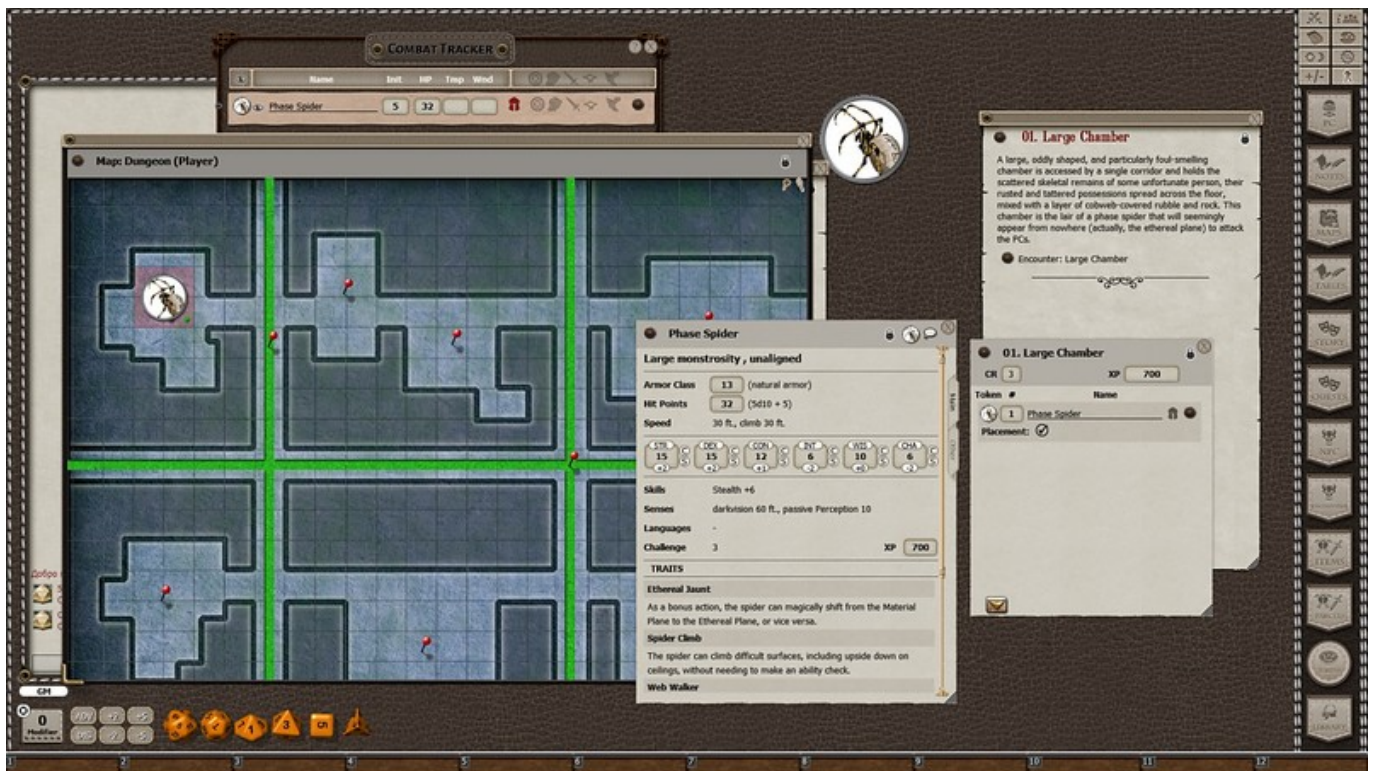


## Blackfaun Download For Windows 10



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## About This Game

**BLACKFAUN** is a fast paced roguelike with RPG elements, it is built on the principles of skill-based, challenging combat and replayability.

Players will join a faun tasked with a mysterious quest given to her by her parents. To prove her worth as heiress to the crown, she must battle her way through unforgiving, randomly-generated dungeons on her journey of self-discovery. Along the way, you will uncover an incredible variety of powerful items with over 100 mechanics and thousands of additional stat variations.

You'll fight against cunning and relentless enemies that employ advanced tactics and abilities to exploit your weaknesses.

