Dark Forester Torrent Download [serial Number]

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About This Game

Feel like a lord. Build and decorate your own forest. Place guardians, own heroes, lay traps and protect livestock from enemy hordes in this new, hardcore RPG strategy, Dark Forester.

- A Fully 3D world, where the weather and time of day affects spells from the five schools of magic.
- Every object can be destroyed.
-The storyline is done in an abstract style, thanks to the modular system, and it will tell the main character's long history.
- Maximum character level: 15
- Infinite number of raids.
- More than one hundred unique monsters. From invisible characters that attack only your character and monsters that hunt livestock to powerful, inimitable bosses. There are also heavy artillery from ground catapults, cemeteries and other structures.
A hardcore game essence, where your death, the loss of your forester's home or decay of the trees in your forest will cause you to lose levels or even to the irreversible death of your character.
- Huge number of traps, buildings, trees, mushrooms, animals and creatures.
- Living forest with neutral birds and beasts.
- Heroes
- Any objects that your protagonist builds or buys can be improved.
- Werewolves equipped with a learning system, so information about their deaths, who killed them, etc., will be saved in the database and these monsters will use it to improve their abilities.
- PvP attack and destroy other players' forests. Use your magic and 15 unique abilities to attack other players' forests.
- A huge number of skills will help you to diversify not only your forest, but your character as well.
A completely three-dimensional world awaits you, where the weather and time of day affect the strength of some of your

character's spells Any object in your forest can be destroyed.
- Rating system.
- PvP and PvE Seasons.
- MMO elements
- Sessional Inventar

Weather and time of day

In the game, there are spells, runes and traps that cause more damage when it is raining. The main character can find several types of tornado scrolls.

At night, undead have more health and some characters or heroes, such as the OtherSide, become much stronger. For PvP, there are special structures that are closely tied to the dark time of the day. In addition, some spells that scare enemies are more effective in the dark.

PvP

Upon attacking an enemy forest, you have 200 seconds to destroy all enemy buildings. For each enemy structure, you receive 5 coins and 5 experience. Plus, you get honor points, rating points and other resources for a victory. For a defeat, you will lose honor points and rating. During the attack, you will have 15 unique abilities. So at level five, you will have 5 abilities during an attack. One new ability will unlock with each new level. A PvP building improves your abilities when attacking an enemy forest.

There are several buildings and even creatures in the game designed to play only against each other.

There are 8 heroes in the hero pool at the moment that you can encounter in your forest. One of the heroes becomes available for attacks on enemy forests for three weeks.

This hero is available for attacking an enemy forest: Other Side

Improve and destroy

Anything in your forest can be destroyed or improved. You can improve anything in your forest after each enemy raid, from trees, mushrooms, and buildings to heroes and creatures. During battles, when a creature is directly involved in the fighting, it gains experience. Your creatures and heroes, as well as your main character gain levels in this manner. They gain 5 skill points for each level and possibly even new abilities.

Scrolls, weapons, items, plans, resources, and phials

All inventory items are divided into six types and all six types are available only during the game session.

After killing monsters, certain items often drop. They can be one of six types of resources, mana phials, health or experience, plan for a structure, one-time use magic scroll, summon tornado, trap, or something else. At the moment, there are a just over a hundred items drops in the game.

The forest

Even mushrooms and trees have a purpose in your forest. Trees can be used for more than just protection and barriers. They are very important. For every tree in your forest, all your objects, including the main character, can evade physical damage by a certain percentage. Mushrooms affect the ability to evade magic damage.

Many heroes become stronger next to trees or mushrooms, and some can even heal themselves by destroying trees.

Important: Remember that if the number of trees in your forest falls below 30, you will lose the game and have to start over.

Heroes and Higher beings

At the moment, the game has 8 heroes and 3 higher creatures, similar in nature to heroes, but do not require any resources (creatures or heroes).

Your heroes, like the rest of your creatures, can gain experience in combat. They acquire a new ability at every other level. All characters patrol your forest. The first hero arrives after reaching the fifth level.

Heroes: Imp, Otherside, Witch, Orc Traveler, Mishka, Making Money, Kaba and Winterstale.

