Immortal Redneck Ativador Download [Keygen]

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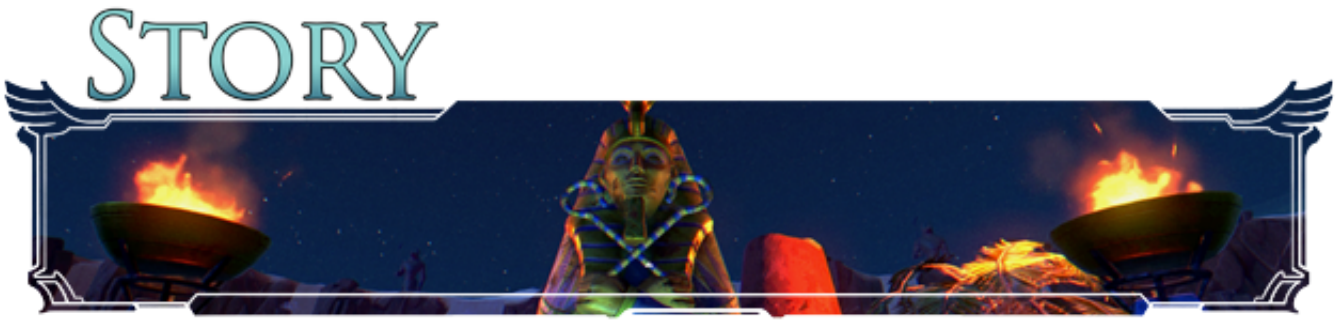
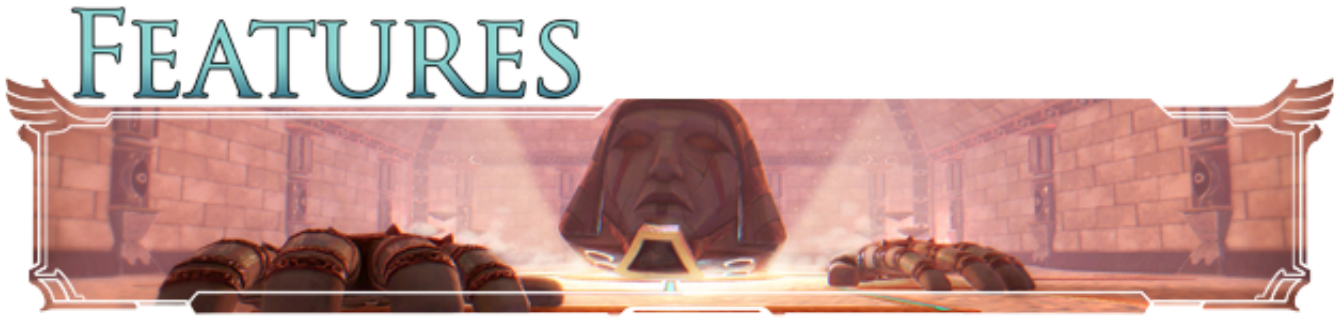
About This Game

Immortal Redneck is an FPS set in Egypt with rogue-lite elements. The game mixes old-school first-person shooter action with rogue-lite mechanics. Frantic gameplay, twitch controls and an arcade-style feel meet randomly generated dungeons, a complete skill tree, permanent death and 9 classes with different traits.



The game revolves around a redneck tourist who wakes up mummified in ancient Egypt after an accident. Why is he here? How did he survive the accident? And why the hell is he mummified?!

The answer lies within the three danger-filled pyramids of Giza, all protected by an army of monsters and huge bosses. Obviously, your mission is to get inside the pyramids, kill all the enemies and discover what's going on!



- Old School FPS: frantic gameplay, twitch controls and an arcade-style
- RogueLite mechanics: randomly generated dungeons, classes, skills, permanent death but with gameplay progression
- Nine playable classes: all with different skill sets. Players can switch classes between each play through, selecting the one most suitable for their current run
- Complete skill tree: evolve your character, buying equipment and weapons, upgrading and acquiring new skills
- Over 50 different weapons: traditional firearms, magical, mythological, futuristic or just plain weird weapons including a Potato Launcher. You name it, this game has it
- Over 100 scroll modifiers: Each scroll picked up in-game changes your current run, for good (convert your enemies in to chickens) or for bad (reduces your speed of movement) and everything in between!
- Over 35 enemies: mummies, sarcophagus, flying skulls, humanoid snakes, big fat warriors... All willing to kill you
- Huge bosses: two in each pyramid with unique gameplay
- Merchant: Buy equipment and supplies that will be maintained between different games, even when you die
- Skill Rooms: hone your skills in rooms focused on platforming and avoiding a variety of traps
- Twitch Quest: special mode for streamers, your community will vote on what happens next

Title: Immortal Redneck
Genre: Action, Indie
Developer:
Crema
Publisher:
Crema
Release Date: 25 Apr, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, Windows 8 or Windows 10 64bit

