

Dragon Cliff Ativador Download [serial Number]



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About This Game

Dragon Cliff is a Semi-Idle RPG game. Players are to collect adventurers, kill monsters, craft armories, advance talent trees, enchant/reforge equipment, discover mysterious scrolls and finally assemble the most powerful adventure team!

Features

- A semi-idle game with deep and complex itemization systems to support endless character builds!
- Up to 25 adventurer classes to choose from. Every class has its own unique battle ability and talent profile. Whether it's a Young Warlock, Element Wizard, Drunk Reader, Fire Charger or a Soul Thief, they are all ready to server your town with their cool tactics and strategic abilities.
- Time Based Command battle system: During battles, adventurers automatically perform actions when their Turn Progresses are fully charged, and players can unleash powerful tactics at any time by spending 'Rage Points'. This frees players from micromanaging repetitive turn-based commands and allows fast paced and intense battle fights!
- There are almost 100 different active and passive skills to be explored with. Every skill has its distinguishable strategic pros and cons, and begging for players' experimentation.
- Hundreds of equipment and scrolls to be discovered and crafted. A flexible Effect System allows endless customization of your adventurers!

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- Enchant, Reforge and Effect Transfer systems allow high customization of adventurers' equipment.
 - A deep gem system and a variety of set bonuses to further expand your strategy.
 - More than 200 types of monsters among 7 different maps waits for your exploration.
 - Attract residents and conduct explorations to further expand your town!

Title: Dragon Cliff
Genre: Adventure, Casual, Indie, RPG, Simulation, Strategy
Developer:
Meta Interaction
Publisher:
Meta Interaction
Release Date: 11 May, 2018

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English,Simplified Chinese,Traditional Chinese

Winter Day 23757

1395.9% 3000% 1093.3% 598.2% 598.2% 190.6%

Adventurer

Sort by Equipped 25/200 33,319,078

Ancient Assassin
 Fire Player
 Lv. 85
 253

Element: Fire Damage
 Primary Attribute: INT

Scroll of Sharpness
 Ancient Scroll Lv 8

Whenever wearer has not received any attacks for 2 seconds, output capacity is increased by 199.9%

Vitality + 652
 Shadow Resistance + 1132
 Ice Resistance + 1354
 Poison Resistance + 1097
 Fire Damage Enhancement + 4.5%
 Physical Damage Enhancement + 5.8%
 Ice Damage Enhancement + 3%
 Divine Damage Enhancement + 5.1%
 Critical Damage Rate + 81.6%
 Fire Damage Enhancement + 16.5%
 Agility + 237
 Effect Hit Rating + 11

Sockets: 1

1000 G

Inventory Capacity: 3857/40000

Sort by Type

Gem Bonus

Set Effect(2):
 Fire Damage Enhancement: +50%

Set Effect(4): [Demonic Fire]
 Wearer's ignition no longer consumes fire seeds.
 Plant fire seed of 100% output capacity 1 time(s) on all enemy targets when battle starts. Each direct damage plants additional fire seed of 100% output capacity 1 time(s).

Set Effect(2):
 Intelligence: +25%

Set Effect(4): [Savage Heart]
 Whenever deals direct damage, all damage over time effects on target will instantly release all remaining damages, up to a maximum of 3000% caster's output capacity

Hesitated Heart Adv





Don't be fooled by my hours played, this game only gives you real progress when you are at work or asleep. There is little to no interaction in fights and the game serves only to find items which make you stronger to get better items.. It has been awhile since a game got me this addicted, haven't really felt a sense of progression and achievement in recent games lately. Like seriously this game just keeps me going nonstop! Farm this, grind this, build this, etc etc, at the same time it doesn't bores me.

The Gameplay plays out very similarly to mobile gacha games (semi-idle) but well without those energy system and RNGs.

The RPG system is quite in-depth, lots of different builds you can try with lots of classes to choose to form a perfect balance for your party. Oh how i love the moments of trial and errors in building heroes V adventurers and finally the feeling of satisfaction when i can finally find that perfect balance for my party.

The RNG in this game is not bad, it's still on the fair level where rare stuffs are rare but it doesn't really that hard to get, at the same time it still gives you a sense of achievement without boring you to death first.

If you like RPG games, you should definitely play this! 8 V 10. TLDR: Highly feature-rich idler that can hold its own keeping you at your keyboard as much, if not more than AFK idle-mode.

There's a surprising amount of things to do, quest for, and micro-manage to keep a player involved in this game. So much so that the asking price is a bargain.

There's dozens of unique adventurer types to recruit and collect, as well as villagers. You also need to build up the town, and mass craft items from discovered recipes to sell in order to make money...all the while hoping that a useable legendary item will be produced.