Ancient, Evil Mushroom and Warlord. The first two creatures do not require creature resources. If an Ancient is a very expensive creature that costs a large number of resources, Evil Mushroom costs just 50 mushrooms growing in your forest. Also remember that one elder is available to you at the very beginning of the game. the Ancient and Evil Mushroom do not patrol the forest like your heroes and can obey your orders outside of combat. Both have full view of the forest. Accordingly, when battle begins, they attack the closest target. In the case of the Ancient, of course, only if it is awakened. The Warlord is a PvP-exclusive creature. You can summon him only by attacking other's forests.

Dark Forester is made by a single, obsessed developer. You can always contact me at sergey@morozovsergey.com

Title: Dark Forester
Genre: Indie, Massively Multiplayer, RPG, Strategy
Developer:
Morozov Sergey
Publisher:
Morozov Sergey
Release Date: 27 Jul, 2018

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Minimum:

OS: Windows

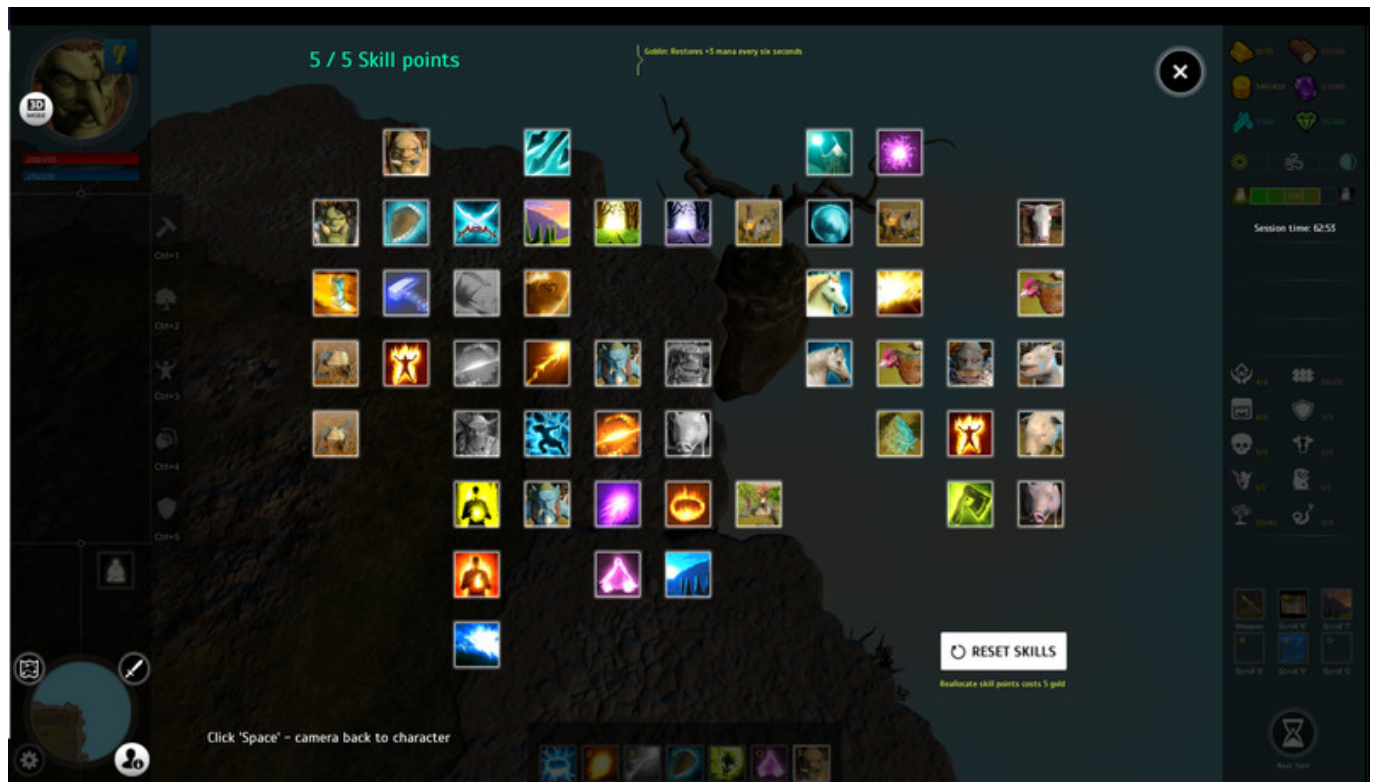**Processor:** Intel® Core™ i7-4790K

Memory: 16 GB RAM

Graphics: Nvidia series with 3GB GDDR5 or better, ATI Radeon 3GB GDDR5

Storage: 5 GB available space

English,Russian

Level: 5

Mishka
Health: 500
Physical Resist: 6%
Magic Resist: 0%
Evasion: 7.22%
Magic Evasion: 2.04%
Heroes Supply: 1
Sell price:

Waves Alive: 6
Skill Points: 0
Damage: 23
Magic Damage: 0
Speed: 0
Detect Range: 22
Attack Range: 3
Redroper: 0

Name:
Rang:

Mishka is an ancient race of bears that came from the north.
This creature patrols your forest. When battle begins, it first kills a defenseless wild animal,
such as a rabbit, hare, deer or roe deer. Mishka chooses its victim randomly.
Mishka does additional damage for each bear in your forest.
Level 2: Each attack has a 1% chance to deal a devastating blow, with damage equal to the number of
trees in your forest.
Level 4: Each attack has a 3% chance
Level 6: Each attack has a 5% chance

Left Ctrl + left mouse button - move unit.

Click 'Space' - camera back to character

Goblin: Restores +5 mana every six seconds

RESET SKILLS

Realocate skill points costs 5 gold

Click 'Space' – camera back to character

Session time: 62:53

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As you can see i put in this game only 30m. This is because I didn't want to ruin it to much for myself before release. Normally I don't play games at all, but many years ago (many of you dont even know Panasonic 3DO) i had the game "The Horde". In one of developers videos he mentioned, the game would have some elements from this EA game.

Good Luck!
