
Polygod Portable



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About This Game

Description

Polygod is a rogue-like, randomly generated, single & multiplayer FPS with a brutal difficulty curve!

Blending a fast-paced, Quake-esque feel with randomness, difficulty and our handcrafted power-up system, Polygod is a hardcore gamer and speedrunner's dream. Only the most skilled and strategic players will defeat the Trial of the Gods.

You are a Faceless One: a one-armed, gun-wielding assassin of legend. The seven deities of Polygod will test your skill with randomly generated arenas of hostile minions, followed by a boss fight against a ruthless Holy Champion.

Each of the arenas features five Altars of Worship, offering you Blessings in exchange for Souls you have collected along your journey. Blessings combine and stack to create unique gun effects, but each has consequences, so choose wisely if you wish to survive each wicked challenge. And don't forget, death is permanent in this purgatory of the gods!

The art style is inspired by the meta-physical surrealist artist Giorgio de Chirico who is famously revered for his eerie mood and strange artificiality of cityscapes.

Main Features

- A UNIQUE, RANDOMLY GENERATED EXPERIENCE EVERY TIME. Randomise the levels, blessings offered and

enemy placement with our seed system, or challenge others on specific seeds! Polygod offers full leaderboard support using a universal daily seed.

- **GUN CUSTOMISATION WITH 100 UNIQUE BLESSINGS.** Each seed will offer you a different selection of blessings as you progress through the levels. Strategically combine and stack them to fit your personal playstyle. Ever wondered what it would be like if your bullets were bubbles? Well, what if they were bubbles AND proximity mines? And you shot 3 of them at once? **AT THE SPEED OF LIGHT?** The options are endless! Do you choose a lethal sniper build, or a bullet wall of death? How will you survive: lifesteal, jump-strafe dodging, tank-like health? How do you want to navigate the environment: double jump, helicopter boots, teleportation?

Additional Features

- Online co-op
- Splitscreen co-op
- Versus multiplayer
- Integrated controller support
- 35 unique enemies
- 15 unlockable playable characters
- 7 epic boss fights against Holy Champions
- 7 even harder Red Holy Champions
- Special Boss Blessings
- Experimental soundtrack
- Minimalist, colourful artstyle
- Quirky NPCs
- Tough & comical achievements

Title: Polygod
Genre: Action, Indie, Strategy
Developer:
Krafted Games
Publisher:
Krafted Games
Release Date: 17 Aug, 2018

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Minimum:

