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About This Content

Hunger Dungeon Deluxe Edition gives you several permanent unlocks on your account, allowing you to enjoy the huge variety on offer without any time constraints.

- **Permanently unlock the original 12 Heroes**
- **Permanently unlock secondary skins for the original 12 Heroes**

Old Prisoner + Chuck Skin
Beast Hero + Red Blood Clan Skin
Goblin Profiteer + Bounty Hunter's Denim Skin
Octo Pirate + Chef Whites Skin
Samurai + Wandering Swordsman Skin
Princess Ranger + Amazonian Huntress Skin
Were-Vampire + Were-Rabbit Skin
Nimble Assassin + Biological Warfare Skin
Vagrant Ninja + Gray Skin
Element Fuse + Merlin Skin
Demonic Knight + Scythe Maiden Skin
Auto Repair + Version 2.00 Skin

-
- **Hunger Dungeon Soundtrack (Length of time; 7 mins, 30 seconds)**

Hunger Dungeon is an ever-evolving title that we hope you will enjoy as much as we do.

Title: Hunger Dungeon Deluxe Edition + Sound Track

Genre: Action, Free to Play, Indie

Developer:

Buka Game Studio

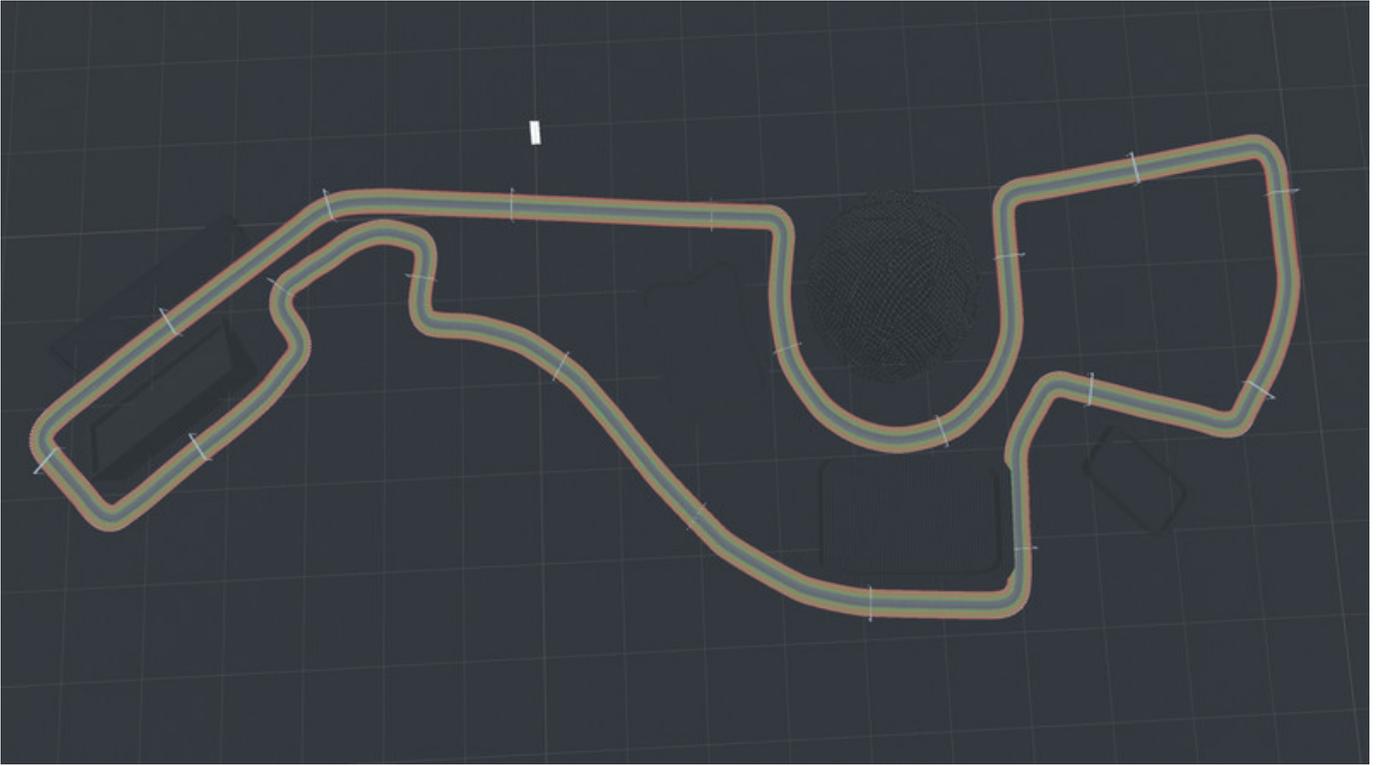
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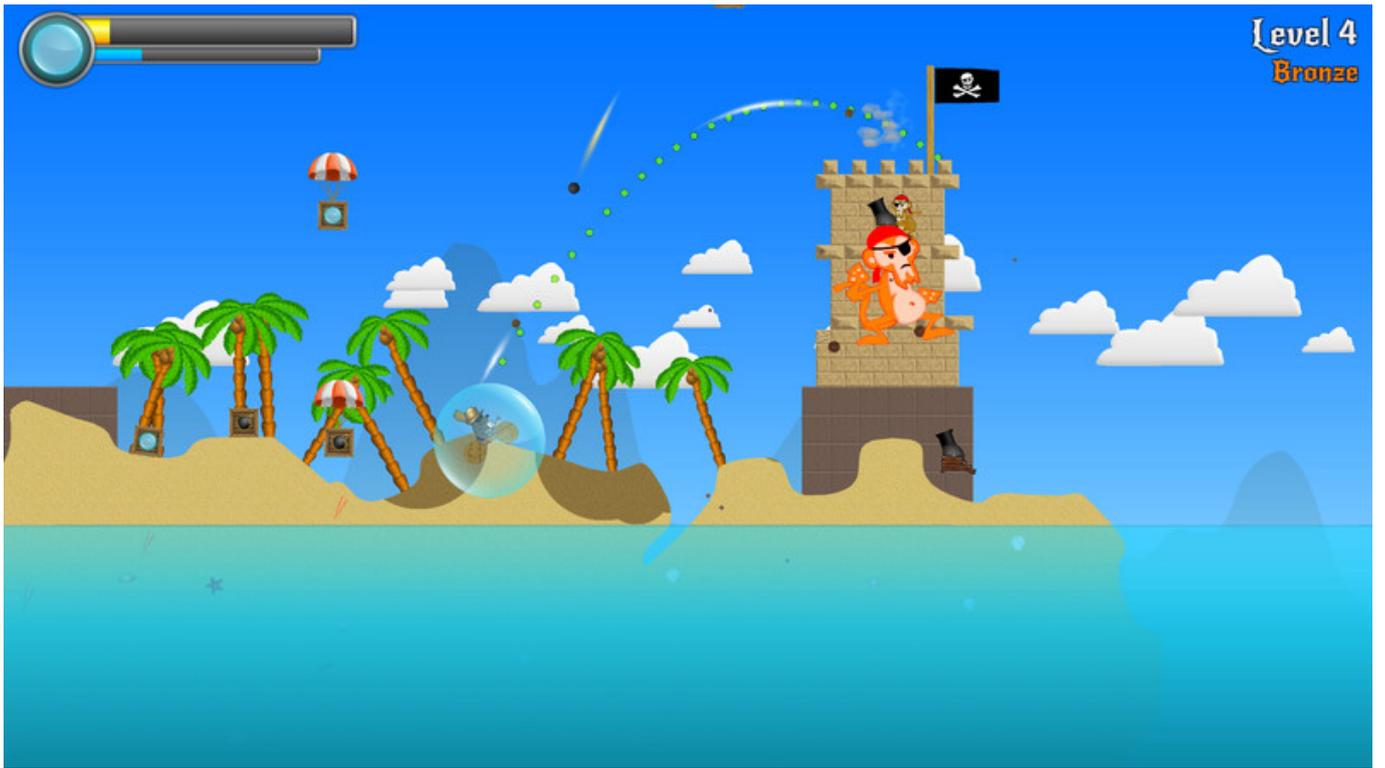
Buka Game Studio