. Worth the .89 for sure.. I played the game once because I got it for like a cent. I think I planted some trees and then I never played it again. It was probably good.. OK, perhaps, i should say, that my review is not so fair and i explain later why!
Don't be confused with my English, i'm German spoken person and i apologize for arising mistakes.

About the game:
You are playing for the Goblin character and trying to create safe forest. You character is something like a mage; he can summon some buildings, creatures and can also cast a few spells. By enemies invasion i played most of the time in Ego-shooter mode. In god-mode\/RPG view you have really great futures to build unique forest. There are so many things which you can summon, and i actually think this is just the beginning.
The idea and the concept of the game is very interesting.

To be honest i'm not a gamer anymore and pretty old for this stuff-:) And now is the reason, why for some people this review is not so fair and why, maybe this is the fairest review of all-:)
I worked with this developer almost for a year for one company in Germany. And, i can say what he is trying to achieve alone is amazing. This is really so freaking crazy to develop Dark Forester without any investments.
At all he is the true indie developer and i hope he has enough motivation to bring it on.

Bug: there are some issue with the music if you are scrolling the camera and in Ego Shooter view sound is too loud.

And i actually would recommend some descriptions or an explanation for the left panel, because i thought there are drag and drop function. This is not obvious to click on the icon and then on the battle field.

. It's basicly base building plus an MMO plus an RPG except the base is a forest. Devoted developer which is more than can be said about most stuff these days. slow but steady progress. Have had a lot of fun with it. Game has finally been over-hauled and brought to full released. Amazingly immersive world and quite a unique little game. Have yet to get tired or bored with it and the game has gotten better and better over time with the Developer's hard work and dedication to seeing it reach it's full potential. Can't go wrong with this little gem if you are into it's genre elements.. IMO, this is not ready for Early Access. I spent an hour doing the tutorial up to level 3, and crashing out back to the beginning. I want to like this game but it's not ready for game play suggestions or new features.

The UI vanishes randomly, and it's a mess in any event. I can tell that, if I were to ever get to a higher level, it would be one of those games which has me hunting through menus trying to find something really simple.