OS: Windows 7/8/10

Processor: 2.4 Ghz

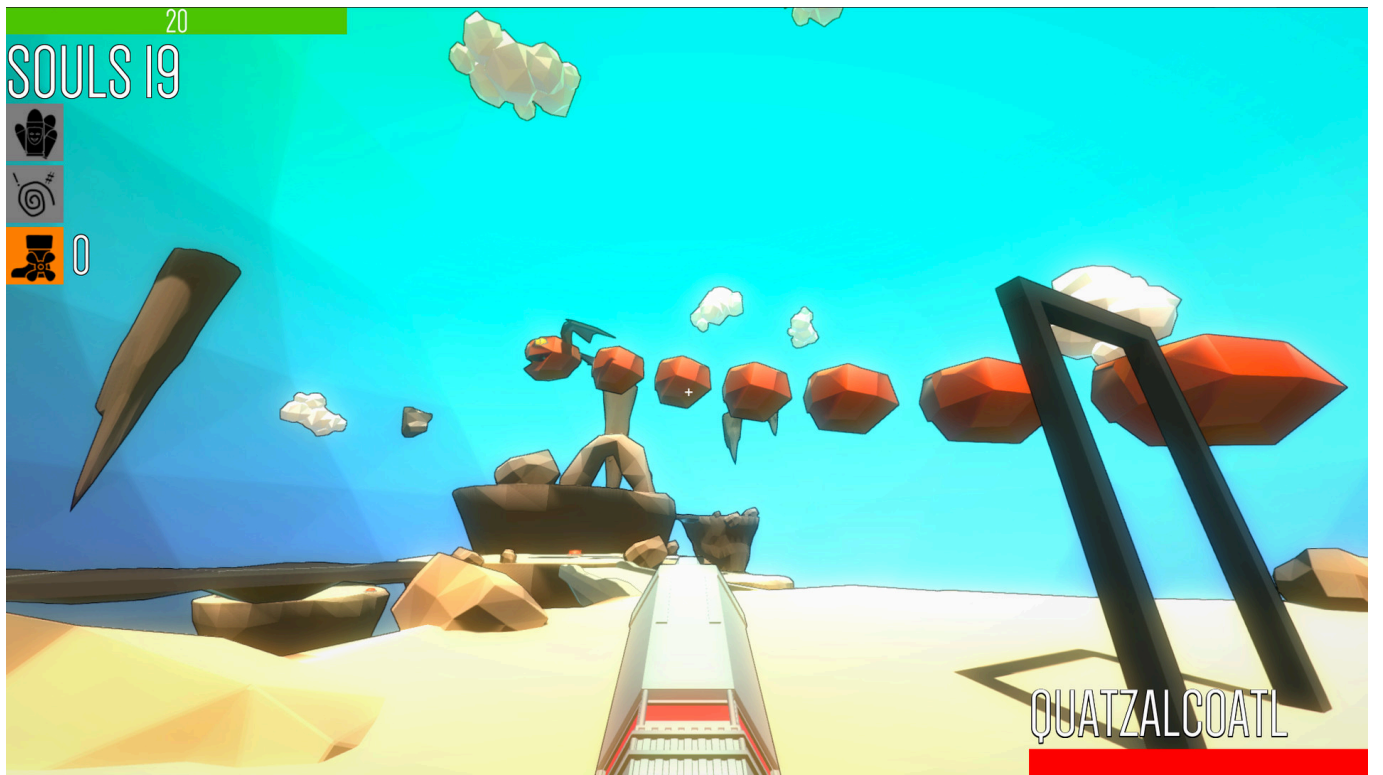
Memory: 2 GB RAM

Graphics: 512 MB

DirectX: Version 9.0c

Storage: 1 GB available space

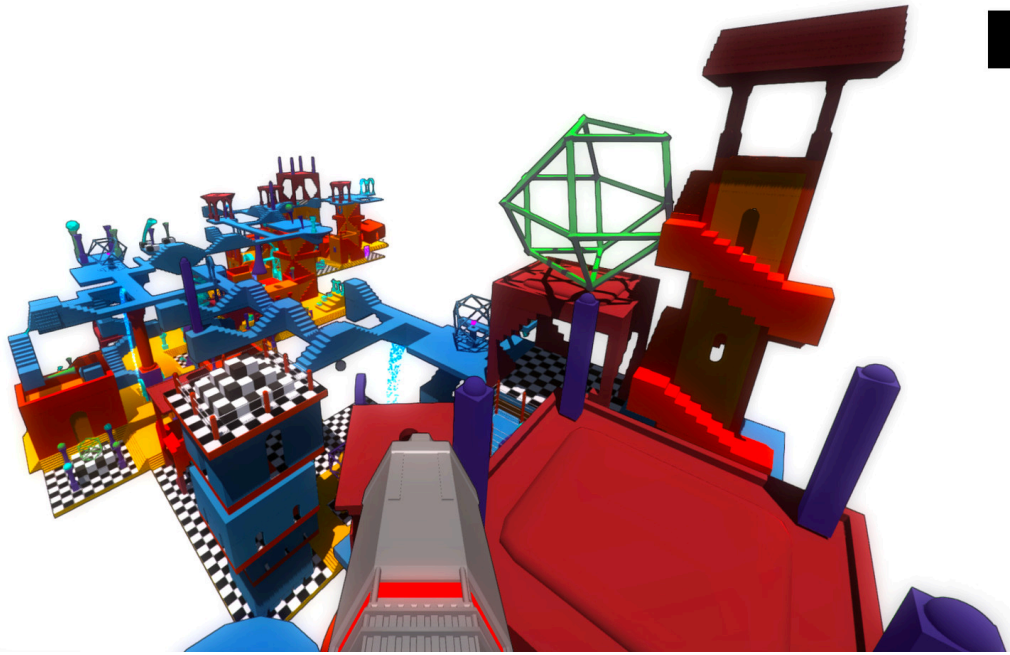
English





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SOULS 0



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A spot on roguelite shooter that's got just the right amount of challenge. VERY enjoyable game... just needs a bit more substance and variety to it, maybe more levels and bosses as well!