Featuring a different experience on each play-through, Blackfaun aims to deliver a unique experience built on a solid foundation of fun, intense combat. Drawing inspiration from some of our favorite games, Blackfaun will bring dungeons to life with vibrant colors, clean character designs, and a rich original soundtrack for a fully immersive experience.



## FEATURES

### **FORTY UNIQUE ENEMIES AND BOSSES**

*Battle your way through cunning and relentless enemies that employ advanced tactics and abilities to exploit your weaknesses.*

### **PROCEDURALLY GENERATED DUNGEONS**

*Explore unforgiving, procedurally-generated dungeons as you help Eri on her journey of self-discovery. Enjoy endless hours of Blackfaun fun as you experience new layouts on each playthrough.*

### **A LARGE VARIETY OF DIFFERENT ITEMS**

*Along the way, you will uncover an incredible variety of powerful items with over 100 mechanics and thousands of additional stat variations.*

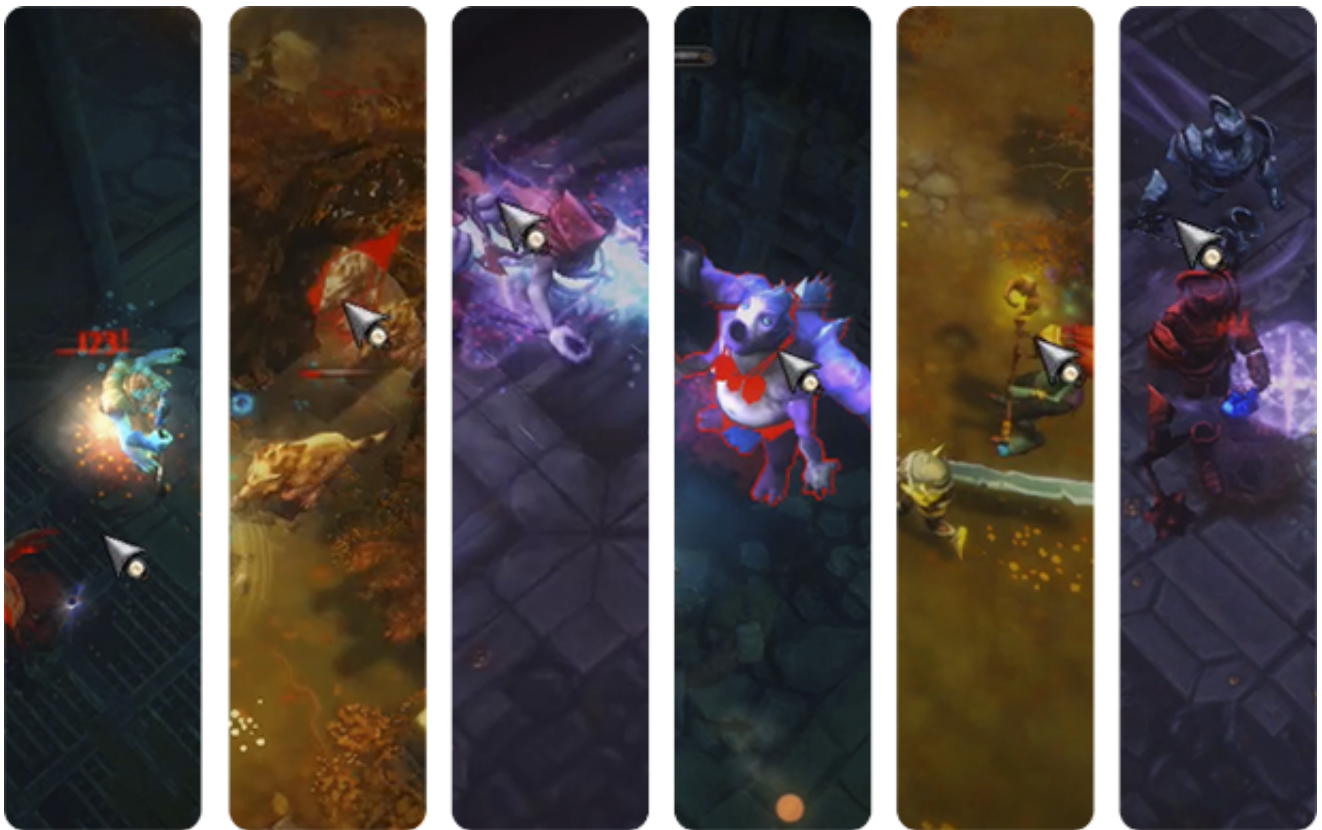
### **ORIGINAL STORY AND SOUNDTRACK**

*Unfold the relationship between Eri and her estranged brother, Pan, as each character shares their perspective of events. Their mysterious journey is accompanied by a rich and original soundtrack.*