Why are the battle units the only things you can't move? Like, I can move trees, but the ogres can't by directed (by player or AI) to confront invading enemies? And why is the little elf dude running to the end of the map every time I tell him to go anywhere?

This game really just needs basic debugging. Do some play-testing with, well, anyone. Like, actually watch them play. Not new features like PvP, arena, marketplace, and so on: it need that core game ironed out so that it's playable.

Until that happens, I can't recommend this game.. At first, I thought this game was deserving of a thumbs down, but in that time

I found out that, while some of my problem were legitimate, a lot of it had to do with messing around with the game a lot. you have to TRY ERY HARD to like this game so don't give up, but after that it's a decent experience for 99 cents. What's more, the developer himself chimed in on my original review and that's really cool to see a developer care so much about game they stand right up to critics in a helpful nonconfrontational way.

This is my original review, read it or not, like I said, there complaints will happen a lot until you get the hang of the game. After that no worries.

I want so much for this game to be good. I think the premise is very original and the fantasy setting is great, but the gameplay and display needs serious work. With TLC, this game can be great so I urge the developer to improve it.

First off, your units aren't smart, in fact they don't even seem to care about their own survival. They'll just kind of stand there and wait to die, rarely if ever engaging enemies. You have your own unit who walks around and fights, but he's full of glitches. He doesn't fight so much as run by an enemy and hope they attack him so he can attack back (for some reason he won't start the fight) and he seems to just run around on his own a lot. You can really need him but suddenly find him on the other side of the map walking into a wall. He really should not move unless you tell him too.

People consider this a Tower Defense like game but personally I think that's one of the biggest flaws. You don't get to control your units or even help them during a fight, and so they die without even scratching the enemy. Unlike a tower defense game most units aren't ranged so they don't do a lot of damage and they're only programmed to attack what's in front of them if you are lucky. I think this feature is the one that needs the most revamping of all of them. It should not strive to be a tower defense. Rather, you should be able to control your units like you control your character and deploy as you see fit so it becomes a real-time strategy game instead. For a good example see Age of Empires.

The least pressing but preferable if enhanced issues are the graphics and display. I can give a pass for the battlefield graphics, but it's so pixelized even at optimal levels that when you need to read something it's hard to decipher (yes I have 20\/20 vision.) The display is more of a problem however in that you can't set it to full screen and your cursor disappears when you play the game, so in the middle of something important you often find your mouse pop out of the screen and that's kind of annoying. There should be an in-game cursor so you know where the mouse is and it should be put at full screen.

Once again I really like the idea of this game and I hope it improves and even becomes more popular, but until those much much needed enhancments come in I feel this was money poorly-spent.

Good luck designers.. I predict the game a huge success, and i explain why!

Dark Forester is still only in alpha version and developed by one man!

I'm level 10 and know what to say.
- beautiful graphic

- physic based game

- Nice PvP idea, many Clash of Clans elements in 3d.

- I see (final release) as 'Mighty Quest For Epic Loot' alternative

- 'Never die' - better restart the game if your hero gone down... -:)

- Forest decoration, you can create your own unique forest.

- UI\/UX is much better now, as after release

- One man develops Dark Forester! Great respect!

- corpses, falling trees, traps - simply brilliant.

- Non stop action, summon everything, no build time.

Minus:

- Price is too high, discount news for alpha is good idea.. Just getting this game and playing for few minutes, i can honestly say that this game in its current state is pretty meh. The concept is great, defending a forest in a tower-defense type way, but the current state is pretty mediocre. The UI isnt good, the placement is horrid, and the grammar, oh god the grammar. English teachers everywhere are crying.

This game has some great potential, and it is pretty playable right now, but you wil have to overlook a lot of things to be able to play it. So get it if you want to try it, because later on after some polishing, i will probably make this one of my favorite games, but only after polishing.

everything feels unfinished and of poor quality. nice idea, badly executed.. I bought it for .89 cents it seems worth it.. This is Early Access Game, so this review is also based on the game's current state. (11\/2\/2015)

1. Game performance: horrible. Game's engine is unity aaaaaaaaand the performance is indeed horribad. My machine can run Skyrim without lag but I'm getting only like 15 fps here in this game. It needs so much optimization since I honestly think it's unacceptable for game like this that doesn't even require advanced graphic capabilities.

