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## Caves Of Qud Free Download

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### About This Game

Caves of Qud is a science fantasy roguelike epic steeped in retrofuturism, deep simulation, and swathes of sentient plants. Come inhabit an exotic world and chisel through 5d3b920ae0

Title: Caves of Qud

Genre: Adventure, Indie, RPG, Strategy, Early Access

Developer:

Freehold Games

Publisher:

Freehold Games

Release Date: 15 Jul, 2015

English

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One of the only roguelikes that has really been able to captivate me. I always end up liking the concept when I read about some roguelike game, but after spending 10h or so on it, I bounce off. Caves of Qud (CoQ) has had me stick with it far longer, and it still feels like I have so much more in it to explore. My first roguelike was Cataclysm: Dark Days Ahead. Massive and open-world, with tons of content. The idea of the game itself is amazing, but in the end I bounced off because so much of the playtime went to boring inventory management. In CoQ, I feel like the level of inventory management you need to do depends mostly on your own taste. My first playthrough or two I was picking up and hauling everything to sell, but thanks to some advice from CoQ's lovely Discord I soon got into better habits and enjoy the game a lot more. My second roguelike was Dungeon Crawl: Stone Soup (DCSS). From a game design perspective, I think the people working on DCSS have some really great first principles that they follow. Combat is fun. No boring item management. But after playing it for maybe twenty hours, I still fell off. I felt like I'd already seen all I would need to see. Deeper in the dungeon there would just be more powerful monsters, with more imposing names, and not much else. I guess this is where CoQ shines brightest. Even though I've been playing it a lot, I feel like I'm discovering curious and interesting and funny and weird things every time I play. The combat and leveling and whatever is all fun, but that alone won't do it for me unless I feel that I'm going through it for a reason. And in CoQ, the mysterious allure of all that's out there is a good enough reason in itself. Through chrome jungles we'll crawl. We'll discover a lot of procedurally generated content, some of it amazing, some of it amusing. But unlike most procedurally generated worlds, the sense of meaningless/emptiness porridge isn't there. Someone's been through here, adding an artist's human touch. Every time we see a new thing, a monster, a type of wall, a plant or slime, we're in for a treat. Descriptions of everything is lovingly handcrafted. The game is poetic, and its world has one of the strongest senses of "place" I've ever experienced in a game.. I am not very good at roguelikes. Depending on the game, I'm anywhere between 'mildly successful' and 'absolutely terrible and unable to get 5 minutes in'. Yet they're a fantastic genre that I come back to again and again. Caves of Qud infuses it's world with charm, giving someone like me a solid reason to continue pushing past death after death after death. I want to know about it's stories, meet new characters, and travel beyond where I've reached so far. The game includes a plethora of options for adjusting gameplay difficulty, and these can easily be adjusted depending on how challenging I want a particular playthrough to be. I can avoid savescumming by turning on a prompt which asks me if I want to die, leaving it up to me to decide if my character just can't cut it, or if I want to try a fight again, or if I set them to rest because I think it's too hilarious that I walked into a sleeping high-level beast because I was looking at much less dangerous murder robot. Additionally, the community is fantastic and full of great advice on the challenges. The beginning of the adventure is a bit repetitive if you're of a similar skill level, but it's also pleasing to be able to have a familiar and secure start so that I can work on how to prep my character to advance past the challenges ahead. Though the game is pretty difficult, the developers absolutely keep in mind players like me who need a little optional help to explore it's fantastical world.. if you really, really want an arcadey, clean mechanical roguelike, Caves of Qud isn't for you. Those are also the exact kind of roguelikes I like. The fact that I am recommending this anyway should tell you about something on how much goddamn flavor and love is shoved into every single corner of the game, such that even a grampus like me can't help but smile whenever I boot it up.. Caves of Qud features the most mechanically sound ludonarrative found in any rogue-like.. Do you want to play as a multiple-armed axe wielding Sonic who can fire off his quills and go so fast as to bend time and space? Buy the game. Want to be a turtle man who fires laser beams from his eyes? Buy the game. Want to play an expansive roguelike that never ceases to bring me absolute enjoyment, even in its current state. The fact that the devs have even more planned is honestly pretty mindblowing. The sheer amount of love, hard work and time that has gone into this game is readily apparent in its first few moments. Even after coming back to it after a bit of a break, you notice the small changes, the slow improvement towards their 1.0 release. Games like this and other RLs like Cogmind are some of the most inspiring pieces of work I've been lucky enough to experience. If you are on the fence about this game, just try it. It's the same thing I tell people who might be somewhat interested in Cogmind or any RL. It is worth at least trying to see if you can get into them, because once you are submerged, it will be a chore to come up for air.

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