# DUNGEON DENIZENS

**VANQUISH** your foes as you brave your way through harsh environments, each with its own set of baddies that try to hinder Eri in her quest for truth.



This isn't your standard ARPG. You'll be on the move dodging projectiles and melee attacks, pushing enemies out of your path, turning ethereal, and making use of a huge variety of spell effects to stay alive against all kinds of creatures.





# WICKED LOOT

**DISCOVER** tons of items that boost your ability to dispatch your foes! Blackfaun aims to deliver a replayable experience that relies on play skill rather than time-played. As Eri, you will be collecting gear -- hidden throughout the environments and guarded by fearsome boss monsters.

### GORGON BRAID



VIT	0
VIGOR	0
FORTITUDE	0
POWER	0
INT	13
WILLPOWER	0
RESILIENCE	19
FOCUS	18
AGI	0
DEXTERITY	0
FINESSE	0
MOBILITY	35

Empowers Lex to turn enemies to stone.

"She slithers head and tail,  
A satchel full of scales,  
Hush! Hush!  
The world stood still."  
-children's nursery rhyme

### INFERNO PLUME



VIT	0
VIGOR	0
FORTITUDE	-20
POWER	59
INT	0
WILLPOWER	35
RESILIENCE	21
FOCUS	39
AGI	27
DEXTERITY	0
FINESSE	35
MOBILITY	0

Empowers Lex to shoot fireballs at enemies.

The Phoenix feathers used to craft these headdresses are worth their weight in gold.

"Avoid thatched roofs at all costs" - User's manual, page 43

Also doubles as a camp fire.

Right-click to equip this item

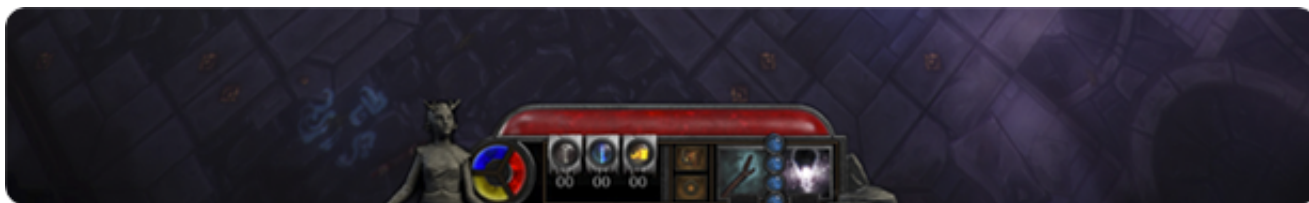
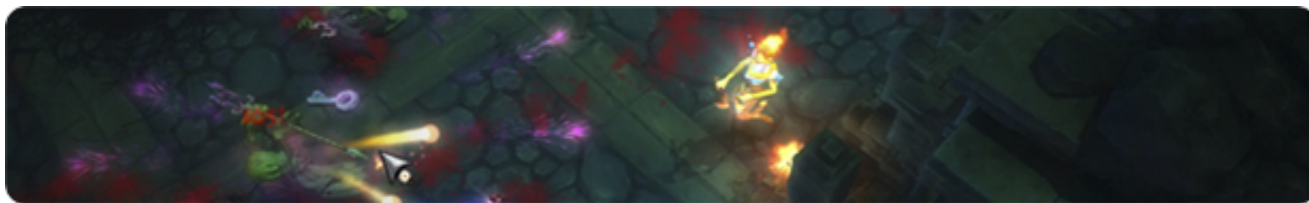
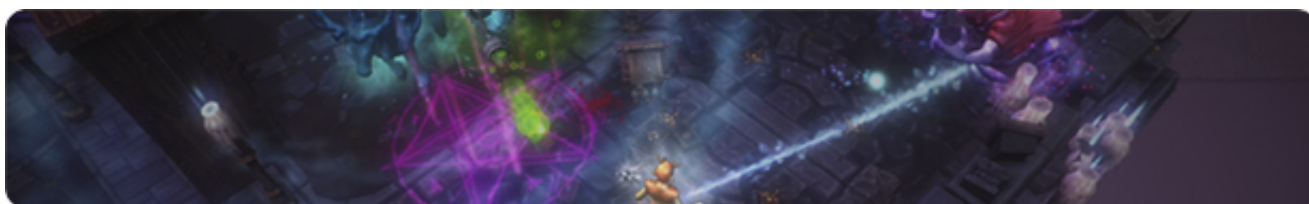
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In the process, balance your inventory by choosing between powerful stats and special abilities granted by different items. Be on the lookout for consumables left behind by fallen enemies to help replenish your resources.



