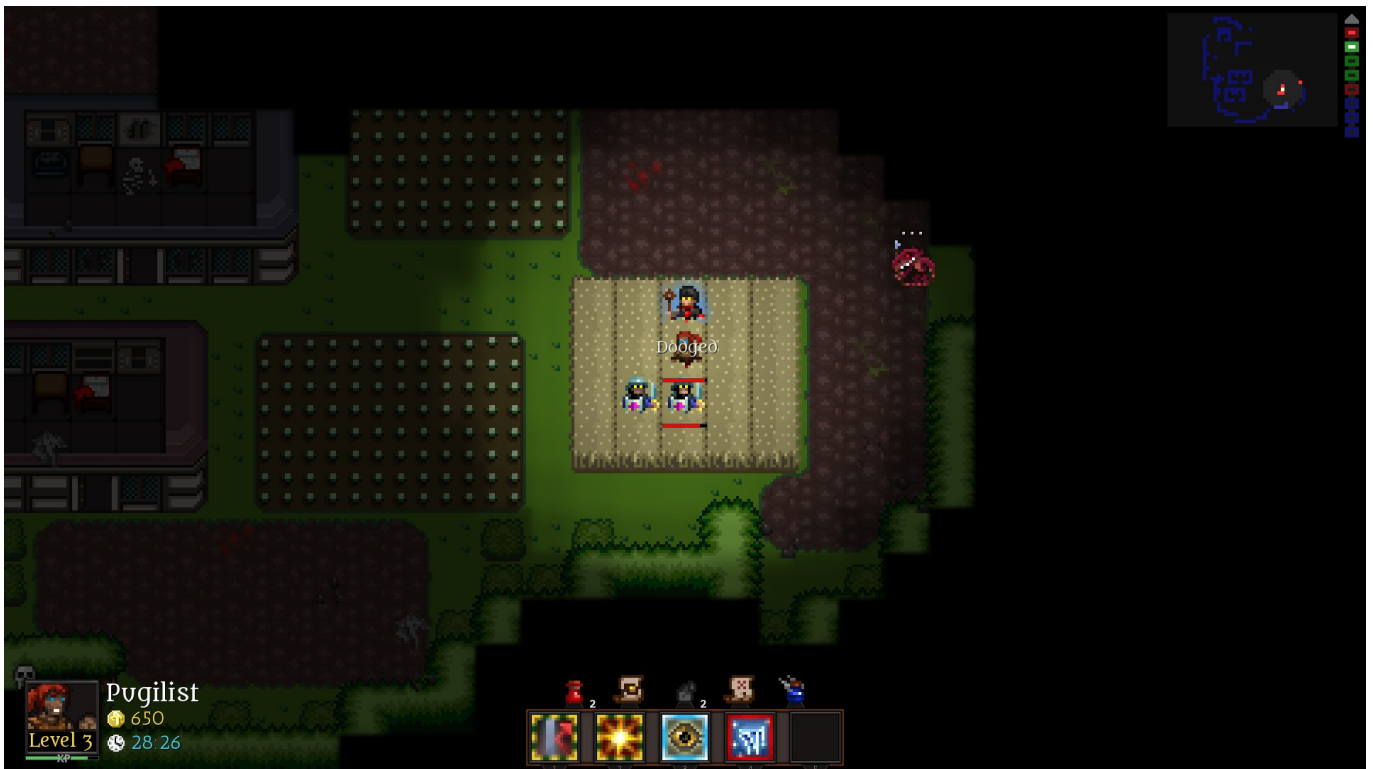

Cardinal Quest 2 Download Utorrent For Android



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About This Game

First the Minotaur conquered the Castle and wrecked the Forests, bellowing laughter and ruin. Then the Dragon returned to the Mountain, bathing its ancient halls in searing flame. Now behind them both a creature unspoken pulls the strings, orchestrating this world's extinction from a strange darkness...

They've taken everything from you. Now it's time to take them down.

TURN-BASED TACTICAL SLAUGHTER

Use your wits and strategy to overcome all obstacles! Every decision is permanent and death creeps closer with every step... but even death is just an opportunity for the fun to start again, as every restart creates an entirely new adventure!