Lots of character customization from enhanceable active and passive traits. Diablo-style randomized stats on gear. Socketable gems to further enhance gear and player abilities. Refundable experience points for when you replace lower grade adventurer types with more powerful versions.

A lot of thought went into this game. it's not a simple cash-grab. It truly is an adventure RPG that tries to toss in all the bells and whistles in a well-designed cohesive playing experience at a price that is a bargain in itself.

Highly recommended. You'll definitely get way more than your money's worth with this title.. A semi-idle RPG management game which has a surprising amount of depth which become available as you progress. Something to play in the background while doing other things. Well worth the $\u00a3$ I paid for it.. I spent \$5 and got at least 20 hours of exactly the sort of team-building setup and minimal input gameplay that I wanted. Highly recommended.. this game is epic, epic gamer dab

Best in depth RPG I've found. It gives you full ground for customization on how you want your RPG to execute itself.

Pros:

- Customization
- VERY AFK-able, makes grinding while at work incredibly easy
- Turn based battle system that can be upped in speed through game, don't have to hop into console commands to adjust

Con(s):

-At the time of me writing this I can only say one, not entirely beginner friendly. If you don't have a form of understanding on what effects what in RPGs you're stuck to reading the descriptions or googling what they usually mean. Not a horrible downside as it's pretty easy to get the hang of it, but I can see some people just shoot to get their numbers as high as they can on a character (which isn't exactly wrong).. This is a nice game to pass the time, when you are bored out of your mind. But it doesn't give much sense of fulfillment as you don't actually devote much energy or feelings to a semi-idle game so I guess it is fine.. I'm not usually one for idle games, but I do enjoy having very casual games loaded on my laptop to play while working or doing other things online. Saw this on sale and the description of "semi-idle" got me interested. And here I am a day or two later, absorbed by this game *over a weekend. Seriously, I've been letting it run while doing yardwork outside, coming in for a drink and to check my progress very often lol.*

So upfront, what you need to know is that this is more of a management + theorycrafting game. I underline the theorycrafting descriptor because you absolutely need to get smart about team setup, character\skill selection, and gear once you get to the highest levels and the game starts unleashing some brutal dungeons on you. The game is kind of a cakewalk at the early stages though, so you have plenty of time to learn as you go, but make sure that you do spend the time really learning the various game systems.

This game is made for people who want to tinker and figure things out, because the tutorial is flimsy and you simply have to press buttons\tabs and read everything you can. There's not much for player guides in English yet, though there is a wiki online if you search for it. After a bit of early active playtime to learn the basics, you will unlock more abilities to allow for automation while you're AFK, and at that point you can leave it running overnight just fine.

It does have an option to mute the game in the background so it doesn't disturb your other online activities and cloud save storage makes it nice for running on multiple PCs.

There is a lot to manage actively too for when you check in to babysit your village and teams. You'll have to actively select quests, gear up and add skill points to your adventurers, select what recipes to craft, slot gems into your gear and so on. You can send out exploration teams to hunt down more crafting materials for you, and enchant or reforge the items you make and want to improve.

The dungeons themselves are visually repetitive, but watching your teams fight through them is not the main focus anyway -- approach this as a classic RPG with active combat and you're going to have a bad time.

So obviously, this won't be anyone's "main game" on Steam because that's not its purpose. It's meant to occupy you in your spare time from other activities, and this game does that in spades because of its unexpectedly deep gameplay systems.

Will it last you forever? Probably not. But for the price I already feel like I've well gotten my money's worth at ~30 hours at the time of this posting, and I have no issue recommending it to people who might be interested in it.

Also, no microtransactions! No paywalls! No loot boxes!. I'm writing this review while the game plays itself. And it's a blast. This is your typical grind it out rpg with the very major important exception, That is the point of this game! You build a cast of characters, automate them, and let them explore and play to your liking. I didn't know what I was getting when I purchased this game...we all do it, by the game that looks pretty and is on big sale...but in this case I was very surprised to find a highly addictive and unique rpg adventure!. This is a sort of idle-grind game. Bought the game on Monday night and already racked 50+ hours by Wednesday. Noted this is the first game of this genre I ever play and I have to say it is pretty enjoyable to say the least.

My problem with the game is lack of new quests and items at the late game. The quests seem to scale as time progress. This make if you failed to lvl up your heroes then you can fall behind really fast.

Still... for \$5 it is definitely worth it.. This game pumps! Why did it take me a year to find it?. At first, when I started playing, I couldn't figure out anything. Then I looked up a Youtube video to see someone actually successfully playing the game. It just assumes you know that 100% of what you'll be doing will be with the mouse. You're not really controlling a character in this game. In fact, the characters are an oversight. You're never interested in the story or in the characters. It just click on this, click on that. Watch the computer play for you. Oh look at this robust item system that you don't care about. Go on the same mission over and over again. Then finally when you're able to go some place else, it's just the same mission with a different background...