Release Date: 6 Dec, 2016

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English,Simplified Chinese,Traditional Chinese





Build 'Bad951c'
Date 3/7/2017 7:12:44 PM
Debug True

VS 6 4 1 Card Draw

05 June 1967 1 / 12

Focus Operation *



Only on Turn 1. The Israeli Mirage II air units cannot make this turn.

The Israeli player attacks the Egyptian air units on the ground at Ismailia, with a success range of 0 to 6. Each success inflicts one hit. Israeli transportation limit: +1. No Arab air movement possible this turn.

** Removed from deck after play*

Iraqi Support *



No effect if 'Jordanian Ceasefire' card has been played

Iraqi brigade and Air Unit enter play at Madaba. Arab player now receives +\$1 extra per turn.

** Removed from deck after play*



Development Console

NullReferenceException: Object reference not set to an instance of an object

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Open Log File

Clear

Close

Development Build

Puzzle Quest is an RPG based on a foundation of match 3 mechanics, with Runespell:Overture replacing the match 3 foundation with that of Poker hands.

I enjoyed this for the same reasons I enjoyed Puzzle Quest and the poker mechanics kept the game feeling fresh in the over-saturated genre of puzzle/rpg hybrids.

\$10 seems appropriate if you are in to this sort of game, but if on sale for \$5 or less and you even have a passing interest then snap it up immediately.

(Also recommended by me via the [Headache & Migraine Gaming Group](#)). There's free versions of similar games like this out there. The level music is pretty sweet, though the main menu music hurts my ears. However, it's not enough justification to spend money on a game like this.. This game has multiple incorrect answers, would not even waste my time playing it.. Created by a genius of game development and comedy.. I like this one :3. Fun little retro RPG with well made puzzles and sweet music. The dev is quick to respond and fix problems people may have. It may be a little tricky for some but with enough persistence you'll be sure to find your way.. I would Recommend to give this game a go but maybe wait for a sale. However be wary the ending is slightly abrupt less cliff hanger more oh its over, to be continued in the next game.

What I Liked:

The Story, It was interesting and kept me intrigued even if it did get a little left feild at the end.

The Puzzels, nice mix.

The graphics, all though I would of liked it to use more of the film noir style it take from with the heavy shadows.

What I didn't

The controls, I felt when using the mouse during the puzzels it was very on or off. The hand cursor made some of the puzzels fiddley the arrow cursor would have been fine. The ability to run would have great, double click to run, after walking round the scene you've visited before can really slow down the gameplay. keyboard controls would of been a god send, trying to stealth with point and clicking can be quite infuriating.

. This was a neat little Gradius-clone, luckily I had beaten Gradius V not too long ago, so I still had a little "skill" left.

good game i love and minnie kent. Far too difficult.. perfect, thats all i can say

. I will persevere. Because I am neurotic. However, this game is an exercise in frustration. Don't let the soothing music fool you. It's there in a meager attempt to prevent you from throwing things around your home after you've managed to fall all the way back to the bottom. For the one hundred and eighty-fifth time... In the last 15 minutes... Of your third attempt that day...

Edit: I take it back. I likely won't continue. I am really tired of doing the first few levels over and over and over and over again. This is a master class in frustration as well as wasted time and effort.. i wish i was happy. A bit too generic and simple for my taste.. The fighting mechanics are simple but brilliant and very addictive. Each fighter has peculiar moves which leads to many ways and strategies in game.. buy the game when it is on sale. a good game that reminds you of the old atari game. Easy to play and to pass the time by

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