- Three story campaigns to play, plus a remix Endless mode: The Tower
- Random levels and game-changing Legendary items keep every game fresh
- Smart, no-fuss character building systems keep the action moving
- Seven massively unique heroes to master, each with fearsome strengths and skills

CHOOSE YOUR COMBAT STYLE

Be **The Thief**, a backstabbing scoundrel who lurks in the shadows and leaps from bushes to strike unwary targets

...**The Alchemist**, a daydreamer with the skills to craft incredible potions and a penchant for building custom firearms from scavenged parts

...**The Ranger**, an archer with a heart of gold who raises a trusty Dog companion to fight at their side

...**The Wizard**, a spell-slinging exile who was too quick with a good Fireball for the Academy's bureaucrats

...**The Fighter**, a veteran sword-and-steel mercenary who's seen too much bloodshed to let this war crush any more

...**The Paladin**, a holy monk who swore to strike down evil in its many forms—and who sees a *great deal* of evil

...or be **The Pugilist**, a human wrecking ball who lives to find an enemy they can't finish with a fist to the face!

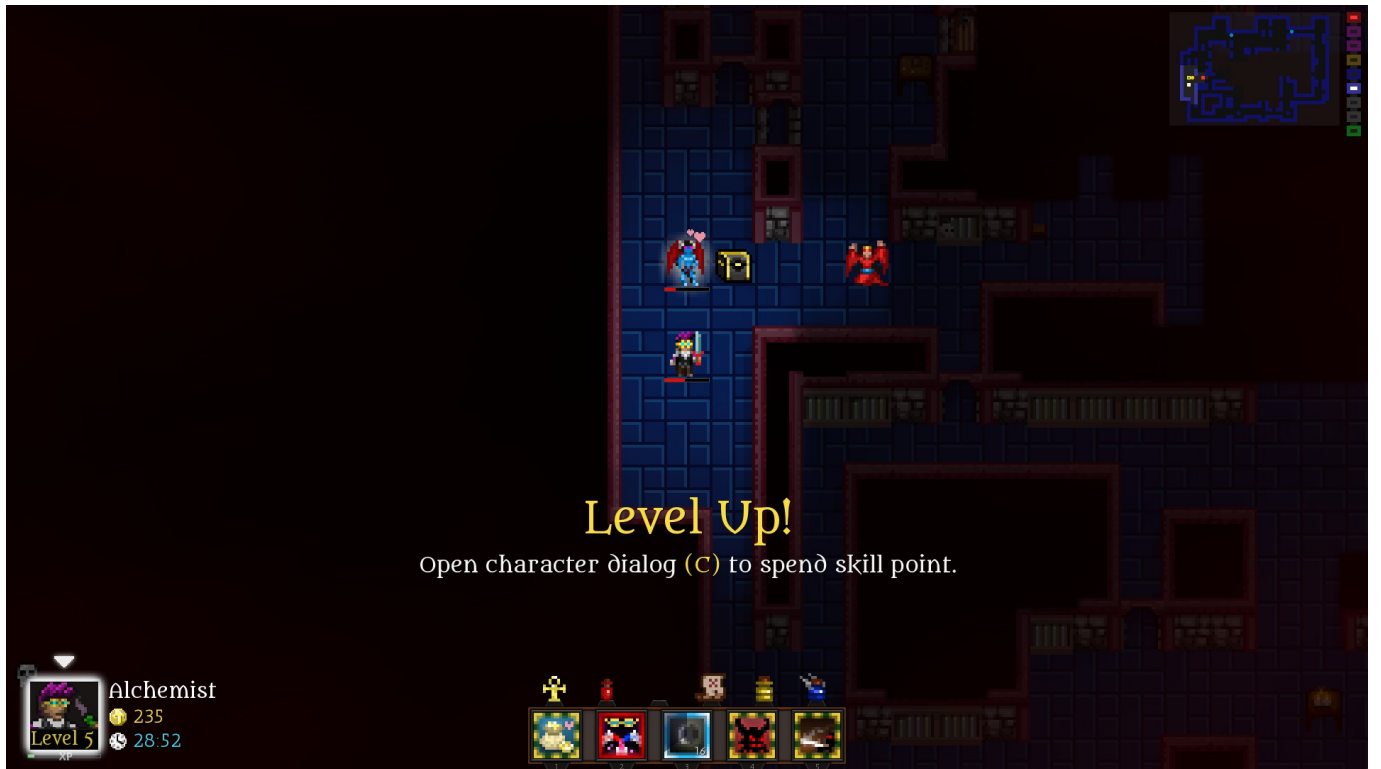
IT'S GOING TO GET MESSY

Between bloodthirsty Bandits, deadly Ogres, vulgar Werewolves, the cruelest Cockatrices, ancient unknown Horrors and much much more... there's so much out there that wants you dead. You can't let them have their way. Cardinal Quest II's many challenges await you!