Stupid.. TL;DR: its a great game and i wholeheartedly recommend it.

the game has been on development since release but its not an unfinished game, its a game that cant be finished. the game started as an 6\10 and over months and months of work it stands now at a 8.5\10.

this is not a game where you win, its a game you get a bit bored of and leave, only to come back some time later after an update. so, if you get it and put 50+hrs in it and get bored, don't slam the door on the way out, you'll be back for more.

the game does show some of its design flaws later on, but at that point you got 300+hrs of entertainment of a very cheap purchase and complaining about it makes you look like an\u2665\u2665\u2665\u2665\u2665

keep reading if you want to see me do exactly that.

btw, the game has multiple "systems" that unlock as you progress, there's no real story, but the following review can be considered a "gameplay spoiler"

Fun game, but it suffers from a common problem with games of this kind, devs add too many systems to the game and most end up feeling pointless, or once setup, they become moot.

for example, you can send your "b" team adventurers on exploration missions on boats, takes maybe 4 tries before you figure out whats the best destination and the best team comp, then you never revisit it again. the rewards are passive and the only reason to do them are the scrolls, you can try as hard as you can to exhaust the rewards, but you simply cant, the influx of gold and scrolls will always end up outdoing your usage on crafting.

the system might as well be removed and replaced with a daily allocation of resources kinda like the SEED system on FFIIX, the end result would be the same, and it will force you to make good teams that don't die, lose members, or are always used with the same comp, otherwise you would lose "SEED Rank"... (just an idea)

this happens with the repeatable quests too, only good to get some rings, then they are pointless once you break past the 2k endless dungeon level, since you get better returns for your time turning in the currency for the mats you need instead of running the quests.

don't get me wrong, making a setup and then moving on is the whole point of games like this, but usually you can upgrade it later, or you can make some adjustments. i've set up my boats on my 100hr point and now 300hrs later i still see no reason to go though the hassle of making any modification to it. same with residents, town events, etc. even crafting is just spam x to get star ancients, batch combine, delete all the useless modifiers. do over every 20hrs or so. would be nice to get rare boss spawns requiring specific teams, or something to break the monotony of endless spamming.

the other problem, if you put in as many hours as i have, is that the devs are playing catchup with the players. for weeks now i have reached the peak, i cant get better items than the ones i have and the only upgrades left for me are rerolling stats a

few hundred times to change my 9.8% rage efficiency for a 10% flat. pretty underwhelming. and trying to get a better item with stats outside of what can be "fixed" rerolling is a real long shot, and since the UI can be a huge obstacle to sorting through the hundreds of items you just get fed up and go back to using a sword with 2kSTR less than what could theoretically be your new max STR, because, why bother? the upgrade is minimal when +2kSTR represents less than a hundredth of a single % increase in the damage of 1\5 team members.

updates do happen, and when they do it takes me a week or so of constant grinding to reach the new plateau. if you are a new player it will take a good 200 hrs to get to a similar point, and if you go full idle and don't min\max you can get a good 400+ hrs before you get to the "end-game". the last update added star heroes, they add a VERY long term objective, but thh the impact is fairly minor.

is it fair for me to \u2665\u2665\u2665\u2665\u2665 about this? ofc no. i know its a bit entitled of me to expect a game to go on forever. and i said at the start of this review, i was going to make an\u2665\u2665\u2665\u2665\u2665of myself and i did.

Its still fun enough, even after progress slows down, since once you do get a perfect team, you can start working on other teams, just to experiment other builds and make teams dedicated to specific activities. the game has a very active playerbase with lots of theorycrafters, but imho if you are a new player, just enjoy the game and only worry about builds once you make it past your first 50hrs.

it is a good game and i recommend it, the best idle game i have ever played.

you can pick it up, play it till you get to the plateau and come back in a month to see if a new update is out. by that point something new ought to be added and before long this will become one of your most \played games in your library.

.Solid Idle game. You can go fully idle, unlike most of the other "idle" games.. I've enjoyed various idle games before, but this more than anything feels like "Waiting-in-line-at-the-bank-with-a-mild-stomach-ache Simulator". I genuinely felt like I lost two days(*) by just having this game running, like it kept me in some kind of holding pattern; like this is the video games version of having the flu. Seems like just a cold at first, but then it wears you down, and while you're technically functional, you just can't handle anything that requires more effort than getting up to go to the bathroom. I mean, video games aren't exactly productive by any means, but looking back over my time with this game in particular feels like a complete waste of time. Funny enough, I didn't hate "playing" it; I just came to resent these feelings I was left with after I forced myself to stop running it. Something about it just feels like eating too many cheesy poofs in one sitting, and I just can't recommend it.

EDIT:

(*) After submitting review, saw my play time was 97 hours. So, uh, make that four days... oh god, it's even worse than I thought...

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