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## About This Content

Encompassed by a darkness so thick that your torch light cannot penetrate it, are you brave enough to venture deeper into the depths of the Dungeon?

No adventure is complete without a perilous dungeon, and no dungeon is complete without monstrous horrors to face! This pack contains two dozen monsters (including sprite sheets for movement, down poses, animated side-view battlers, over-sized static front-view battler, faces, busts, and more), tons of tiles for dungeon creation (and can be freely mixed and matched with all other Medieval tiles), numerous animated objects from doors and gates to light sources and magic orbs, and several ready-to-use prisoners to occupy the lowest cells within your dungeon.

### **Features:**

- 13 Tile sheets for dungeon construction, ranging from rubble and ruins to furniture, statues, decal overlays, fixtures, ritual alters, torture devices, and much more!
- 17 build-your-own-pit pieces (plus 4 already made pits).
- An additional 21 large dungeon props (giant statues, extra rooms, platforms, and more).
- 24 unique monsters ranging from the lowly goblin to the mighty black dragon and many in-between.

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- Each monster has, at an absolute minimum, a 4 and 8-direction walking spritesheet, 4 and 8-direction KO spritesheet, animated side-view battler spritesheet, oversized (1024x1024) static front-view battler, face, and bust. Most monsters have more than that, up to 50+ total animated spritesheets for running, combat variations, sitting, kneeling, and other behaviors. In total, there are 860 monster resources!
  - 3 Unique prisoner characters, each have a face, bust, paperdoll, and 65 spritesheets (including 8 prisoner-unique animations).
  - 18 Animated object spritesheets for lightsource, traps, doors, magic orbs, and more.
  - Revised Read-Me and Instruction document.

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Title: RPG Maker MV - Medieval Dungeons  
Genre: Design & Illustration, Web Publishing  
Developer:  
PVGames  
Publisher:  
Degica  
Franchise:  
Maker  
Release Date: 14 Apr, 2017

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English,French,Italian,German,Russian,Japanese,Korean,Traditional Chinese,Arabic,Simplified Chinese





【肥鳥】

「主要是工作忙，以及各種私事接連不斷…大綱是寫EP1時就制訂好了，但實際撰寫時往往會有新的修改，斷斷續續地製作。」▶

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You get what you paid for, 5K achievements at minimum price. If you're an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don't waste your money. This is not a game, it's just a way of distributing achievements.. A strange and creepy adventure game with excellent story, puzzles and music!. I love vaporwave and this game is phenominal!. A rather short game I picked up for \$2.00 while it was on sale. The price by default is a little steep, so if you get it I'd recommend getting it on sale. The gameplay reminded me of Marble Saga: Kororinpa for the Wii, and that pretty much sold the game for me. Controls very similar to that game as well, gave some nostalgia. After you clear all the levels, you get a level creator that I think could benefit a lot more from Steam Workshop integration. Lots of fun mechanics and levels, especially the last world.. The game is generally nice, the story and the artworks are cool, but it doesn't contain a skip option neither a patch. I would recommend for the price and it's awesome heroines.

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I recommend this unit, the model is awesome and I also very like the overall behavior of the train. The only thing I miss are sun visors, but they are lately included only in a few locos :( I dont rate the sound of the train, because I dont know how it sounds in real life, but I think its pretty good.

Model 10/10

Sound 8/10 (Could be bit more loud)

View 8/10 (The seat could have been a bit lower)

Features 9/10 (1 point down for the sun visors :D)

Overall: 9/10

. I love a good cyberpunk game but this game is odd. Like really odd. And in all honesty it's a pretty bad game with a ton of problems. For one the game is developed by one person and it looks like it. Visually the game is just plain weird and as far as text and visuals go it looks bad. The design on the other hand is stylized in a super interesting way which makes the bad visuals feel less like just plain bad visuals and instead like interesting looking style choices which on some level they are. The soundtrack is good which is always nice, especially for cyberpunk/scifi style games. The plot has the biggest problems which I'll talk about in a minute. And finally, the game is short, confusing, and not very interactive. Despite all of my problems though I like the game and recommend it.

The plot though has real problems. For one it doesn't make any sense at all and it doesn't help that everything is conveyed in textboxes that are easy to accidentally skip through, with sometimes weird broken english. A couple more tests, especially some english translation testers would help out some of that. In addition the actual plot, is cyberpunk but also just plain confusing. Some people may consider this spoilers but the game has the tropes of big brother watching over, and cyborgs, and all of that but it also has weird stuff involving a supercomputer that doesn't really make too much sense even by the end of the game. Also the animation is so limited that the dialogue is all a little weird in some points because you walk up to people and then text pops up and nothing changes. I liked the story in the end though despite it making no real sense.

Overall though I liked Chronicles of Cyberpunk, especially aesthetically where it really shines, and in the heart of the game which can come through in the developers obvious love and care of the game they have made. It's clear this game is a passion project and that passion comes out through a lot of the game. If you're okay with a really weird and kinda nonsensical game then check this one out. The puzzle mechanic here is so simple and requires more luck than skill. There are so many better puzzlers out there.. Really good game! You did a pretty good job on it. AI is perfect. Roars: Epic, Models. Amazing and mapping. Fantastic. Idc if it isnt finished, you did a pretty good job so far!. Very interesting and one of the better zombie games overall, but it's horrifically unfair and whether or not you survive is pure luck. Either you get lucky with food (currency) so you can buy the sentry turret, or you stumble across the valkyrie and recruit her.. I despise parkour games.....

so why did I buy this? Probably cause I got one of those stupid STEAM coupons and it had the word "dungeons" in it's title and I am a sucker for a good RPG.

I managed to escape the first level... after that, I got bored so quickly that I think I might have set a world record.

STEAM really needs to stop with the coupons that entice you to buy crappy 2nd rate games and throw your money into the trash.

I'm outta here.



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