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## Ruzar - The Life Stone Download For Pc [hacked]



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### About This Game

Ruzar - The Life Stone is a dungeon crawler RPG game in which you play an adventurer who needs to discover the powerful Life Stone. Do you have the skills to survive in the deadliest dungeons of the Mountain of Ruz and recover the legendary artefact?

### Key Features:

- Explore the Mountains of Ruz to discover the Life Stone through the numerous dungeons, hidden secrets and deadly creatures.
- Customize your character with more than 50+ skills and spells.
- Storage Chamber that help store your items
- Binding Stones to help you travel between the different levels
- Fire Camp to help you survive in the dungeons
- Buy, sell your items or grind creatures to find loots.
- Accomplish quests to uncover the mystery of Ruz.

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- A nice twist to the classic dungeon crawling game with one single character you can customize and evolve up to the level 50.

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Title: Ruzar - The Life Stone  
Genre: RPG  
Developer:  
Hammer Glass Studio  
Publisher:  
Hammer Glass Studio  
Release Date: 2 Dec, 2015

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**Minimum:**

**OS:** Windows XP

**Processor:** Dual Core 2.33 GHz Intel or 3.0 GHz AMD

**Memory:** 2 GB RAM

**Graphics:** Geforce GTX 295, AMD Radeon 4850 (512MB graphics memory or more. Shader Model 3.0 needs to be supported). Minimum supported resolutions 1024x768.

**DirectX:** Version 9.0c

**Storage:** 1 GB available space

**Sound Card:** DirectX 9.0c compatible

**Additional Notes:** Low/Mid Rendering Quality setting is recommended on PC models without dedicated graphics cards. Please note that resolution higher than 1920 are not supported.

English,French,Czech,German

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# SENTINEL CRUSHER



Probably the deadliest fighter. His two weapons make him a dangerous opponent.





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I enjoyed this game very much, it's tough in places, easy in others... lots of old school dungeon crawling here, levers, hidden buttons, fires to rest, a store keeper, quests, spells, bows, crossbows, melee swords, staves, and shields. You earn points as you level to distribute among stats and skills via a tree, your inventory is restricted to weigh limitations, which you will find presents the choice of placing scarce points in to carrying stuff or killing stuff without dying. You have ONE slot for spells and earning more can be tough, changing spells is also tougher than just choosing, you must be in the right place to adjust spell slots. Enemies are not very smart and do fall for the Dungeon Master two-step method, so if you pay attention and don't get cornered most fights are easy. As you can tell, if you liked the Grimrock series, Dungeon Master or Eye of the Beholder style games, you'll find some fine moments here.. okay so i got this game looking for a grimrock fix or a good dungeon crawler game. i got it on sale which was good. as i started playing it was nice except for quality of graphics and game interaction. as i was playing it i thought this game might end up being very good the creators of the game had a good thing going here sadly the game came to a end almost before i knew it. beat it in 19 hours very short. the only way you can power up all your abilities is to play the same thing over and over again. make sure when you get this game you get it on sale. its an okay dungeon crawler fix.. This game was exactly what I was craving. A basic dungeon crawl with some puzzles and enough story to keep you going. Don't look at this as a big time AAA production, but for what it is, it's well done. I'm an old school gamer so graphics don't matter that much. They aren't bad but nothing that hasn't been done better by older titles. The ambient effects and monster sounds are quiet good and add suspense to the exploration. The game length was a tad short , but that's OK as so many RPG'S try to out-epic each other, and Ruzar doesn't feel the need to do that. I'm looking forward to a sequel, and seeing what the developer adds to an already solid platform.. I have just completed the game and highly recommend it if you like dungeon crawlers like Grimrock. Read my full review here: <http://crpgrevisited.blogspot.se/2016/11/ruzar-life-stone-review.html>. I wish there would be a mixed option. because Ruzar is not a very bad game. it's just... clumsy in a way that feels nobody playtested it. Anyway. will keep investing time into the game. but after 2 hours I would definitely not give it a thumbs up. Yet. I still enjoy it more than did the lackluster Legend of Grimrock series (and no. I'm not new to dungeon crawlers. played the "original ones" in the late 80s. and 90s).

So. what's the problem with Ruzar? On the surface it seems like a decent dungeon crawler. while if you start playing it. it will be fairly obvious that it's just flawed in many areas. Sadly. some of these doesn't require huge budget. so I have no idea why the devs didn't fix them. Well. I have an idea. as I mentioned. it feels like nobody playtested it.

Let's start with the control V user interface:

- You want to remap a key. How does it work in an ordinary game? Click on the action you want to remap. hit the new key (possibly remove key assignment from another action). then profit. In Ruzar? Click on the action you want to remap. then click on the key assignment. EXACTLY to the left side of the assigned button. if you click on the right side. then the cursor will be misplaced. so you have to move it to the left side. Then hit the new button and learn that it's already mapped to another action. Ok. click on the another action (again. left side. left side!). map it to elsewhere. Then you can click on the original action you wanted to remap and voil\u00e1. now it works. I don't think it could be made more difficult. even if someone wanted to...

