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## XLarn Ativador Download [key Serial]



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### About This Game

Deep down in the Earth, Demonic Temples await you. The countdown will begin as you make your way in search of the only hope your daughter has for recovery.

She has fallen gravely sick and the villagers all say that her only chance is an elixir found somewhere in the deepest temples underground.

A home to demons and other unknown horrific monsters, these "Demonic Temples" can only be accessed through a dead volcano.

You must first navigate through an intricate cave system, developing yourself and your skills as you go.

Unknown dangers are sure to already be awaiting you there. Use the resources of your village to help you on your mission.

Shop at the stores, visit the school or the bank. They all have something to offer.

You will need all of the resources that you can find to successfully explore past the caves and reach the medicine down below.

The Demonic Temples will have no mercy, so prepare yourself on the way.

#### 99 Levels of difficulty

And there is new stuff to find on every difficulty.

#### Randomized Caves

Each time you play will be different.

#### Prebuilt Caves

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More than 100 prebuilt caves.

**Global leaderboards**

Compete against everyone else playing this game or compete with your friends. 7ad7b8b382

Title: XLarn  
Genre: Indie, RPG  
Developer:  
Swinfjord-Games  
Publisher:  
Swinfjord-Games  
Release Date: 25 May, 2015

English,German





Really fun roguelike and quick to get into.

I do wish it had an ascii mode.. Now - that's a game I remember from the good old days(80's) of text-graphic and console-commands to play your game.

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XLarn is a nice refresh of the old concept of Larn. Crawl through the dungeon, bash monsters, gather loot, avoid traps other nasty things and recover the potion to save your daughter and win the game. That's about it. And ofc. there is perma death and paying taxes - if you succeed and try again ;-)

Graphics are simple tilesets and sound is non-existing. Which is nice bc. it helps the game to stay true to its origin. The user interface is practicable and makes the gameplay more easy, since you don't have to remember text-commands like 'mle' or 'sph' to cast spells.

As usual there are a quiet a few hidden features and combination of weapons, strange items to wear and magic effects to discover :-)

What I miss from other larn-games is the option to create your own dungeon maps and tilesets. Pro-tip for the dev: Let the players upload their dungeon maps\tileset's to an online repository where they are accesible for everybody.

Tip for the old-timers: If you are are a old Larn-player recommend to start with difficullty-level 25..... Really fun roguelike and quick to get into.

I do wish it had an ascii mode.. It's nice to see this old classic being ressurected and some additions made, but losing the original key-bindings and replacing them mouse-clicks makes playing a frustrating affair. For example, to cast a fireball to the left:

In the original game:

1. Type "cbalh" (simple and quick)

This verion:

1. Type 'c'
2. Wait for a menu of known spells to appear.
3. Search through the list and click the fireball spell
4. Wait for another menu to appear presenting the available directions
5. Click the required button

PLEEEASE restore the original key-bindings!

. Once you come to grips with the quirky interface and get a read on the sprites there is a lot of fun to be had here. This is a simpler roguelike from a time when the conventions of the genre were less defined and more flexible. So without complex religions, race and character selections, crafting or any of the other modern mechanics what makes this one worth returning to or picking up for the first time? The main thing is the quest is time sensitive. You have 300 Mobuls (a Mobul is 100 turns) to retrieve a specific magic potion to save your daughter's life. And if you have looked at the screenshots, you'll see that there are a lot of mazes. This emphasises dungeon navigation as a mechanic, getting lost is a waste of precious time instead of an inconvenience. Also while there are no classes you are free to develop your character as you like, building combat skills right beside magic and priestly skills. And even though there isn't a complex religious system, religion is a factor. You will find shrines you can pray at or desecrate, the favor of the god(s) is important even if it's a simpler affair than current roguelike mechanics provide. It's not DCSS but then we wouldn't have games like DCSS without games like this in the first place.

Finally I'll close this out with the game's real hook for me. This is Diablo style dungeon crawling, complete with fireball slinging warriors weilding holy artifacts against hordes of demons and an overworld village where you can pile your loot to the sky. I'm pretty sure this is one of "those Unix games" Brevik has referenced as a core inspiration for Diablo. It's also dripping in that funky 80s RPG geek charm. Return to a simpler time. Put on your favorite Rush album, crack open a Jolt Cola and stay up all night!. It's nice to see this old classic being ressurected and some additions made, but losing the original key-bindings and replacing them mouse-clicks makes playing a frustrating affair. For example, to cast a fireball to the left:

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Tip for the old-timers: If you are are a old Larn-player recommend to start with difficullty-level 25..... A great rework of the classic Amiga title I loved as a kid Larn. TY Dev!. One of the most addictive games ever once you get the hang of it, great to see it back!

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