i found this game to be on par with HEAVY BULLETS but this is a much better play. I have been playing this game for about a little over a month and so far here is what i have to say about it and yes i know its in it's early stages i believe that if there where a lot more time put in to this it will be a really good game its fun its like the binding of issac and quake had a gorgeous love child the sprites are very cool looking the npcs are really interesting story wise especilly brian hes my favorite however there are a lot of bad things to some of the bosses are way to difficult i was sitting in the last bosses room (so far as of 2017-08-25) for at least 30 mins just shooting him only to die by his stupid blue lazer that hits you no matter what you do bosses should be difficult yes nothing fun when its easy however making something have a lot of health dosnt make it hard it makes it time consumeing and annoying i think the devs should out some more time into the game and listen to there fans. Looks very promising!. I appreciate the actions these Devs took for their collaboration gift support they did with BoI. Genius part on theirs! Support these Devs and this is a great start of a game as well!

I've not played too much into the game, but this style and gameplay is what I'm going for. I've played 1000s of hours on Binding of Isaac between PC, Vita, and PS4. I absolutely love these styles of random generated dungeon crawling rogues. This one give a bit of the fast pace feel that binding has. For this price I'd recommend a buy. Hopefully they will be adding more features and creatures.. Early Access impressions: Very fun. Definitely has a good framework for an enjoyable 3d roguelike. Levels, pickups, and enemies are random on each playthrough and each level has its own style and strategies. Looking forward to more updates!. Multiplayer was region locked because it uses Unity servers so unfortunately I couldn't experience multiplayer with overseas friends at all. I did contact the devs, and found that I could play with other people in the US, just not my overseas pals. Its EA so I can't give too much♥♥♥♥♥ but for a massively multiplayer update I was let down on that component entirely, and was the reason of purchase.

The other issue I have is the projectile amount, with certain loadouts the amount of particles are computer demolishing and there is no hard limit it seems to how many you can acquire. 2x, 3x, 4x 5x bullets, with more bullets that trail, that split into three, that have subsonic waves. The amount of projectiles and performance of them is really obnoxiously bad and left for some really awkward balance by my longest playthrough to the final boss.

The entire screen was filled to the brim and I could clear the entire map with 5-10fps destroying my CPU @ 4.7ghz on an i7. Definitely needs some balancing/tuning/performance work because for a roguelite fps the balance wasn't there at all it felt like, you either went mega-clear with high damage or you didn't.

I'd say wait a bit until it gets polished up, but avoid if you are looking for long-distance coop as its pretty much built in to not work, or show games half the time, and I'm not the only person who dropped into the Discord to check if the damn thing would work.. Polygod is a FPS Roguelike that plays like a mixture of Quake and Dark Forces where the gameworlds are procedural. They're misleadingly easy at first, but once you get passed the first boss, the heat is on. Visuals are good, game world lacks atmosphere a little bit but other than that, great little game, still being worked on.. it's quite a fun experiance with very tight controls,fun shooting and creative blessings

9/10

Thanks for the awesome experiance at Rage 2016 you guys are awesome keep it up

I got this game for playing too much Binding of Isaac and I can say I'm really happy I did. I really enjoy this game and the direction it's going in. As of right now the game has lots of potential and current play value. The levels are varied and the power ups are interesting. While there are many ways the game is broken with certain play styles and power ups, it still provides a great amount of fun at this state. If you like fast paced shooters and/or the rogue like genre then you'll probably get some enjoyment out of this game. Hopefully the trend of frequent updates continues with this game.. **Warning: I got a game key for free for having achievements in binding of isaac**

It's a really good game for what it is. Seems like a first time project but a lot of thought has been put into it. Tons of creativity as far as enemies, bosses, and level/hub environment go however the faux-story is pretty silly and hard to follow.