Title: Cardinal Quest 2
Genre: Indie, RPG
Developer:
Randomnine Ltd
Publisher:
Randomnine Ltd
Release Date: 23 Nov, 2015

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English







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Don't let my playtime fool you - I've played about 40 hours on the iOS version alone. Fantastic game and seems like a great port so far.. The classes are well developed and relatively well balanced. The gameplay is simple, yet addicting. The in-game dialogue/Vlore tooltips give just enough lore to give the player a feeling of immersion without making the game be story-intensive. However, any praise that I have for this game ends here.

I paid \$20 (deluxe edition) for essentially a flash game with a few extra features tacked on top. I enjoy playing the game, but it's not worth the money for what you get. One would think that, if the gameplay itself is lacking for the price, then it would at the very bare minimum entail half-decent customer support. This game hasn't been updated in ages and there's been absolutely no interaction from the developer since 2015.

I have come across a variety of bugs in the 115 hours I have invested into this game, and emailed the developer. Not only has there been absolutely no response, but absolutely no effort is being taken to moderate the amount of RAM-hacking used to attain top positions on the leaderboard.

There are people who've, upon my looking up their steam profiles to investigate, have barely invested 10 hours in the game and have gotten:

- all the achievements
- scores that are not obtainable through normal gameplay
- top positions on the leaderboard

If the developer of the game makes you pay money (three times the amount the game is worth imho) for a few extra features - the leaderboard being one of them - and then doesn't give half a fresh \u2665\u2665\u2665\u2665 as to moderating the leaderboards to make the game fun and enjoyable for everyone, there is absolutely no point in buying the game. A lot of people play the free version on kongregate. The free version's leaderboards are, at the very least, balanced - praise I wish I could be giving to the steam version.

In summary, the game is quite fun but it's a shame that it's riddled with bugs and absolutely no effort is being made to moderate cheating/hacking into the leaderboards. The developer has abandoned the project, and it's not worth half the money it's listed for.. TL;DR Fans of real Roguelikes like ADoM, NetHack (and its variants) *Angband, ToME, CoD, Stone Soup ect will find this one very shallow. For long time Roguelike fans, Cardinal Quest 2 is entirely lacking in the depth and variety that makes those games interesting and the reason they've been played for 25+ years. For those just getting their feet wet in the genre, it may provide a good introduction to how a Roguelike works without overwhelming the player. The unlockables are nice, and I like the pixel art and music, but as it stands the game is way too bare bones to recommend it to any but an absolute beginner to the genre.

+++++

To start, I'd like to say this is a Roguelike incredibly light. And when I say Roguelike, I mean a *real* Roguelike. Not "any game with permadeath and procedural generation" which seems to be what Roguelike means to a lot of people nowadays.

But a turn based (as in, every step you take causes the enemies to act)RPG in randomly generated maps where you make your way through the levels, killing enemies, collecting randomly generated items and levelling up similar to the old ASCII game Rogue. The base mechanics are like any roguelike. Turn based, top down map where you go around killing enemies and finding

loot to proceed through the levels.

Compared to most real Roguelikes out there, Cardinal Quest 2 is very shallow. There's no identification that I can see, and no negative/cursed items (there's no BUC status at all). There isn't even any diagonal movement. You have 5 item slots, 5 spell slots, and your standard "armor/boots/cap/gauntlet/magic item/weapon" (No shield that I've seen) equipment. Beyond that, there doesn't seem to be any inventory - you don't seem to be able to carry anything beyond what you have equipped and your 5 spells and 5 items. When you find an item, you have the option to "trash" it for gold, or wear it, replacing what you have currently equipped. There are no shops, but sometimes on a map there's a "scavenger" who has 3 different items to offer you.

Go around a map, collect pre-identified items, go to the next screen when you find the exit. Level up on occasion with a tiny 9-skill skill tree. That's it. There are 7 classes, only 3 of which are unlocked to start, and no races. You can't even name your character from what I can see. (if there is a way, let me know and I'll remove this line)

There is also unlockable perks and gear for each class that you can get by fulfilling certain conditions (like Rogue's Tale). That's the main draw, and unfortunately appears to be one of the only draws.

Thing is, if there was stuff added to this game across the board it'd be a pretty good lightweight Roguelike. It has decent music and pixel art, unlockables, a global leaderboard and seems like a good foundation to build a deeper game on. As it stands, though, it's bare bones. I really can't recommend it to anyone but the most absolute beginner to Roguelikes. Even in that case, there are way better lightweight Roguelikes out there (like Sproggiwood) for the beginner who's just learning the genre. For a longtime player of NetHack, ToME, and ADoM like myself there's not much here to keep you interested.. It's not bad, but there's nothing about it that I'd really recommend it for. Good roguelikes present interesting choices and have runs that feel starkly different from each other, where you adapt to the challenges and needs you face *this* time. In this one, once you have a handle on how a class operates, runs feel essentially the same apart from whether you get good enough stuff or don't. That binary feeling doesn't really bring one coming back for more.