- Can't map actions to space. tab. etc.

- You want to access the options menu (graphics. audio. etc)? How does it work in an ordinary game? Hit ESC. options. then profit. In Ruzar? Hit ESC. save your game. go to main menu. options. then when you changed the options you wanted to do so. load your game.

- You want to save your game? Quicksave works (thank God!), but if you want it to do manually. in an ordinary game you hit ESC. save game. do your stuff and done. In Ruzar? Hit ESC. click save game. then exit from save game and go back to your game. Why aren't you dropped back to at least the main menu after saving? Oh. by the way. saving... make sure that you don't misclick. because next to the "save game" option there is load game. And if you misclick. you just loaded an old save. Oh. you want to load your game? It can be done in the save game menu.

- You put a certain potion to a quick slot and either looted or purchased more at the vendor. In an ordinary game. it would be stacked automatically to your quick slot. In Ruzar. you have to do it manually. because I don't know why.

- You just looted V purchased a new equipment. In an ordinary game you would get a comparison between your equipped item and the one you looted or browse at the merchant. In Ruzar? You pixel hunt the equipped item. memorize the statistics. check the other item. compare and decide.

And there are many more issues which may not seem a biggie alone. but when you are encountering them in every minute. you just start losing interest.

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Ok, now let's move to the game itself. It starts with a regular fantasy trope (you are a champion, hunting for a fabled artifact), although it's definitely interesting that despite of being a great champion who is on an important quest, you are dispatched butt naked without any equipment at all to get the job done. Certainly a novel approach, perhaps it will be explained later in the story.

Anyhow, you start exploring areas, fight monsters and solve some puzzles. Puzzles and secret places seem a bit lackluster so far. I encountered only a single type of secret switch by so far and a single type of secret lever. If there is a closed door, there is a secret switch/lever nearby and that's all.

Fight is fairly obvious, you can square dance if that's your thing. There is the option for ranged attack and magic. First I wanted to go with a melee/ranged character, but immediately realized that it's not a good idea. I mean, a single, simple arrow costs more than a long bow (interesting economy) and I couldn't salvage them after shooting, so it seems like a messed up balance, since at the beginning I would exhaust all of my money just by fighting two enemies with bow.

Fun fact: You can have multiple arrow types (which is great) and you have to select the arrow type you want to shoot. You have only a single arrow type? No dice, you still have to select/activate it, even if you have no other options, because... well, I just gave up looking for reasons at this point.

One more thing which I'm particularly unhappy about, is the level design. As another reviewer pointed out, you will be offered many, many paths, hallways and corridors while most of them lead to nowhere. Maybe to a trap, but usually nothing awaits you at the end. But perfectly serves the purpose to get lost, so you will spend (at least I did) a considerable amount of time frantically looking at the map and trying to figure out:

- where the hell am I?
- which path I didn't explore?
- where did I miss a path in the already explored area?

Also prepare for lots of backtracking, a starter character has laughable inventory capacity, meaning, that if you fully equip your character with armor, weapons and other trinkets, you get extremely limited amount of carrying weight for loot. There is a spell to teleport you back to a previously visited place, but it's highly priced, so backtracking, backtracking, backtracking.

Conclusion? While it may seem that I hate this game (I don't) or that it's bad (no, it's not, but not good either), I recommend to try it on sale. Especially that dungeon crawlers are extremely scarce nowadays. Just make sure that you are ready to compromise.. Very solid game, just what I was looking for, and exactly how "old school" should be done: Improved graphics without changing the principal of the genre. Thank you!

P.S. Basically an easier version of LoG with only 1 character instead of a party.. I usually do not write reviews so I will be short, but I wanted to support the developer as I think he is doing great.

If you liked Grimrock, you will definitely like this one. The game is fun and not that pricy.

It has a few bugs, but they are fixed on a daily basis and you actually see the support answering all the community questions and helping solving problems which seems very rare nowadays.. This game is the reason Steam needs a "meh" button. So, I'm just gonna lay it bare, of course I compared it LoG as I played it. Some might think that's unfair, but it's on the same store for about the same price and both games are competing for your time. As a whole, this isn't a BAD game. You just have to decide what you're looking for.

TL:DR it's like Grimrock with a few niggling issues. Nothing to completely put you off from the game, but after one hour I decided I'd rather be playing something else.

Pros

Its sound design is quite good.

The character portraits are nice, the artstyle is very Magic the Gathering.

The enemies don't do that scream-in-your-face jumpscars that Grimrock does. Which, I did like in Grimrock, but I'm sure



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some people will prefer this.

The NPCs fit pretty well into the game and are nice to have

The interface is fine, it's a little jarring at first, but you'll get the hang of it quick

Starting outside is a good touch

#### Cons

Poisoning doesn't give you any icon by your character and the damage happens so fast you'll die quick.

The portals are a little hard to see

There's a LOT of paths, hallways and corridors that have no point. No enemies, no items, no traps, no progression.

Some of the traps rely on you knowing exactly how they'll fire and at what pace to dodge, if they can be dodged I didn't work it out.

