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Minimum:OS *: Win XP, 7, 8, Vista, 10Processor: 2 GHz Intel Pentium 4 or AMD Athlon or equivalentMemory: 1 GB RAMGraphics: 1 GBStorage: 1 GB available space Recommended:OS *: Win XP, 7, 8, Vista, 10Processor: 2 GHz Intel Pentium 4 or AMD Athlon or equivalentMemory: 2 GB RAMGraphics: 2 GBStorage: 2 GB available space * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. Page 2 Open Door causing infinite spamming of action.[*] Fixed zombies not attacking players with Cheat.Player.SeeEveryone debug option enabled.[*] Fixed the F2 chunk debugger being unable to display all long integers, in this case BuildingDef.ID and RoomDef.ID,[*] which are passed to Lua as Double objects. [*] Fixed inconsistencies with pillow detection when sleeping. A pillow in either hand is counted in every sleeping situation.[*] Fixed simple blades providing too much metal when smelted.[*] Fixed ISPanelJoypad:ensureVisible() not working for elements inside another ui element. his affected the \"Precipitation Speed Multiplier\" in the options screen.[*] Fixed a Lua error after pressing the joypad A button when a crafting input was selected in the crafting ui.[*] Fixed capguns having a capacity of 6 and not 8.[*] Fixed wooden stakes not being able to be burned.[*] Fixed being able to dismantle hand scythes with two different craft recipes.[*] Partial fix that removes all tiles of a multi-tile object when one of them gets removed.[*] Fixed error when trying to place a 3D items while climbing stairs.[*] Fixed animals being able to attack players inside cars.[*] Fixed wrong math with canceling actions while opening doors.[*] Added \":getItem(index)\" returning the currently selected item if index is nil[*] \":addItem()\" and \":addUniqueItem()\" now accept tooltip arguments, instead of requiring the caller check return values and add tooltips after[*] Fixed duplication issue with rags and bandages. ISWashClothing now validates the item is still in the players inventory.[*] RMC menu for washing dirty rags only display rags with a job delta of 0. Any rag with a delta is likely currently being washed.[*] Fixed a bunch of items tags in regards to their incorrect or missing smelting characteristics.[*] Fixed missing half of a tent, and incorrect CustomItem=BaseImprovisedTent property on another.[*] Fixed excessive ArrayList allocations with calls to IsoMetaGrid.getZonesAt().[*] Fixed wooden window frame health.[*] Fixed characters not being able to look around while seated.[*] Fixed cases of invisible zombies and vehicles.[*] Fixed \"Invalid SpriteConfig object\" messages due to changing the sprite on floors when there are two valid floor sprites.[*] Fixed context menu exception being thrown when adding fuel to a full campfire.[*] Fixed Twigs and branches from being removed by erosion.[*] Fixed issue where character model was not equipping props when building.[*] Fixed tutorial zombie who is gardening in the field playing wrong sfx.[*] Fixed zombies spawning in basements beneath the player's spawn building.[*] Fixed issues with the normal hide skirt.[*] Fixed instances of the character not sauto-shoving while using firearms when zombies are near.[*] Fixed plants not being highlighted properly when the \"Wind Sprite Effects\" option is enabled.[*] Fixed some t-shirt clothing items pointing to old an t-shirt texture.[*] Fixed the Large Hook items being a short blade weapon and not a small blunt and rebalanced some combat values for it. - This only applies to InHandCraft and AnySurfaceCraft recipes; recipes that can only be normally seen in workstation interfaces are an apples and oranges affair. - \"Survival\" category recipes have all been moved into \"Miscellaneous\". - In general \"Armor\" recipes have been moved into \"Tailoring\" aside from the welded scrap metal ones, which have been moved into \"Metalworking\" - Making buckets of concretes are now in Masonry and not Carpentry. - The recipes for cutting bacon in one size into smaller size bacon items are now in Cooking and not Farming. - Purifying water is now in Miscellaneous and not Medical.[*] Fixed drinkable puddles not correlating with visual puddle on screen.[*] Fixed error with the autoLearn field for the Carve Short Bat craft recipe.[*] Fixed crafted bottle not having the GlassBottle tag.[*] Fixed \"no weather\" sandbox option not blocking weather generation until weather restarts.[*] Added fog generation during endless blizzards.[*] Added GameTime isEndlessDay, isDay, isEndlessNight, isNight helper methods.[*] Tidied ClimateManager updateSandboxOverrides methods and helpers.[*] Added ISZoneDisplay:getHoursBetween and updateMoonPosition helper methods.[*] Tidied sandbox helper methods for climate options and initial values for climate overrides.","commentcount":0,"tags":