## VIVID LANDSCAPES

**NAVIGATE** a carefully crafted world -- goblin forests, haunted temples, dank sewers, and decadent palaces. Blackfaun places emphasis on each individual playthrough as its own experience rather than a grind to the top of the level meter.





# HEROES AND VILLAINS

**EXPERIENCE** the plot as it unfolds. Eri, along with her birth-rune, Lex, seek to uncover the meaning of the quest her parents tasked her with. Eri is the heir apparent, but must complete her trial before she can claim the throne. On their journey, the two encounter Pan -- Eri's long-estranged brother. After dismissing him initially, Eri and Lex begin to wonder about his intentions as they try to parse his riddles.



एक पल का क्रोध आपका अवैध विचार सकता है एक पल का क्रोध आपका अवैध विचार  
सकता है एक पल का क्रोध आपका अवैध विचार सकता है एक पल का क्रोध आपका अवैध  
विचार सकता है एक पल का क्रोध आपका अवैध विचार सकता है एक पल का क्रोध

All you care about is the quest! There is so much more at stake!  
Didn't you hear what Pan said? The relic is the KEY to power  
greater than I've ever imagined.



Try and relax, saintly sister. These creeps aren't with me...but I  
must admit, I do love what they've done with the place!





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Title: Blackfaun  
Genre: Action, Indie, RPG  
Developer:  
Wild Guess Software  
Publisher:  
Wild Guess Software  
Release Date: 26 Oct, 2016