About the settings, in-game menu doesn't give any noticeable options. You won't see any exotic options for graphic settings here, no fancy AA, Shadow or particle options. The setup is mostly done in menu pre-game (has launcher) where the game will present you with preconfigured setups - Fastest, Fast, Simple, Good, Beautiful, Fantastico.. oh I meant Fantastic. The launcher also allows you to preconfigure your keyboard mappings, though my experience when setting up these controls was not pleasant one. Very difficult if not impossible to reset back to default state, so I finally just left them alone.

2. UI\/UX: awful. You're left on your own to learn the mechanics of the game. No tutorial, no hints whatsoever. If you first timer loading the game you'll be puzzled as to why the random buttons are placed on random places. So, main menu, what's this connect button for? Ok let's tap it.... Oh my it loads my game...

Hmm... ok, so next!

Game's loaded and I'm ready to go! Let's check around!

To the left there are UI to dropping... supposedly... your units. Cow, ok for what? Prise: 1 gold. Prise? What is this madness? Did the developer want to write 'price'? Alright typo, let's check another. Hm... Ogr... Attacking unit? What's with this power level Power, Strength and Potential indicators? What do they mean? Can my Ogr have over 9000 powahhhh???

Then to the top right of the screen supposedly there are counters to tell you how much resources you currently possess. Seemingly it's gold... lumber... crystals? What am I gonna do with these stuffs? Again, this is where the game's failing, it doesn't even give tooltip for these items to help players how to utilize them.

I'm appalled.

3. Sound: Put the game on silent, fire up Winamp or MP3 player of your choice, and play your own music. That's all you need.

4. Story: Mostly revolves like Clash of Clans. You write your own story... or so from my observation. Despite it has RPG label slapped on it, story is pretty much non-existent. If you're looking for games that has touching, well written plot, then this one is definitely not for you.

Thankfully, the Developer seems to be fairly active on Steam forum. Well, this is just the beginning, so I can't say much about how he will do this project. Whether he'll make a good product out of this game or not, it remains to be seen.

For 30 USD (US region) it's not worth it. Slash it by 90% still not worth it. Game has so much to be desired. I bought this game when it glitched (like 0.002 cents), so I don't feel being ripped off, but certainly I will if I had paid 30 USD.

Buy at your own risk - you've been warned.. This is an Early Access Review-For one guy to make this I have to give him credit, he has not given up. This new update has improved the game so much, still alot to work on but I must say I am having fun with it. There are problems, but the good outweigh the bad and it has amazing potential to be a fantastic game. I like to level up my home and myself, to fight off the creatures that come out of the woods. The tutorial is helpful, and its coming along nicely for an early access project. Do not expect super smooth gameplay at this point, but the developer is hard at work and is hands on. I would love to see this game keep updating, I know I will keep playing it.. A very nice game with a lot of new elements. Dark Forester is a wild mix of many genres.

I want the game survives and comes good to final release. This may be one of the worst games I have ever played. I only paid $6 for it, but that is $10 more than I should have paid. No this is not a typo. I don't think I would play this game if I was paid to. DO NOT BUY THIS POS!!!. Its kind of a mess.

Horrible tutorial. Controls are goofy, combat sometimes doesnt work, and when it does, is akward and sloppy.

I like the concept of a tower defense "building" game where you get to control a guy and fight with your units....

Good concept very rough and poor execution.. Do not buy this piece of crap game. It is awful. Not worth 25 cents. One of the worst made games I have played.

Patch 07 - v0.5.3.2 Changelog:
We just released a new patch for Chef!

Changelog

- Fixed the bug related to skills when moving to a new place.

- Fixed several strings.

- Fixed some blocking issues related to the staff, preventing to reach the next day.

- Improved Save/Load UI

- Improved Stats UI

Older version is accessible going on the game properties and selecting in the beta panel.. **Patch 26 - Info Panels - v0.6.3 Changelog**:
Today we finally released a feature many people asked in the last weeks: the Info Panels!