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[\/b]Everyone can participate! You need the REVO role, if you don't have it, go to the #welcome and react with the \ud83e\udd16 emoji.[b]The revolution is just getting started \u270a [\/b]","commentcount":25,"tags":
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[],\"automatically_push_updated_source\":false}","announcement_body":{"gid":"644688664507450318","clanid":"45504256","posterid":"0","headline":"Next Stop: Launch","posttime":1747411218,"updatetime":1747411218,"body":"Hi folks, this is your conductor speaking. We\u2019d like to once again thank you for riding Monster Train Railways. As we near our final destination, we\u2019d like to quickly run down our launch day checklist. We\u2019re going to remind you of all the new [b]content, modes[\/b], and even share some new info on [b]pricing[\/b] and other goodies. So keep those seatbelts fastened, put your tray tables in the upright and locked position, and please ignore the fact that I\u2019ve switched this train metaphor into that of an airplane. Ready? Let\u2019s go.[img]https:\/\/shared.fastly.steamstatic.com\/store_item_assets\/steam\/apps\/2742830\/67f81183554f51e6d41f9fa0ddc87ebca46ee624\/ss_67f81183554f51e6d41f9fa0ddc87ebca46ee624.600x338.jpg?t=1747206948[\/img][h3]New Clans, New Cards, New World[\/h3]Monster Train 2 takes the format that you know, love, and have sunk thousands of hours into and transforms it into something brand new. Defend your Pyre Heart with the strength of five all new clans (Banished, Pyreborne, Lazarus League, Luna Coven, & Underlegion), game-changing Room and Equipment cards, Celestial Alcoves, Active Abilities, and countless new ways to upgrade your run as you ride the rails through Heaven.[img]https:\/\/shared.fastly.steamstatic.com\/store_item_assets\/steam\/apps\/2742830\/a05741fe8485ee0c0a46510a5c28902fe9ecd287\/ss_a05741fe8485ee0c0a46510a5c28902fe9ecd287.600x338.jpg?t=1747206948[\/img][h3]Modes, Modes, and more Modes[\/h3]Once you\u2019ve gotten a hang of Monster Train 2\u2019s new cast and cards, it\u2019s time to see what else is out there. That\u2019s where Monster Train 2\u2019s myriad new modes come in. See how far you can make it with a brand new Endless mode, conquer your friends list and climb the global leaderboards with the ever-changing Daily Challenge mode, or if you\u2019re feeling truly bold, tackle the daunting Dimensional Challenges hand-crafted from the minds of our most sadistic developers. We considered the original Monster Train to be \u201cendlessly replayable\u201d - with all of these new ways to play, we think Monster Train 2 is leaning closer to \u201ceternally replayable\u201d.[img]https:\/\/shared.fastly.steamstatic.com\/store_item_assets\/steam\/apps\/2742830\/7130df5da4beb995724f8209ff986704730b51ee\/ss_7130df5da4beb995724f8209ff986704730b51ee.600x338.jpg?t=1747206948[\/img][h3]Ticket to Ride[\/h3]So I know what you\u2019re thinking. \u201cWow! Between the new gameplay possibilities to master, modes to explore, and the state of *gestures around* everything else happening in the world, it only makes sense that Monster Train 2 would be more expensive! A copy of Monster Train 2 must cost a million, nay, a bajillion dollars!\u201dNo way. We\u2019re happy to share that [b]Monster Train 2 launches on May 21 for $24.99.[\/b] The same price as the original Monster Train when it launched exactly five years ago to the day. And for you OG Monster Train owners out there (if you\u2019re reading this that\u2019s almost certainly you) things get even better. During launch we\u2019ll be running a Monster Train + Monster Train 2 bundle offering a [b]sweet discount[\/b] to those picking up both games at once. But since you already own the game you\u2019ll simply be getting the discount no questions asked. Why? Hell, why not?If you\u2019re a Monster Train fanatic wanting to go the extra mile, we will also have the Monster Train 2 Supporter Pack Bundle available starting day one. This bundle includes the base game along with the entire Monster Train 2 Original Soundtrack and an exclusive Digital Compendium. Jam out to MT2\u2019s tough-as-nails musical score while getting a glimpse at previously unseen renditions of MT2\u2019s ghoulishly gorgeous world and characters featuring page after page of art, wallpapers, and more.