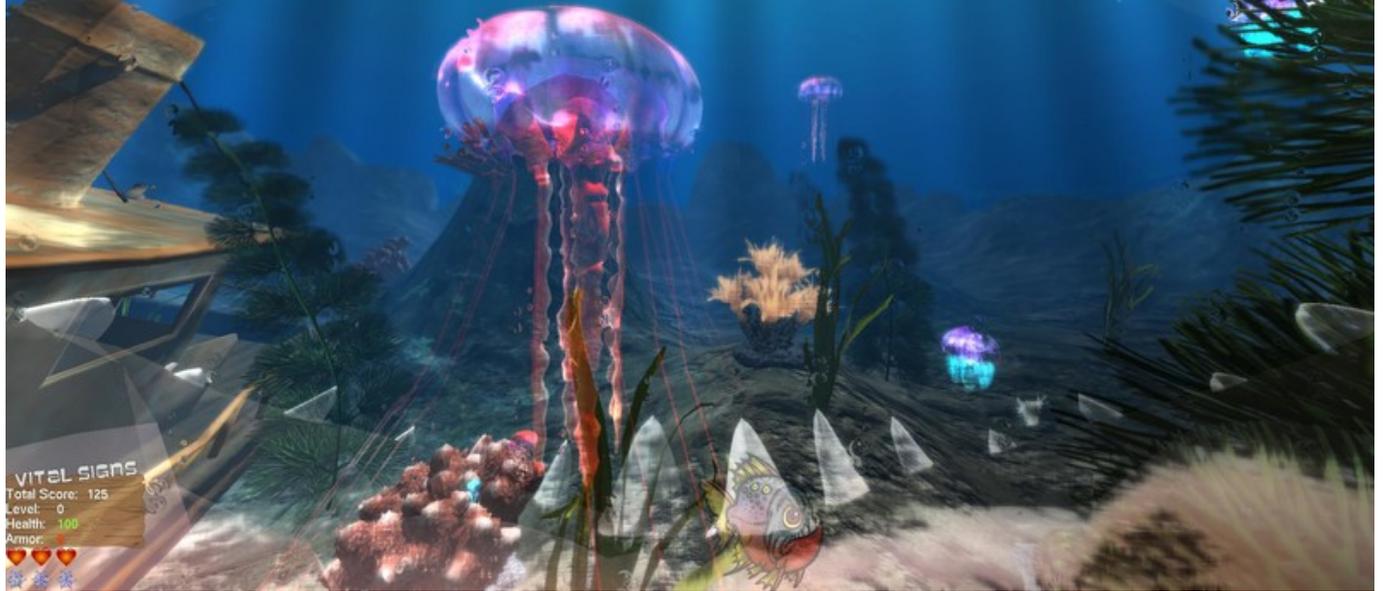
English



The Shipwreck

Hillbilly Willy 0
Razer Tooth Timmy 0
Freeloadin' Freddy 0
Slingblade Sammy 0
Mush Mouth Mike 0
Toe Bitin' Tommy 0
Enemy Score 0

ZOMBIE DEATHRACE FEEDING FRENZY



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A burrito is a sleeping bag for ground beef.. Nothing special, if you were intrested in tournaments you know most situations.. Nice game, exactly what i wanted.

After a first test I can say the game owns a lot of stuff, although it was released as early access lately.

The building part reminds me a bit of Kerbal Space Program and is good. Especially the snap lines are nice to place things exactly.

The wiring is fun. If you liked Redstone in Minecraft or know AND / OR Gates anyway, then you can do a lot of stuff.

It's a game to think and it's nice to see, if your own solution works.. I was not able to play against anyone or anything.. The wife and I really enjoyed the card game , but found it a bit light to set up for. The digital version takes away all of our aversions .

This is a great rogue-lite housed in a card based board game. It's quick play and robust set of options will keep you highly entertained.. Is this game plastic? No, I dont need that. Just take that out.. If you ever wanted Tempest 2000 to be a blurry pile of crap, then this is the game for you!. shitty game

. Good stuff.

I equate it to hanging out with Tyrion Lannister. It's a little short, yeah, but still it's fun, memorable and worth your time.. Too zoomed in to sight read.

Nah, too bad. Just not worth the price dev's gave to it. Really it's about 5-6 CG, and half of them was shown in preview in a store. Yep, plot not bad, but vn too short (really with my bad English I read it all and spend about 2 hours), it's about hikka who's in game char step IRL and help overcome himself. In the end hero take spoils (chick) or get nothing (bad end). And really, it's boring. Like it's oblivious and so cliché. Yep, man was weak, fap on chick - strange circumstances appear - man become a man, get girlfriend. It's not so bad, but there is nothing. You can buy like so many another VN which will give you more art, or more better plot for this price. Or you can download some of them for free. Only thing which is good is voice act, but it's not to much of it.