It's not bad; if you're into this genre, it's not a -bad- game to pick up. I had okay fun with it for a little while. But it doesn't really stand out in some regard such that I'd recommend it at its price.. I've played this on two different mobile platforms and I can never get enough of this game. This version is its most glorious incarnation.. oh hell yeah, this game is fun. though it's free of kongregate, who still plays flash games?. Best Cardinal Quest so far, in my opinion :). I have more hours in this game than any other person who left a review, so I will say this much. This game doesn't have a whole lot of content on face value. But under the surface there is a lot to do if you enjoy it. There are 7 classes you can experiment with and find all the overpowered talents and combos with, and plenty of achievements to get, some of which are VERY hard. Which is one of the reasons why I like the game. It can be hard if you want it, but it isn't forced. I read a few of the negative reviews, and they said that there isn't enough content, but if you're saying that then you haven't been playing long enough to understand the game. It's sort of like Undertale in the way that it's short but very replayable. I have 40 hours on it and I'm still having fun trying to get all the achievements. I think it's worth 15\$ for fullscreen and perks unlocked by achievements, but if you don't have the money you can go play it on kongregate.com. I've played a decent amount on other platforms, and can say without any reservation that this is a fantastic roguelike and a significant upgrade over Cardinal Quest 1.

Class balance and combat seems to be improved, with much more interesting leveling up and upgrades. In Cardinal Quest 1, certain classes felt like easy mode, but the balance is much more in sync this time around. Additionally, there is a lot more gameplay than originally.

If you're a roguelike fan, this should scratch that itch.

Coffe break roguelike deluxe! Great game! Fun in short burst! Not very deep but still challenging gameplay!. Great game. Really well polished.. *Cardinal Quest 2* has got to be my favourite RPG, rogue-like, dungeon-crawler, rage-inducing game ever!

The sound effects and music is extremely satisfying and goes well with the style of the game. The achievement system is also rather nifty where you actually have to play as other characters and meet certain criteria in order to unlock.

Oh, the game can also run fine on a toaster - personal experience - I don't even think the game utilises more than 50% of my graphics card.

Probably raked myself an additional 50 or so hours on mobile too, so there's that.. Recommend, there's alot of replay value. *Cardinal Quest 2 has got to be my favourite RPG, rogue-like, dungeon-crawler, rage-inducing game ever!*

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Probably raked myself an additional 50 or so hours on mobile too, so there's that.. A fantasatic Roguelike! Super fun progression system, both within each run, and in the way of permanent unlockables.

But don't just take my word for it...

You can try the first Cardinal Quest for free at NewGrounds ([link](http://www.newgrounds.com))[www.newgrounds.com], and the phone version of Cardinal Quest 2 for free on both Android ([link](http://play.google.com))[play.google.com] and iOS! ([link](#))

If you enjoy those anywhere near as much as I did, the Steam version (which has more content) will be a great purchase.. The classes are well developed and relatively well balanced. The gameplay is simple, yet addicting. The in-game dialogue/lore tooltips give just enough lore to give the player a feeling of immersion without making the game be story-intensive. However, any praise that I have for this game ends here.

I paid \$20 (deluxe edition) for essentailly a flash game with a few extra features tacked on top. I enjoy playing the game, but it's not worth the money for what you get. One would think that, if the gameplay itself is lacking for the price, then it would at the very bare minimum entail half-decent customer support. This game hasn't been updated in ages and there's been absolutely no interaction from the developer since 2015.

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In summary, the game is quite fun but it's a shame that it's riddled with bugs and absolutely no effort is being made to moderate cheating/hacking into the leaderboards. The developer has abandoned the project, and it's not worth half the money it's listed for.. I own this title on iOS, and I highly recommend it to anyone who enjoys roguelikes but finds the arcane interface and convoluted control-scheme of "true roguelikes" (as one reviewer put it) more cumbersome than fun.

If the term "roguelike" means to you being forced to drink potions to find out what they do, ASCII graphics, and exhilarating inventory-management action, you won't find much to entertain you in Cardinal Quest II. On the other hand, if you want to enjoy

the strengths of the genre without any of the traditional failings, Cardinal Quest II is the game for you.

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