[img]https:\/\/shared.fastly.steamstatic.com\/store_item_assets\/steam\/apps\/2742830\/876156c2713a52c2150cc5acfd628cf351e95e77\/ss_876156c2713a52c2150cc5acfd628cf351e95e77.600x338.jpg?t=1747206948[\/img][h3]Go to Heaven[\/h3]Quite frankly, we can\u2019t wait for you to see what Monster Train 2 has in store. Whether you\u2019re using MT2 to hop on to the Monster Train for the first time, or you\u2019re one of our daily commuters: Thank you for being here. Next stop: launch.[i]- Shiny Shoe & Big Fan Games[\/i]https:\/\/store.steampowered.com\/app\/2742830\/Monster_Train_2\/","commentcount":47,"tags":
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2025","posttime":1747334140,"updatetime":1747341470,"body":"[img]{STEAM_CLAN_IMAGE}\/29087962\/1ab0b46146a5bf8df6fe07bea53ebee78c6d163c.png[\/img]Good day!It's the fifth month of the year and Slay the Spire 2 isn't out yet. We're quite picky about the game's quality, despite it coming to Early Access. I want other game developers to fear releasing low quality games into Early Access after we do. That's how good I want it! Is that a toxic attitude? Well, too bad.Speaking of low quality games... [i]Blue Prince[\/i] is NOT one of them! While I do wish for a few quality of life features, there's many mysteries to solve, room drafting to be done, and a heartfelt history to uncover. It has been a great time as I've been digging (with my shovel) into the game's depths the last few weeks. No, I was not paid by [i]Raw Fury[\/i].[h3]Working working...[\/h3]So April has been a [b]WORK MONTH[\/b].[img]{STEAM_CLAN_IMAGE}\/29087962\/731156643ef644ca315c849b4d68e8886ed67c54.gif[\/img]Lots of effort was put into making screens not look like placeholders (like this Treasure Room above), ensuring our systems are flexible and easy to debug, optimizing performance, and incorporating content and balance changes. A lot of work's getting done!Speaking of patching, I thought it would be funny to keep all the playtest patch notes. Once the game is finally out there, it'll provide some insight into the development process, how we prioritize our work, what kind of issues were notoriously difficult to solve, and more learnings that even we aren't aware of.[img]{STEAM_CLAN_IMAGE}\/29087962\/f90df92fb790c75ebcc8817b728875ced20f0284.png[\/img]
[h3]Character Evolutions[\/h3]Hey folks, Anthony here. Time to spill some secrets about StS2! For returning characters, we aren't just bringing them back as they were in StS1--we're giving them proper makeovers for their return to the Spire. Our approach: remove a bunch of old cards, add even more new ones, and look for clever tweaks and changes to a few classics. [img]{STEAM_CLAN_IMAGE}\/29087962\/0389af8ec160dc34e5bc5d64cec7ed5aa2ac47a6.png[\/img][i]One line of text makes a world of difference on a card like Blade Dance![\/i]The Silent gets to play with a shiny new mechanic in StS2: [b]Sly[\/b].[img]{STEAM_CLAN_IMAGE}\/29087962\/1cab47858bb65072fb4cf468f5594b50c4dd3d56.png[\/img]Sly cards are automatically played for free when they are discarded, opening up whole new ways to take advantage of discard shenanigans. The Silent has access to a bunch of new Sly cards in StS2, but if that isn't enough Slyness for you, you can always take matters into your own hands...[img]{STEAM_CLAN_IMAGE}\/29087962\/d7d72c0d9751c044e83a876aac21041b5501c04d.png[\/img]Looking forward to seeing all the ways you manage to break this card. Or die trying. >:)[h3]Spire Spotting[\/h3]And now it's your local Spirelife guide, Demi, here to update you on our latest findings about last month's mysterious creature:[img]{STEAM_CLAN_IMAGE}\/29087962\/0f50128fcc4f8be2ba3636cabb10bf5fcb3fa027.gif[\/img]But before that, let's test out some of your brilliant hypotheses...[img]{STEAM_CLAN_IMAGE}\/29087962\/550038dea00bb1250337b230bc271b47a27e7e00.png[\/img][img]
{STEAM_CLAN_IMAGE}\/29087962\/ee42ae340c7ad8c7e79221624560509cdde67b88.png[\/img]The award for most inventive guess goes to Kangaroodoo, who imagined the creature's jittery movements as an engine![img]{STEAM_CLAN_IMAGE}\/29087962\/564fe28e46713da6c8c4f0613c53a1d4abffe37e.png[\/img]While it was hard to pick a most accurate submission this time around, we think moffster eked out the competition!Take a look at a small selection of the other many submissions we got this time around:[img]