So in shortcut

- to small count of CG
- very short (1-2 hour)
- cliché and boring plot
- too overpriced
- no cards or achi
- no gallery (really, I can't understand how many CG need to open or look them after I beat a game)
- + good voice

You can buy it if your wanna support dev's or just collecting games, but there is no achiv or cards. Sorry for bad English, or if I hurt someone's feelings, but this is trash.. Nice art style and plays well with the story so far has been well executed. The first update was out in three days and they have a well thought out Kickstarter that gives me confidence that they will deliver on this title

and you can jump and do an action dive, I can't tell you how important it is to me to be able to mindlessly jump around while i'm walking in an RPG. I love this game, and I can't wait to neglect my friends who want to climb ranked in LOL to play it this weekend. It plays a lot like Pikmin where you toss people (where as in pikmin it's plants) in the general direction of what you want to beat up/dig/destroy/etc, though the fact it's people you're supposed to be protecting makes it 10xs more fun. The theme of the game, building a kingdom, mixes a little bit of the city builder element to it, but the relaxing elements of exploration, farming, and gentle fighting that make the game a good use of time. I'm very glad the game was updated, since I was hesitant to buy it before after hearing about all the bugs, and so far I haven't had any problems. I really appreciate the devs went and fixed their port rather than leaving it to die a terrible death, making customers angry and alienated! I strongly recommend trying it, and definitely pick it up while it's on sale if you can! Honestly, though, I'd pay full price for this since I adore the adorable game. You can also pick it up at Humble Bundle if you want to donate 5%+ to charity as well!. The game has an interesting mechanic, but parts of the levels feel sloppy. There was also a vague number puzzle level that felt completely inappropriate for this type of game. The controls are also wonky when you're near edges and you can get stuck when you're just trying to fall down a narrow shaft.

The game is also really short. You can beat it in under 2 hours.. This game had so much potential but as I am completely unable to change the controls and even after trying how they are, this game is unplayable and I am leaving disappointed. If the option to be able to change the controls from the 'god awful' WASD scheme to a custom setting, I would truly love this game.

But at this time, I am pleading a pass and I wish I could have asked for a refund instead of idling for the cards for the game. I would gladly give the .35 that I earned from the card sales to be able to pass on this game.

For a cheat...press the following by using the keys in the order I am giving you here.(UP, UP, DOWN, LEFT, RIGHT....back to the story and ask for a refund.) ...yep, thats about right.. This a true point and click game where characters, setting and puzzles really pays homage to the big titles from the 90s and, even more, brings to the table a strong new -square- universe to dive around. C432632 is an 'instant love' character. The subplots and little gags are hilarious. Don't hesitate to purchase the add ons, they're more than worth the price and will help the developer to continue this title! Five squares!

Days and Nights and Salad Technology!:



The basic economic engine is now re-integrated with the game, and there is a day / night cycle which uses the new lighting system.

The first available structure is a fully automated vegetable growing salad bar!

The future is now?

More structures are on the way very soon, as well as a bit more polish on the interaction sounds and visual feedback.

Enjoy!. **World Building Update!:**

Ahoy!

The first major update is now live, and players can start using the new sector building functions in the world map. There's also a brand new economic engine and new resources to collect.

The following is a summary of the changes included in the Feb 5th, 2018 update. There are many smaller elements which may have been added, scrapped, or otherwise modified over course of development, but these are the broad strokes.

Future patch notes will likely move closer to being a more detailed account of smaller tweaks, fixes, and balance changes as the game's larger features/functions are solidified.

At this stage, however, I believe it's more useful to talk about those larger scale things that are changing, rather than provide an exhaustive list of minor things.

V0762 Patch Notes:. **Major updates!:**

So the first couple patches of the new game architecture are now live, with much more on the way!

Disclaimer: it's a drastically different game, if you played the initial release where the main focus was on ship combat and world map construction.

The main focus is on sidescroller / platformer style action, but don't worry! Vehicles will return...

Some of the basic character combat mechanics are built, and structure building / removing as well. You can also collect some gems and throw them back at your enemies as grenades!

The next couple updates will fill out some of the HUD controls / icons / descriptions, and also add some more building construction options, so it will actually start to feel like a real game!. **Paint with all the colors of your buildings!:**

Just a small update today.. Rhexsetor **World Seed and Building Economy Update!:**
Break terrain for resources.

Spend it on other structures! Yay!

MANY more structures coming soon...

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