
Heroes Of A Broken Land Ativador



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About This Game

Heroes of a Broken Land is a turn-based, dungeon crawling, town management RPG.

Explore procedurally generated worlds and dungeons with multiple parties of heroes. Ally with other towns to recruit new and more powerful heroes. Explore and loot countless dungeons on your quest to save the world.

- First person, turn-based dungeon crawling action
- Manage multiple 6 parties of up to 6 heroes each to explore the world
- Manage towns, constructing buildings to upgrade your heroes and kingdom

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- Recruit heroes from the realm and turn novices into powerful adventurers
 - Each game is a unique world unto itself, with countless worlds and dungeons
 - Choose the size of your world: explore a small Fragment for quick adventure, or an enormous one for an epic quest

A Broken Land, shattered by the Wizards of old, the Fragments of the Old World are adrift in the Void. You must visit and restore each Fragment of the Void, only then can the World be rebuilt. However you are trapped in a crystal body, unable to act alone.

You must gather and recruit the many Heroes of each Fragment to act for you. You must explore each Fragment of the World. Delve into every dungeon to gather the resources and power needed to purify each Fragment. Expand your outpost to train and equip your heroes. Make allies with the other towns and settlements, convince them to join in your quest.

Title: Heroes of a Broken Land

Genre: Indie, RPG

Developer:

Winged Pixel Inc.

Publisher:

Winged Pixel Inc.

Release Date: 7 Aug, 2014

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English





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This game is a great combination between Heroes of might & magic and a dungeon crawler. I can just say that it's pretty addictive and deserve a try (you can try the demo). I find the dungeon crawler part very good, I spent more time in the random dungeons of this game than in the last Might & Magic. The map gameplay is good but suffers from dated visuals and balance. I love pixel graphics but the lack of animations make it a little bit too much for me. Again the dungeon part is better visually and bring back old souvenirs.

I will buy Heroes of a Broken Land 2 with my eyes closed (with a little effort on the visuals please ;)). Heroes of a Broken Land is a RPG-Game.

Don't be fooled by the old-school look of the game, it offers hours and hours of pure gambling fun. It can be as easy or as challenging as you, yourself wish it to be. The world can be small, or exceptionally large. I assure you, you will always come back to get more of this world to explore. The world is procedurally generated, as well as each dungeon.

It merges several useful tools as a RPG what makes this game a very good bargain. You like to decide what your city is building and producing? It's in here. You like to manage several parties on a mutual quest? You found it. You love Heroes of Might and Magic Series? Oh, Wow-this is playing a lot like this game. You like Dungeon Master without the monty haul of later games? Yes, since your loots are also randomized on a maximal level.

The developer had the players in mind, as he created this game - and he also managed to balance the act of giving it an old-school look without making it look bad. I have to congratulate Winged Pixel for this very "cool" game. It is easy to play, without being easy to master. You'll still be exploring deep inside towers, dungeons, mines and crypts - and the game still is crisp as you enter your next challenge.

I strongly recommend this game to RPG aficionados on Steam, it is a worth each single cent of the price.. An old school turn based, 3D maze party RPG, involving swatting bats aside and stomping on elemental slime.

A bit grindy, could use a few more (human) enemies, but I've had a lot of fun. It's Wizardry : Proving Ground of the Mad Overlord, with a nice overland map, limited town building, and a clever PC portrait editor. Certainly good value.

Werdna would approve.. I've played a lot more than my hours show. This is a great and slightly addictive team based DRPG. You can recruit a very large roster of heroes to choose from with custom portraits to save a procedurally generated world.

I wish there was a greater variety of dungeon themes and monsters, if the developers make a sequel I'll be on it like white on rice. Also there's shrines that offer permanent stat buffs or debuffs that encourages save scumming.

. Easy game to give the thumb's up to. Very enjoyable. Well worth the money.

Know that you are in for a commitment, small maps are still 25+ hours to complete.

If you thought Heroes of Might & Magic lacked dungeon crawling or that Ultima Underworld lacked a world map to explore, or if you don't like Grimrock's real-time combat, this is the game for you.

Neither pixelated graphics nor repetitive piano music may frighten you. Resilience is mandatory, especially with huge maps the developers themselves call "silly large". The puzzles in the dungeons are extremely simple: Door locked, find switch. Or no automap, find and disable jammer.

But you will find a lot of equipment, randomly generated like the dungeons. Your characters can be promoted. Oh, and you get sidequests all the time. Help a town and they will ally with you. Help a rivaling town and lose the first one.

And don't forget: You can have up to six parties consisting of up to six characters. Some Main Quest dungeons can only be entered with more than one party. Yup, it's quite a lot of micromanagement.