{STEAM_CLAN_IMAGE}\/29087962\/91eeaa45e45445396adad77cdc4a5de735348328.png[\/img]Credit in order from left to right: balls, Jokester, Wild_Samich, ssorgatem, AxolotlBoop, chairmanbuu, AuxilRB, Hubert, mothtransman,\u00a0\u0414\u0456\u0430\u043d\u0430, JellyfishLightning, AlialunAnd now for the unveiling...[img]{STEAM_CLAN_IMAGE}\/29087962\/e9fb95be01c1d4152b3f3e7b57092cf532f747b3.gif[\/img]Ta-da!! As many of you eagle-eyed Slayers noticed, this creature has already been spotted elsewhere in the past. Still, it was fun seeing different artists' renditions of the same subject as well as people getting extra creative with it! As recompense, here's a little extra info: we're currently referring to this enemy as Chomper, as his moveset relies on, well, chomping! What could the effect of such chomps be, I wonder?Also, many of you have noticed that it looks similar to another beloved character in the Spire universe, and the reason for that is [b]*LOUD ERROR NOISE*[\/b]. Hope that clears things up!Wait, does anyone else hear that...?[img]
{STEAM_CLAN_IMAGE}\/29087962\/92194ed1eba73f7586a6655bd2cd07fe4c1b9d35.gif[\/img]It's yet another shadowy (and wiggly) creature!! Remember, submit your guesses as to what this monster could be via fanmail@megacrit.com or in our [url=https:\/\/discord.gg\/slaythespire]Discord's[\/url] fanart channel![h3]Q&A with C&A[\/h3]It's time again to answer questions. No time for unnecessary words. Onwards![b]TabbyCat asks:[\/b] How long is a turn in slay the spire for the characters? Is it consistent with the amount of cards played, or is it uniform at ~5 seconds. If I play 50 shivs in a turn as the Silent, are her hands moving at the speed of sound?[b]Casey:[\/b] The Silent's kind of like a seven in terms of speed. The Ironclad maybe a four. But the Champ is like a two and the Time Eater is using that stupid clock. It's all too complicated to explain really.[b]Kwayan asks:[\/b] Hello MegaCrit Games! I hope your are doing well, and I have a question. I'd like to know if you're going to add multiple death animation to the game, because in StS1, theres only one. So for exemple: if you die because of Snecko, you die with a paralized animation. Thx! Oh and btw, use Kwayan as my name in the question thing. (If i'm chosen)[b]Casey:[\/b] Hello Kwayan! That's a cool idea but we currently don't have multiple death animations. Maybe if we reach a point where the core content and animations are done we can work on some fun extras. There ARE extras planned and they are so very extra.[b]Maro from Korea asks:[\/b] Q1. Are there beta arts for StS2 cards? Q2. Do you any thoughts on making StS's art book in the future? Q3. Are Neow, The Maw and Jaw Worm related? Q.?? Will it be early-accessed in December..?[b]Casey:[\/b] Yes. Yes. No. No. For those thinking of asking a question to hone in on the release month, I see you. Anyways, December kinda sucks for releasing games, there's holidays and all that- everyone gets too busy.[b]Indikativ asks:[\/b] I was wondering if there will be any further lore in Slay the Spire 2.[b]Casey:[\/b] Yes[b]Pixelz asks:[\/b] Do you plan on adding content from\/inspired by some of the popular mods? I've been in love with some of them, especially Downfall's Hermit character and a good few of the reliquary's relics.[b]Casey:[\/b] Making content is one of the parts of making video games. I'm not sure why we would ever add content from a mod. It also seems disingenuous creatively? Maybe I'm misunderstanding something here.[b]Adam from France asks:[\/b] Are you going to launch a collector's edition for Slay the Spire 2 ? Maybe with some figurine or chibi, I will buy it for sure if you do.[b]Casey:[\/b] Maybe for the full release, definitely not for Early Access.[b]Tim asks:[\/b] Hello! What is the Merchant saying? My partner is convinced they sometimes say \"f*** off\" and now I cannot unhear it.[b]Casey:[\/b][i]Mlyahh...[\/i] the denizens of the Spire don't speak English so they aren't telling you to f*** off. The dialog and story beats and such are translated to various languages so YOU, the player, can understand this foreign tongue. The merchant has 12 voice lines in the game and include a greeting, jovial laughter, a thank you in advance for buying wares, and of course the secret mercantile frequency technique version 4.[b]Nguyen from Vietnam asks:[\/b] Can Infinite deck in the sequel be easy to make?
