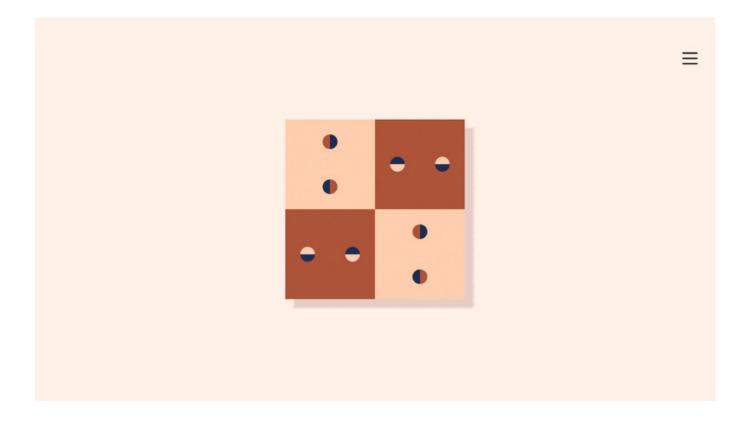
DROD: Journey To Rooted Hold Cheat Code For Money



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## **About This Content**

Journey to Rooted Hold takes place after the clearing of King Dugan's Dungeon and before The City Beneath. Either KDD or JtRH can be played after Gunthro and the Epic Blunder.

You'll be hooked by the story of Beethro Budkin and his troublesome nephew, Halph. Our heroes set off on a harmless jaunt through a secret passage in the king's dungeon but end up far beneath the surface, chased by a clownish madman. They begin to uncover a vast, underground bureaucracy, and things only get stranger the further they delve. What secrets lie deep below waiting for Beethro to uncover?

You've got over 25 sprawling levels and 350 rooms ahead--each one a singular challenge for you to conquer.

- Upgraded version taking advantage of the latest iteration of the DROD engine, with all-new challenge achievements!
- 25 sprawling levels with over 350 custom designed rooms, including secret rooms.
- Over twenty-five hours of constantly changing gameplay.
- 17 types of monsters with greatly varying abilities and behavior.
- 11 different characters, some of which contribute to puzzles as well as story development.

• 15 other puzzle game elements including potions, explosives, and tunnels.

## To play this DLC:

- Start "DROD: Gunthro and the Epic Blunder"
- Click "Play Game", then click "Change Location".
- Select "Journey to Rooted Hold" and click "Okay". Now you will see the "DROD:JtRH" title screen.
- Click "Play New Game" to start.

Title: DROD: Journey to Rooted Hold Genre: Adventure, Indie, Strategy

Developer: Caravel Games Publisher: Caravel Games

Release Date: 4 Nov, 2016

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Minimum:

OS: Win XP+

**Processor:** 500 MHz

Memory: 1 GB RAM

**Graphics:** 64 MB

**DirectX:** Version 5.2

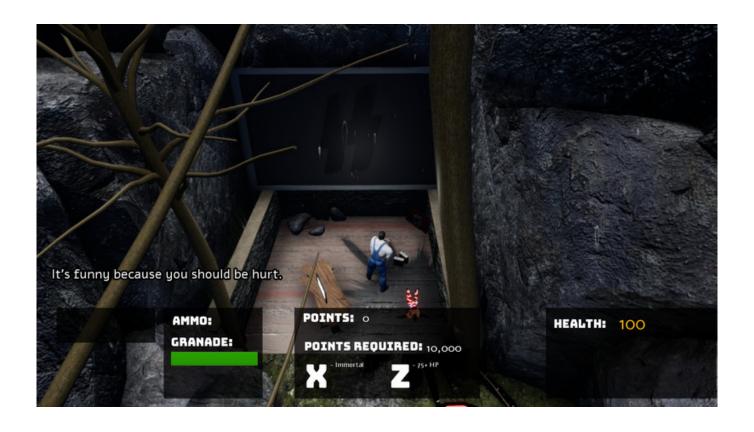
**Storage:** 512 MB available space

Sound Card: Optional

English







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It's a pretty good platformer, albeit the controls are a bit confusing.

The interface is something to be desired, and I can't comment on the soundtrack.