The randomly generated level design isn't bad at all and the "binding of isaac"-like upgrades are extremely fun. The variety given by the various stackable upgrades gives it a good amount of replay value and kept me playing until I finally beat the final boss. The controls are pretty good but it could be a bit tighter with the movement. One thing that I really like about the game is the ultra accurate hitboxes on enemies and objects. The enemies are alright, but AI is somewhat wonky and the enemy difficulty scales very oddly from level to level. Level one is fun and easy, two is somewhat harder, three tends to be easy, and four is ridiculously difficult. Personally I ended up having to just run past enemies and get to the final boss both times I fought him. The bosses are unique and interesting, each one has a different playstyle that I found fun yet challenging. One complaint though is that the first boss is significantly harder than all the other bosses because it actually requires you to aim very well.

Hopefully in the future I'll come back and write a better review but I really do like it despite its flaws. Maybe wait and buy it during a 50% off sale, it's at least worth that much.. Checked the demo out at EGE2017 and had a great chat with one of the lead devs. Amazing team with passion for their project and truly want to make it as good as they possibly can in anyway they can, including taking suggestions from us, the fans.

In the small amount of time I played the game at the expo, as well as in my own time, I can say their hard work has paid off.

Polygod isn't particularly unique within the fast-paced, Quake-style FPS genre, BUT it does offer some really interesting tweaks to the formula, as well as extremely polished and well balanced gameplay for an early access title, and, while I haven't gotten too far into the game because I suck hardcore at it, I can say it's definitely worth the current asking price on concept and execution alone, and depending on how much is added in the full release, it'll definitely still be worth a bit more.

What I find really refreshing about the game is its difficulty. It never feels like the game is cheating me, but rather I'm just really bad at it and I need to improve myself to make it easier. It doesn't hold your hand through anything. You're just dropped into one of the randomly generated worlds, given your gun and set off to go shoot things. There is a story going on from what I can tell, but as I haven't even gotten past the first boss, I have not seen much of it.

Overall though, I purchased this game, not only because it's well made, well balanced and fun as all balls, but because talent like this from the South African game dev scene need all the support they can get.

I'll definitely recommend Polygod to all my mates, as well as stay active within the community because I see great potential in this title's future as both a LAN favourite and even eSports title.

Krafted Games, keep up the good work! We're counting on you!!.. Pretty difficult, pretty fun. It's essentially a more open Paranautical Activity, and I absolutely love it.

However, I have to commend the developer. Giving the game away for free if they've done exceptionally well in another game? As far as I know, this hasn't been done before, and I greatly admire Dominic Obojkovits for it, and so should you.. It's a pretty decent rogue-lite, up until the third boss. That's when you realize it's just another RNG crap-shoot with fancy graphics. On the plus side, the enemy AI is intriguing, implementing guerilla tactics when the cards are on the table. POLYGOD also has one of the more unique and compelling atmospheres I've ever seen in a first person shooter; I go so far as to compare the story to E.Y.E. Divine Cybermancy. But I can't rate it on consistency since I never finished it.

Final Score: Those flying spike ball things can eat **** and die.. **DISCLAIMER: I received this product for free because of my binding of isaac : rebirth skill, (mad props to the dev team of this game btw)**

Now onto the review

This game is an extremely fun game to play, even in it's early access state, the blessings and their interactions are very interesting to see.

The story in this game is extremely minimalistic, there are a few characters you see who say a few lines, it has potential the story does, but right now there isn't any.

The blessings are extremely balanced, which I absolutely love, and the game is hard, really hard, though the blessings do help you, while also having a hard game.

The graphics are pretty bad, though not really, it does fit the games feel however, and any more detail might ruin it.

The enemies are annoying as♥♥♥♥♥♥ though that's good for such a hard game is this, and their attacks are unique, though the AI is a bit flawed

The bosses are hard, and fun to fight also.

The movement is great, it feels very reminiscent of Quake and such, and makes you feel like a badass when you kill something in mid air.

There is no progression. At all, only the experience and skill you gain, this is quite annoying, though in its early access state, this is all I hope they add.

The dev team of this game is great, it's well worth it's price point, and it is fun.

I would suggest buying it on the current sale. I would probably not have picked this up on my own, as I usually don't go in for Early Access. But since I was given this game - and kudos to the developer for a pretty cool promotion - I am glad I have it. It's a pretty good roguelikelike FPS that seems like it has a lot of promise.

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