[b]Anthony:[\/b] No[h3]Merch Madness[\/h3][img]{STEAM_CLAN_IMAGE}\/29087962\/1cbe35ca415acf7d390a9fb11afc17a4337acdb2.png[\/img]It's Demi again, with a reminder that you can now get the full collection of every main Slay the Spire character in figure form AND grab a Silent and Snecko plush while you're at it! Shop everything YouTooz x Slay the Spire [url=https:\/\/youtooz.com\/collections\/slay-the-spire]here[\/url]![h3]Connections Section[\/h3][img]
{STEAM_CLAN_IMAGE}\/29087962\/caf71501d03c478d418625c92bf68caa08901928.png[\/img]And without any flowery further ado, the monthly [url=https:\/\/custom-connections-game.vercel.app\/G2gpysKXzlehZwGGiszj]Slay the Spire Connections[\/url] is here![h3]Community Roundup[\/h3]First of all, thank you to Maple for our gorgeous cover image this month, and shoutout to the very close runner-up featured below, \u4e5d\u5341\u4e5d\u4e00\u4e09![img]
{STEAM_CLAN_IMAGE}\/29087962\/9ebbdb1837b5dea3d9746bb7ad61b9f3c9a6a408.png[\/img]If your submission wasn't featured, reminder that cover image submissions must be submitted to us via fanmail@megacrit.com or in our [url=https:\/\/discord.gg\/slaythespire]Discord's[\/url] fanart channel, have dimensions of 800x450px, feature no text, and leave room for a title! Next month's theme: [b]Neow and a dreamy, rainbow sky![\/b]Now for our regularly scheduled community highlights...[img]
{STEAM_CLAN_IMAGE}\/29087962\/771894a06b6defdd49ec69258bc52dbdb803fb33.gif[\/img]This extremely cool, low-poly, animated Defect by PsiSlinger!https:\/\/www.youtube.com\/watch?v=q3lFhs-U7IMA fanmade Slay the Spire trailer reimagined in Limbus Company's style by Rusli![img]{STEAM_CLAN_IMAGE}\/29087962\/b7af288b3acfa8fc2e1e17a281dcdbf6fdf39148.jpg[\/img]This helpful Spire Field Guide series by [url=https:\/\/www.reddit.com\/r\/slaythespire\/comments\/1gv6h70\/spire_field_guide_day_20_dead_adventurers\/]pianoblook[\/url]! (We made a note to highlight this one a while back but only recently remembered, oops. It now appears to be on hiatus but we think it's a great idea ^-^)And that's a wrap on the May Newsletter, see you soon in June!","commentcount":107,"tags":
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arrivando e le cose stanno iniziando a riscaldarsi!\",\"\uc5ec\ub984\uc774 \uc624\uace0 \uc788\uace0 \uc77c\ub4e4\uc774 \ub530\ub73b\ud574\uc9c0\uae30 \uc2dc\uc791\uc588\uc2b5\ub2c8\ub2e4!\",\"\u00a1Se acerca el verano y las cosas apenas est\u00e1n empezando a
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{STEAM_CLAN_IMAGE}\/38447446\/963f9a5985e0cea5e9afd3fb4010e1d1675c723c.png[\/img][h2]\ud83c\udfae New Animation Controls[\/h2][b]What's New:[\/b][list][*] Added [b]Autoplay[\/b] trigger \u2014 animations will now play automatically when the crosshair loads.[*] Added [b]Press[\/b] and [b]Hold[\/b] trigger press types for more flexible animation control.[*] Added [b]Normal[\/b] and [b]Alternate[\/b] animation timing directions.[*] Added [b]Trigger Release[\/b] behavior \u2014 control what happens when the animation key is released.[*] Added a [b]Reload[\/b] Keybind to reset paused animations.[\/list][b]Trigger Release[\/b][table][tr][th]Reset[\/th][th]Pause[\/th][\/tr][tr][td][img]{STEAM_CLAN_IMAGE}\/38447446\/e2da22478fd13cc4ec7b713c1ab2c6097cb732c5.gif[\/img][\/td][td][img]{STEAM_CLAN_IMAGE}\/38447446\/8b9912385c1713ed8e0c2d4d7356dcd392ebf780.gif[\/img][\/td][\/tr][\/table][b]Animation Direction[\/b][table][tr][th]Normal[\/th][th]Alternate[\/th][\/tr][tr][td][img]{STEAM_CLAN_IMAGE}\/38447446\/27206cca8142846342908bafd8fd50146087cbfc.gif[\/img][\/td][td][img]