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**Minimum:**

**OS:** Windows XP, Windows 7, Windows 8

**Processor:** Dual Core 2.0 Ghz

**Memory:** 2 GB RAM

**Graphics:** Nvidia 400 or Equivalent

**DirectX:** Version 9.0

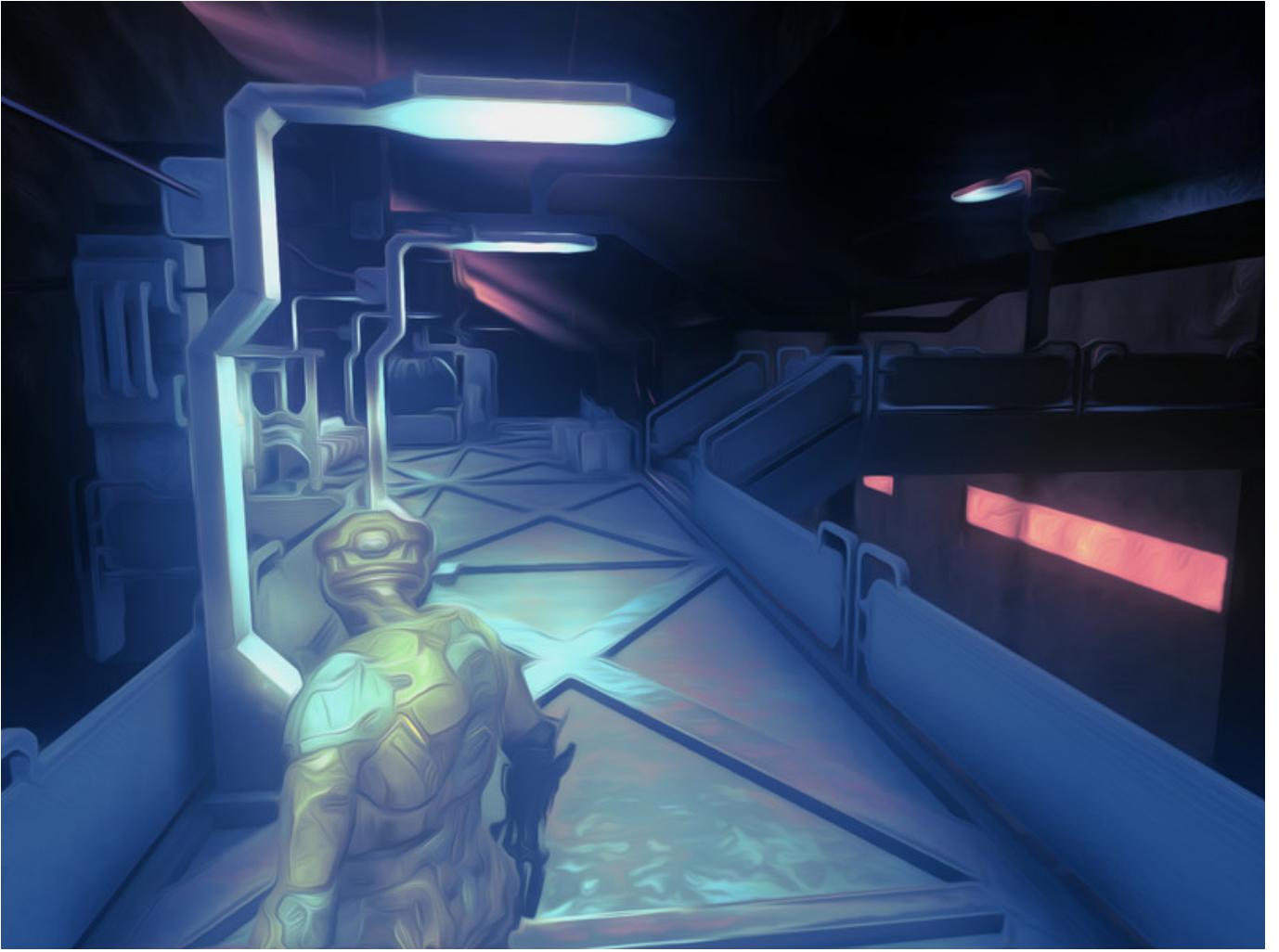
**Storage:** 2 GB available space

English











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While the game looks okay, it's really short, has clunky controls and on top of that one of the worst voice acting that I've heard.

One of the rare cases where I still slugged through it and finished it despite its flaws. You might consider buying it if it's borderline free and you like ships and water and \u2665\u2665\u2665\u2665\u2665 Won't recommend it though.. Well it's alright educational game to help child learn words but I can't recommend this because I got this from 3D Realms Anthology bundle and to me this is just filler game in that bundle.. More content for an already great game sounds like a good idea. Not essential, but if you liked SoaSE:R, then it couldn't hurt to buy this and support the company and show interest in the genre.. Overall a weak game, while the concept drew me in, the game itself, doesn't really live up to it's promise. The colors and shapes on the board feel random, and the gameplay isn't interesting. Worse, the user has to highlight the area to remove, whereas most games seem to allow a single click to clear the board.

Nothing really enticed me to play more than a half hour, and that's after two attempts to really get hooked.

If you want a game where you can "play your music" Beat Hazard at least has a more entertaining game, and Audio Surf attempts to get influenced by the music, Turba, well similar to the name, it's a confusing attempt at a game, where you think you know where they were going with it, but the seemed to fail to arrive there.. PROS: Cute, 1\$ for about 30min-1hour entertainment

#### CONS:

VARIETY- 12 towers; 8 enemies; 24 maps (disappointing); more than half the towers are useless- you'll be using a melee (tank) a healer and a stunner (root or basic) then rows and rows of basic archers; there's support units which do nearly nothing- why would you want to slow; stun (2 types); and confuse the same unit; poison doesn't do nearly enough damage.