Processor: Intel i3 2nd-Generation 2.5GHz

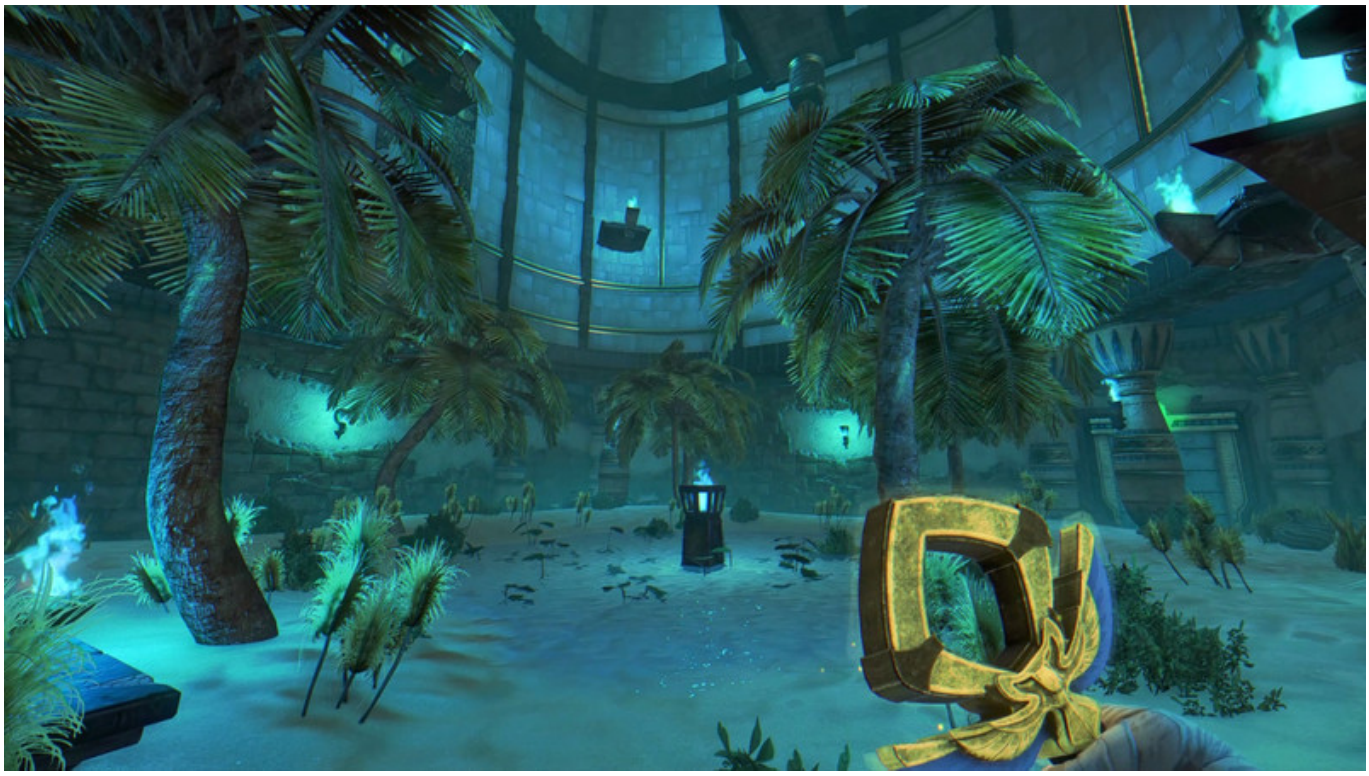
Memory: 2 GB RAM

Graphics: NVIDIA GeForce GTX650 or equivalent with 2GB VRAM

DirectX: Version 10

Storage: 7 GB available space

English,French,German,Japanese,Russian,Portuguese,Simplified Chinese,Polish,Korean



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Just an absolutely great quake-style shooter.

This game's got a TON of replayability, combining Quake style combat an superfast movement speed with the randomized levels and items of a Roguelike. Pretty much any weapon's viable if you practice enough, and the various Gods (classes, essentially) are all varied and great, and it encourages you to get out of your comfort zone and practice a God you don't use frequently. Use Thoth a lot? Set just got a bunch of stat boons for the next run, as did Hathor. The weapon variety is actually really huge, and you'll frequently be surprised and say "Wait, I've never seen this weapon before. Was this in there all along?"

To briefly talk about the downsides, there's only a grand total of 6 bosses in the game, and although each boss is very different and great, there's no randomization to them, you fight the same two bosses in Pyramid 1, 2, and 3 every single time. The enemy variety is pretty good, but the animations for some of the monsters are a little basic, and the ragdoll effects are pretty weak on the extremely cartoony models. A couple of the gods have some very, VERY weak powers as well (Ammit comes to mind, her ability does nothing but reduce MAX health for damage, which can kill you if you use your ability too many times during a run) Lastly, the Immortal Redneck himself has a decent variety of lines, but only a few for each situation. When you accidentally step in lava, he'll say one of 5 lines, without variation.

Despite these minor issues, the game's just great. The soundtrack is excellent, especially the music for Pyramid 3. The various upgrades and downgrades you can get add a lot of variation to the game, and you'll find yourself praying for the perfect scroll for your build, and not the one that makes all pots explosive. At 20 bucks, this is just a good purchase that'll keep you busy for hours.

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