It is now possible to click on most in-game entities to learn more about what's happening in the restaurant! That will allow all you chefs to better tune your restaurant and increase your profits!

We also balanced late game contents and fixed a couple issues!

Changelog

- **Added Info Panels: players can now click on in-game entities to learn more about their stats and what they are doing.**

- Improved the visual effects on tools in use and made them closely reflect the actual number of slots used.

- Balanced staff salaries.

- Balanced tools' slots.

- Reduced the Popularity needed to unlock Popularity Events.

- Balanced the cost of all tools.

- Fixed the Summary Panels showing some erroneous data.

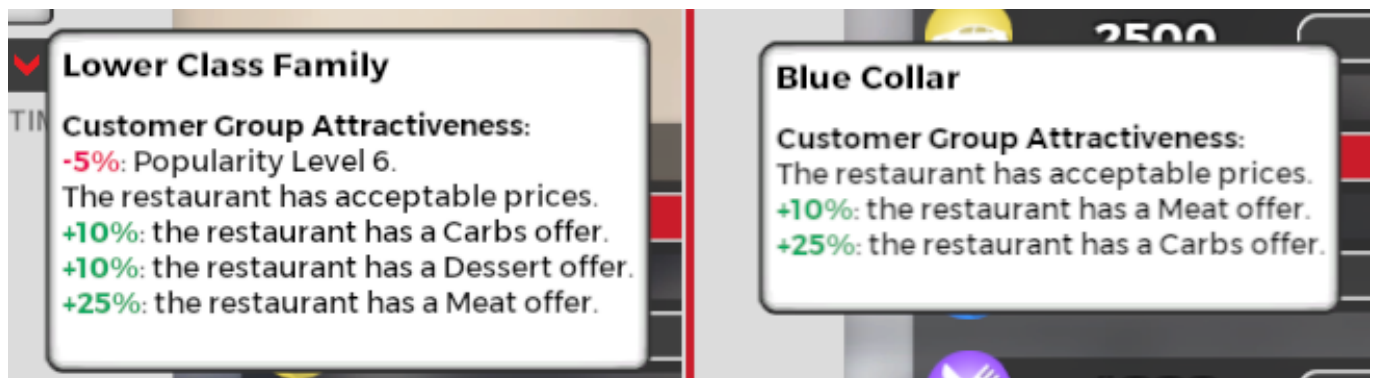. **Work in progress: the Attractiveness System**:
Buongiorno fellow chefs!

We keep working on the first major update and it is now time to show you some of the contents we will soon release for Chef! As you may know, we are working on the City Map, a new system that will allow you to extend your influence across the city and slowly gather loyal customers. But to do that, we needed to rework how customers work in the game.

We felt like that the current system wasn't clear enough, we wanted players to have a precise idea of how many people could come to the restaurant with a certain setup. That's why we reworked the existing customers' bars that appear in the Menu Panel and in the Policies Panel.

What's new? Well, let's start with the fact that there will finally be a clear number representing how many people may currently be interested in coming to your restaurant. All those numbers represent the actual pool of customers of the restaurant and the bars have now a different role: they indicate the Attractiveness of the restaurant's offer.

Lower Class Family

Customer Group Attractiveness:
-5%: Popularity Level 6.
The restaurant has acceptable prices.
+10%: the restaurant has a Carbs offer.
+10%: the restaurant has a Dessert offer.
+25%: the restaurant has a Meat offer.

Blue Collar

Customer Group Attractiveness:
The restaurant has acceptable prices.
+10%: the restaurant has a Meat offer.
+25%: the restaurant has a Carbs offer.

While previously the Menu composition directly affected the number of people in the pool, with imprecise effects, now the pool can only be affected by your Popularity and your efforts to reach new districts expanding the influence you have in the city.

It will now be possible to know how many customers will pay a visit during the day, and you will be able to carefully assemble the menu and develop tactics to maximize profits. There will also be a much rewarding progression, since you will have to deal with low-budget customers at the beginning (including the infamous Cheapskates!), and slowly conquer more and more districts to gather enough high-budget customers to finally be able to serve only them in the restaurant!