MAZING- None; creeps move along a path- mostly, some units change lanes depending on clutter and some can ignore it completely- notably the suicider which runs at any unit shooting it

MENUS/HELP- Nearly non-existent, no tutorial; no detailed numbers/charts on what the units' specials do, no speed control

PAUSE- NONE, which is significant since you can't control speed (1x on the last levels is fast enough) game plays like a RTS than a tower defense; and since you cannot rotate the map or hotkey anything it's not very friendly. Last levels where every space is filled with units you need to find empty spaces- by the time you do your frontline is dead. Simple fix- pause the game when you click on a space- unless they wanted it to play like a RTS like I said.

LENGTH- game takes about 1 hour; or 2 depending on skill level- survival mode is worth 6 mins.

OVERALL- 2/10; there was only 1 other TD I played that was worse than this, something with pirates- thank god I forgot the name; but if the devs can fix the above- it does have potential and if they do and add levels and make it seem like it's not a barely above free flash game I'd pick up the sequel.. When I play a game, I expect an immersive experience. Having to leave the game to do research on the web is very disruptive. I did not enjoy this game.. I think this game should win at least one of the awards because it has a story and at least an game

so I would recommend this game to some guys so they could check it out.. 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.. Many of the complaints in the other reviews are valid, albeit a little harsh (in my opinion). For instance, the jumping is rather floaty, but once you get used to it, I found it fairly okay. Landing on a single block is frustrating and challenging and too precise, but this isn't needed in very many cases. The levels are mostly very simple, in some cases involve finding the hidden block. Intentional soft locks that force you to restart the level is poor level design, but (again) not so frequent that it became a problem for me.

With all of these problems, I still enjoyed it. I played through the entire thing in one sitting (106 minutes to 100%) without getting bored or overly frustrated, which is more than I can say about many games.

Is it worth \$11? Maybe not at this point. But with more refined level design, and a few minor tweaks to the controls, it definitely could be.

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Annoying..... I wanted to like it for its aesthetics, but it's overall quite shallow.

The "mystery" is painfully straightforward. There are no interesting mechanics. The majority of the characters are not fleshed out. The ending is abrupt and feels unnatural.

It's also littered with political virtue signaling.

The effort that went into this game is commendable, but I simply can't recommend it if what you're looking for is an interesting mystery/investigation game.. If you got this DLC in the Game & All DLCs bundle, then don't worry, because it's a fun enough map to play for how much you technically spent on it, as a single map. However, unless you're reading this during the 90 percent sale that Dungeon Defenders often has, Etherian Festival of Love is not worth paying \$1.99 for, based on what it gives you.. Don't buy this game. It's a complete rip off. It only gives you about 15 hours of play time and then it starts to crash. I contacted steam support staff and they told me if I played it more then 2 hours or had the game for more then 14 days they would not refund my money. I think Steam is just stealing your money by promising to deliver a product that only works for 15 hrs. I tried downloading Crysis again but Steam will not let me. It tells I already have the game when I don't .. For just two dollars and after seeing what the game was sorta like and what the main tease for the game is...this game isn't nearly as bad as it could have been and I already have bought a copy for my wife as well.. The engine feels like google maps on poor network connection, with map partly loading in squares. AI's nonexistant. An extremely primitive shooter game that should stay a free browser entertainment.

Движок похож на карты Гугл с плохим сетевым соединением, когда экран загружается по частям квадратами. Искусственного интеллекта нет. Примитивнейшая стрелялка, которой надлежало бы оставаться бесплатным браузерным развлечением.. Laggy controls that are hard to use because they change between the different minigames. Games are poor copies of popular free .io type games. Graphics suck. One of the minigames doesn't even have animation-- it looks like some kids school project.. DO NOT BUY! GAME IS DEAD!

Completely wasted potential. I was one of the few who believed in this game and its developer, Lion game Lion. Unfortunately, after just a couple of updates, the devs went silent, completely. They thought they could get away with using an ancient game engine (designed primarily for racing games btw) like Payday did, unfortunately, combined with terrible AI, bugs, crashes and more, it all backfired on them.

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