The core gameplay is excellent, the mechanics are fun to play around with once you realize exactly how they work.

There are a few bugs, one of which gamebreaking and things that aren't explained.

I wish the developers luck in future projects, and hopefully with more experience they can start polishing them too.. Just flew this plane during a real world lesson today, and flew this addon 172N directly after my lesson. It's a very faithful recreation, especially with P-factor during takeoff and climb. The tachometer's green arc is too large, which I believe should go from 2000 until the red line at 2700 rpm. Highly recommend if you're looking for a real-feeling GA aircraft.. Three hours into the game and it's starting to get annoying. Some puzzles are much too easy, some don't seem at all logical and some are just tedious (the Skip button is becoming very useful), and basically you do stuff when you see there is something you can do, whether or not you understand why you're doing it. Also, one hidden object scene instructed me to pick an item I need to return to a gate when I had not even seen the gate in question yet. How are you supposed to pick the item? Clicking everything randomly, of course. I suppose I'll play this through, bit by bit, but I'm not expecting it to get any better. I cannot recommend this, so I'll have to vote No, although something in between would be more accurate.. tbh we i see you in the halls but we don't talk 7/10. Its a cool game. The frame rate can be a bit harsh at times. Its pretty spooky, fun to play with friends, for its price, its worth the laughs and shrieks you get out of it.. aiming system sucks and dlc is way overpriced. Don't buy dlc. This "add-on" makes all the previous ship models uselss, the new hulls are compleatly unbalanced and many are twice the size of the old racial counterparts for the same class. Completely obliderates the use of the racial ship hulls there is no reason to use the old ones anymore, making battles bland and monotone.. An obvious mobile port that handles quie terribly on PC. controller was never meant to be used for this, as evidenced by the mini games which clearly indicate it was intended for a touchscreen.

also adding to the fact that if you hit any key on your KB while using a controller in a mini game, the game freezes up. refunded promptly.

these aslo arent even ducks, these are chicks.

This game has the same puzzle platforming, speed running, mouse tossing, nail biting, goat hopping formula as the first game. The controls are still really nice and tight, so break out those controllers. The art style is a bit different, and at first it feels weird playing in HD rather than the 8-bit pixelated glory, but after a while you realize it's the same game with a different coat. It's also much longer than the first game. The first game took me about 3 hours to complete, this one took me about 5 hours. Even after you beat the campaign there are other, more difficult challenges to test your skill. The price is right, so buy both if you can! There is much fun to be had, so buy it, play it, love it.. Great game, controls are a bit wonky at first, but after you get used to it they are great. There are several player skins you can unlock and chair skins as well. Worth every penny it cost. The final boss is somewhat difficult, but is a worthwhile challenge and really pays off after beating it. Very fulfulling final boss race. 13V10 would office race again. I can't recommend this game. The story line is overly written and confusing, the puzzles are mechanical and rely mostly on sorting things or matching pairs--not very interesting. The art work is just OK and the voice over work is OK. Given its release date, I was surprised that it wasn't programmed in wide screen.

This should be a 3.99 or less game so wait for a sale and buy it only if you're desperate to find hidden objects.. I got this game as part of a cheap bundle, and it just might be the highlight of it! It has a lot of potential and is already really fun for how recently it came out. The gameplay being described as DOOM + Nuclear Throne is pretty spot on. The soundtrack is killer to boot. This game is a treat and I can't wait to see where they take it from here.. Poor Man's Rocket League. The game is too short and it's not worth it for it's price. Some sentences are spelled horribly wrong. The sound effects and the graphics are bad there's no music and you can't do almost anything rather than jump ,walk, find keys, open doors, and sometimes you might find a Pistol and a Zombie in a room which are placed there to make the game look better I guess. Every single room is a square withh just corners and there is even untextured walls and floors. The game is fully released though so it would make no sense to do something like that. The death animation is bad the walk animation the jump animation. Everything pretty much.

My opinion is this game is not worth it's price and not worth to buy. I didn't like the game at all.. The best thing in this game is able to play offline.

Mostly in this genre is on mobile and require internet connection.

Thanks for bring it to PC and make it able to play offline. I had fun! The AI makes playing with few people even better!

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