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About This Game

Set out on a grand adventure in this turn-based, retro style, pixel-art RPG, inspired by the great titles of the 90's. Take on the roles of in-game players taking on the roles of their characters in a traditional pen and paper RPG session in the ultimate meta roleplaying experience.

As both the playing characters AND the game master, players can choose which battles to fight. Put together a bunch of monsters to make for a challenging fight and your efforts will be equally rewarded!

Choose from multiple classes, such as knights and mages, pick your characters to control those classes, like grandma or kid brother, and take on the loads of quests, monsters, items and equipment littered throughout Knights of Pen & Paper +1 Edition.

Blacksmiths, enchanters, mining, gathering, hidden treasures and a whole lot more await, giving players a lot of room to personalize their gameplay experience.

Don't wait any longer, the Pen & Paper world needs you!

Key Features

- The ultimate pen and paper RPG simulation experience

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- Put together your own role-playing group complete with the game master, the role-players and their respective classes
 - Fight and explore your way through a perilous fantasy world to defeat the dark mage
 - Level up and get your hands on more gold to unlock epic items and gear for your party
 - As the game master, you can set up the fights yourself and choose how many monsters to battle

The +1 Edition includes these all new features:

- New dungeons to explore with monsters, traps, treasures, and powerful bosses
- The Tavern, a place to stash heroes and switch out party members
- More options for characters to implement during battles, adding more depth and variation to fights
- Extended campaign filled with lots of new content

Title: Knights of Pen and Paper +1 Edition

Genre: Indie, RPG

Developer:

Behold Studios

Publisher:

Paradox Interactive

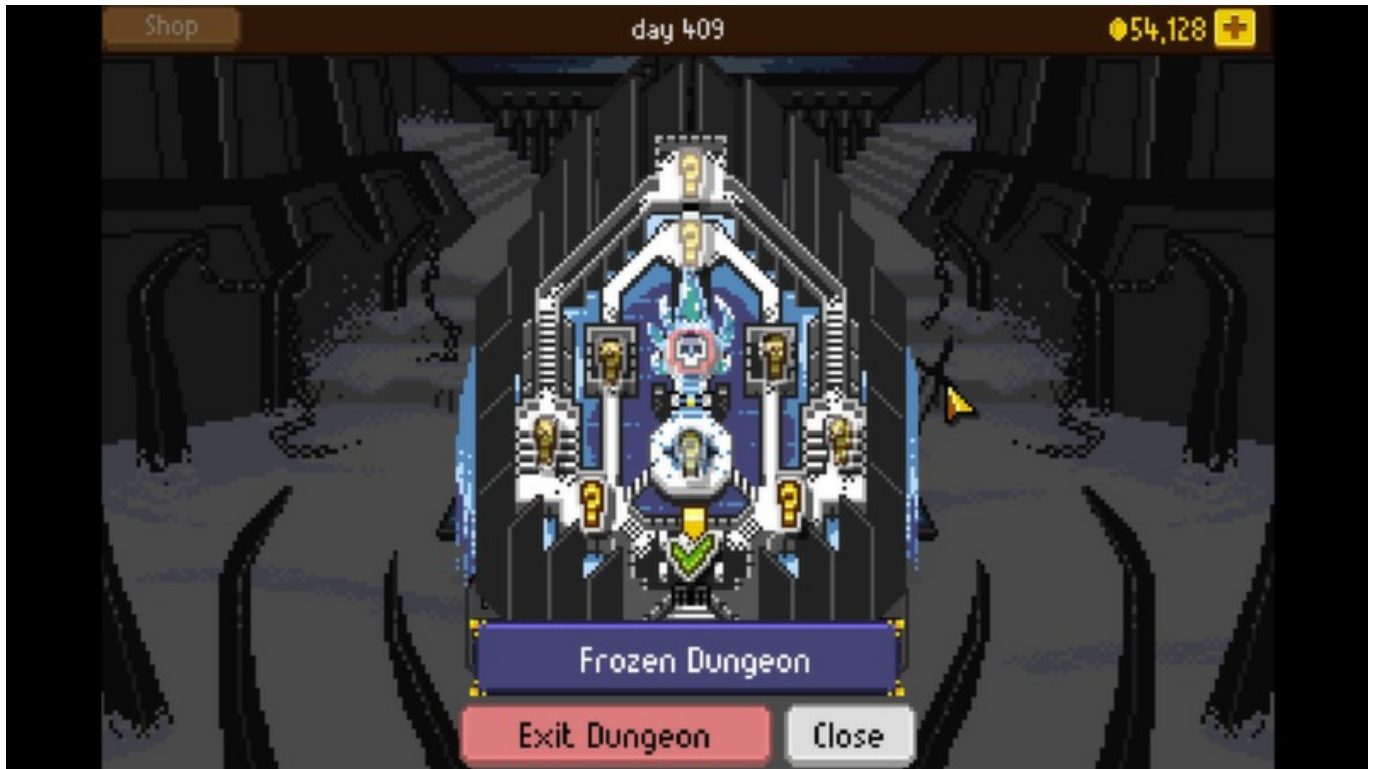
Release Date: 18 Jun, 2013

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English,German,Italian,Portuguese,French







Let's cut to the chase: despite the charming aesthetic and the many flavorful references this game has multiple problems:

* Not particularly deep story or gameplay wise. * Quests are simplistic, repetitive and most often thinly guised kill X amount of Y assignments. For many questions you choose yourself how many enemies you wish to engage in battle at once which takes away the challenge. o * Easier quests are often unlocked by finishing harder ones. You might finish a level 22 quest to unlock a level 9 quest which at that point is trivial. * The game is very grindy, repetitive and most usefully stuff (including classes) is locked behind a gold grind.

All these points suddenly make sense when your consider that this game started out as an iOS title with **micro transactions** which were since removed due player backlash. What you get is still a game designed around enticing people into spending money to cut corners without actually being able to do that.

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