We are now finishing all mechanics related to the City Map and the player's expansion in it, and we will soon share more info regarding this major update with you! We are also still fixing bugs and minor issues, and all those fixes will be included in the City Map Update!
. **Patch 05 - Changelog**:
A new day, a new patch! And today's one is quite fat!

Changelog

- Fixed a major issue that allowed players to position items inside walls, breaking the game.

- Fixed a blocking issue derived from the Dessert Skills, preventing people to come in the Restaurant. Saves should work correctly and resume the normal gameplay.

- Fixed a blocking bug in restaurant 201 preventing people to go away. Saves should work correctly and resume the normal gameplay.

- Fixed many missing or wrong strings.

- Added Sake as ingredient and beverage.

- Added Rum and Brandy as beverages.

- Tutorials do not open again after they've been dismissed for the first time. They can be accessed again by rightclicking on the tutorial icon.

- Added a mid game event chain allowing the player to gain the prestigious WebGuide Chef Stars!

- Fixed an issue with the tooltip of "The Gran Collector Furnishing Contract" showing a wrong value.

- Fixed a minor issue preveting cleaning policies to correctly show some tooltips.

- Fixed two missing images in the staff panel.

- Rebalanced cleaning policies to have a higher Environment rating without activating them.

For today that is everything, but stay tuned for tomorrow's update!. **Patch 06 - Changelog**:
Another nice update for Chef, bringing both contents and fixes!

Changelog

- **Existing furniture can now be easily moved and sold with a single click!**

- All tools with a maintenance cost now have the value clearly displayed when buying them.

- Added "Fat" tag for certain ingredients.

- Butter has been removed as a requirement from some dessert Templates, in order to allow players to create Vegan desserts.

- Added new skills to high tier Chefs.

- Customers balancement, in order to make Food Enthusiasts and Gpurmets a little less pretentious.

- Fixed several strings.

- Fixed two rare issues preventing people to play on load.

- Fixed sensitivity on ChefAdvisor Panel

- Reviews from previous games will no longer show up on a new game.

- Fixed some tutorials.

- Slightly improved performances when a lot of customers are in the restaurant.

- The game now run in borderless window mode by default, to prevent crashes while reducing it to icon.

. **Patch 09 - v0.5.3.5 Changelog**:
Today we analyzed future tasks, reorganized our roadmap adding many suggestions, and we will share it with you very soon. But that doesn't mean we didn't save some time to fix a few issues!

Changelog

- Fixed some issues with Millefeuille and Ice Cream templates corrupting saves.

- Cheesecakes now correctly appear in the menu once they are created (not save compatible, if cheesecakes are locked for you the easiest solution is to unlock the Gelatine ingredient).

- Fixed some strings around the game.

- Specializing in Carbs no longer lures Cheapskates.

- Custom Recipes can now deleted only if no customer has ordered or is eating them, to prevent gamebreaking issues.

- Fixed a rare issue preventing the game to save properly.

- Fixed the save panel to let the player see the save name correctly without losing 4 dioptres.

. **Patch 15 - v0.5.4.0 Changelog**:
One patch for Chef, bringing a much more optimized game to you!

Changelog

- **Dramatically increased performances: all condition cycles in the game have been reworked to drastically reduce the CPU's workload.**

- Slightly reduced rents.

- Fixed a few decorations' navigation obstacles.

. **Patch 19 - v0.5.4.5 Changelog**:
Here's a new patch, bringing some fixes!

Changelog

- Fixed the issue related to people now being seated properly when loading a game.

- Tables status is now loaded properly.

- Fixed an issue with doubled tools in the Furnishing Panel after moving to another restaurant.

- Fixed an issue allowing to unlock Templates without actually spending skill points on them.

- Carbs skills now work properly.

- Fixed the "Nut" Tag icon.

. **Patch 14 - v0.5.3.10 Changelog**:
Here's the changelog for today's patch!

Changelog

- Budget is reverted to old daily projection, weekly projection will be re-implemented in the future for balance purposes

- Improved shader loading to reduce stuttering.

- Optimized all materials to reduce the use of video memory

- Rebalanced rents to reflect the change in the budget projection.

- Rebalanced policies to drive Cheapskates away when spending for marketing

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