Also, the enemies aren't so nice to stay in one place; they will slowly march towards your town and damage your buildings or steal your gold. But don't lose heart: Unlike HoMM, you can pass through enemies.

Just give it a try.

Don't forget to feed the cat beforehand.. So, lately i was playing games similiar to this one, to be exact the Might and Magic 6 to 9.

Thats when i stumbled on this game. To be honest, on my first look it seemed to simple for me, like you could not specialize your characters at all. The combat seemed odd to me too and overall my opinion was mostly negative.

But i gave it a try and i was positively surprised, it made me stop playing Might and Magic to play this one instead.

I have only played about 12 hours, but i can say the dungeon crawling and city building is fun. You can distribute status points for your character how you want it to be and searching for better equipment is satisfying in a way.

Also, the combat does feel good i think, its much better than i expected.

This game is addicting and i can just recommend it to people who like this genre.. note that i play this game mostly on my main account

HBL a really cool idea

with up to 6 heroes in a group you go around the map, find dungeons, treasures, cities, quests and all that kind of stuff, with a bit of grinding in a dungeon crawl system

you start with 4 heroes, they have random stats and traits (so some are better than others), depending on those stats you decide wheather your hero will be a fighter rogue mage or priest, later on you can train them to fighter adventurer monk and so on

you can build some buildings where you can buy stuff or train skills

the whole game plays in rounds, every round is one day, monsters turn aswell and try to attack your city

so why should you play it?

even with these graphics its a really cool game, with an individual gamestyle, you can create and skill your party like you want, and still beat the game (if you cant beat the game, try to find your perfect difficulty)

the only thing i dislike about HBL - the music is bad, every 3 mins comes a break and the music starts again, this is really disturbing, hopefully dev will fix it with an endless song or a better borderline. A very nice dungeon crawler, plenty of places to explore. One drawback to the way it creates dungeons, they're random, which means if you get stuck at 3am with 2 monsters left to clear there's no help to tell you where to go to find a button or room. The graphics are basic, the music and sound the same, but you're not here to play for wonderous environments, you want dungeons to loot and monsters to kill, plenty of that here. Advice, not too many hours in to the game you'll face enemies who punish you for using melee, which means they're all but useless versus that monster, so try to give all your party an offensive spell or two.. I really enjoyed this old-style rpg grand adventure. Understanding the need to build teams, gather allies, fulfill quests, and climb the magic ladders. There was a lot to master as the instructions were minimal but never really a hindrance. Look forward to the next version.. 2.5D dungeon-crawling, with some base-building, quest-doing, and maintaining multiple groups of heroes. Decent bossfights that are quite challenging.

If you have an eye for finely-balanced strategic decisionmaking in games, it may feel a little rough -- but it blends genres in a manner I find charming. If you have nostalgia for Lands of Lore or Ultima Underworld, it might scratch that itch.

Game length is determined by map size, from Tiny to Enormous. My first game was on a Tiny map, and it took me 12 hours to get to the end game, and an additional 6 hours before I could beat the final handful of dungeons. I am curious what larger maps may hold in store, now. A long haul kind of game, but easy to pick up and put down again if you only have five minutes to play. Dungeon-crawling may get repetative in longer games.. Super tedious. Borrows alot from eastern dungeon crawlers mechanics wise (Demon Gaze, Stranger in Sword City, ect). Alot of ♥♥♥♥♥♥♥♥t enocunters to grind through, and didnt seem to open up much for party variety. Combat relies greatly upon exploiting elemental resists, with melee oriented characters being pretty useless unless you happen across good gear, or teach them alot of support skills. No real story either. Guess you could dig it if you were big on number crunching and got boners from gear throwing big plus signs at you. Too old and dont got time for that♥♥♥♥♥♥♥♥anymore myself.

Really, really wanted to like this. Play Starcrawlers or Darkest Dungeon if you want a pretty sweet modern crawler or Wizardry or any of the old Might and Goddamn Magic games for a classy experience, unless you are really hardcore on eastern style crawlers. Minor complaint but all your guys look like potato people unless you use custom portraits. Minor compliment but I thought the map exploration idea was pretty sweet. If it's on sale, ♥♥♥♥♥ go for it.

Musings from a stupid jaded stoner that works too much. Take what you will from it.. This is one of my fav indie games i own on steam

plays like old school pc roguelike dungeon crawler rpgs

& i love the music & i really like the art style & i love the gameplay

i would recommend this game to any fans of old school 1980 / 1990 pc rpg's

it really is an amazing game.

i give this game an 93 out of 100

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