The game's loot much more heavily relies on shops rather than finding things. To me, this adds backtracking

Character creation is a litttlleee lacking. You get your stats to distribute and select your portrait. You unlock a skilltree later, but I would've liked to see perks.

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I was really impressed with this game the moment I started playing it. It's something between LoG and MMX which I loved both so it's not surprising that I'm very pleased with Ruzar-TLS also!

Pros:

- NPCs
- Quests
- Shop(s) with different approach than usual
- Hard when you begin and before you start figuring out elements of the game since there is no holding hands from the tutorial aside some basics
- Nice and easy UI that helps you in combat, etc.
- Interesting and promising skilltree
- Well thought of using stones\torches etc in the game without going to inventory first and needing to place them in hand to use them
- Pretty layouts and monsters(so far that I've played-level 3)
- Smart system of teleporting and memorizing spells
- New features like fire camps that help you to...wont say because it will be a spoiler
- Some features with no knowledge of their usage and how will affect the game like some Dark Stones which are not activated as of yet in this part of EA

Cons(that dont affect my super positive opinion but rather are suggestions towards improving the game furthermore):

- Not visible hp\mana\xp points on main screen but only bars without numbers
- Not hp points or bar for monsters makes it harder but I prefer to have some idea of how tough they are(there is a bestiary that gives you detailed information on enemies but after you have killed 17 of each kind, at least thus far)
- During selling\buying you dont see your character and his equipment but only your stack that's available for selling
- There is no user friendly comparison between items to buy\sell or items you loot and your equipped gear(definetelly this part of the game NEEDS immediate improvement)
- Not automated stacking of the same stuff like potions
- No mini map but then again I believe now it's maybe better this way even though in the beginning I wished for it in order to stop pressing M for map constantly
- Since there is only one main character, there should be customization of his portrait just for the fun of it
- Enemies feel way too slow after the first encounters and when you are in the wide open easy to avoid and strike them
- Some glitches in the graphics and it is "pain in the\u2665\u2665\u2665\u2665\u2665" when trying to push buttons on the walls which dont respond immediatelly or well
- Not enough content for EA about only 20% judging from what I've read in forums and I CRAVE FOR MORE right now
- Easy and not enough puzzles in the first 3(actually 2 not counting the first one which is tiny) levels

That's it for now that I have pretty much cleared level 3 and waiting for new content from the devs.

Overall impression for Ruzar-TLS is that with some balancing and minor improvements on UI\gameplay will be up there, if not higher, with my other favourite RPG\Dungeon crawlers.

WELL DONE devs, I fully support you and expect you to improve your little gem based on the community's comments\suggestions!. A throwback to classic dungeon crawlers. An old-school player will appreciate the simplistic combat and items, while enjoying the ambience of the dungeons and exploration. New Game+ with loot and monsters that scale to your level along with good assortment of achievements makes for good replay value. Recommended for RPG players that like things simple.. I'm always glad to play another dungeon crawler. Ever since Legend of Grimrock I've enjoyed skulking around dank corridors and killing foes with magic and weapons in a grid. Although that may have come across as sarcastic it's really not. That's not sarcastic either.

Ruzar is a very ambitious dungeon crawler that fall short at the end but is a very good clone of Grimrock regardless. In fact, it actually improves upon a few things in the Grimrock clones (Deep Paths: LoA is another; I know about the older DCs so don't go there) by removing movement limitations and quick keys which Grimrock doesn't offer.

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It's a bit TOO much like the LoG games with almost identical environments, magic corridors and enemies. It's a knock-off but a very good one.

The weapons are a tad limited as well as the spells and armors.

There are little to no instructions.

Quest instructions are vague.

You cannot remap the left and right mouse buttons.

Numbers cannot be remapped and are useless since you can't assign quick keys to what you want.

You can look with the mouse but can't click on items while in view.

Cannot cycle between different maps - only the map you're currently standing in.

Visual glitches here and there and the auto-saves override the last save game loaded.

At times enemies would stand still and take damage. The best example would be the final enemy at the end of the game. She froze and I killed her with three strikes.

The secrets and sound effects are almost identical to LoG as well.

This is a good buy if you've played the other DCs out there and are waiting for LoG3. Buy it on sale.. This is one of those games that when I played through the first time I thought it was alright. A bit short, very easy, but alright.

Then for some reason one day I decided to replay the game, on NG+, which is still very easy, but for some reason I enjoyed it a lot more. And then I played through it again and enjoyed it even more.

I don't know why, but for some reason it seems like the game gets better the more times I play it. Maybe because I find new ways to skip parts of dungeons by bringing in keys and such from other areas, which is always fun?. This is a nice game, good for a single playthrough, but it doesn't live up to the much older legends of grimrock.

Aside from the many bugs, it lacks much of those games depths.

This game is mostly linear, the quests are simple minded, simply walk through a single area, solve the same \*puzzle\* many times over (either kill all mobs in a room and retrieve a lever, or kill al mobs and retrieve a key) and move to the next predetermined area. This game also lacks the many puzzles that were a very strong point of older and similar games.

And to top it all off the information on many game mechanics is often missing.

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