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[\/tr][tr][td] [url=https:\/\/crosshairx.gg\/s\/k32emaeovy]Try it out![\/url] (k32emaeovy) [\/td][td][url=https:\/\/crosshairx.gg\/s\/u6wy7cq0j0]Try it out![\/url] (u6wy7cq0j0) [\/td][td][url=https:\/\/crosshairx.gg\/s\/89wk73w5m3]Try it out![\/url] (89wk73w5m3)[\/td][\/tr][\/table][h2] \ud83d\udc4b That's everything [\/h2]Thanks for checking out the latest update \u2014 we\u2019re excited to see what you create with the new tools.More improvements are on the way, so stay tuned!\u2014 Crosshair X Team \ud83e\udd86","commentcount":13,"tags":
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[],\"automatically_push_updated_source\":false}","announcement_body":{"gid":"505076346647480199","clanid":"6743820","posterid":"0","headline":"To nerf, or not to nerf!?","posttime":1747076801,"updatetime":1747076801,"body":"Well hello there! its me! [url=https:\/\/x.com\/edmundmcmillen]Edmund[\/url]!Ive noticed some of you are VERY MAD about some recent changes to the game, and some of you are not so mad, hell some of you are even please! . so i wanted to pop in and clear up a few things.From this point forward, when we update the game with content \/ balances, we will make sure there is a long list as usual.. AND a short bullet point list of all the biggest changes so you can see how the buffs outweigh the nerfs, in hindsight i think if we had done that last update you may have noticed more of the improvements and let a few of the nerfs slide.that said, we do hear you.. and as an olive branch id like to offer a small little update, an update that you have control over![b]Tell us your top 10 most useless\/horrible trinkets.. and we will buff them!Also please let us know your top 3-5 evil deals you NEVER TAKE as well![\/b]Post these in the comments here, or make a video\/reddit thread and link them to me on [url=https:\/\/x.com\/edmundmcmillen]twitter[\/url]. I hope you all understand that these updates, though at times feel jarring, are a fun way to experiment with power level, balance and add challenge and excitement back to a game that many of you are still playing daily. not all changes are set in stone, but changes can keep things exciting and fresh! The team is eager to please and always listening! Stay tuned for more!------------------------while i'm here id like to signal boost this recent mewgenics preview video.[b]\"Mewgenics Is the Most Exciting Roguelike I\u2019ve Played in a Long Time\" -IGN[\/b]Many of you responded to the trailer with \"SHOW US GAMEPLAY!\" and \"BUT HOW DOES IT PLAY!?\"well this 10 min video should give you all you need![previewyoutube=ul87e1j6pjo;full][\/previewyoutube]We should be announcing a release date in the coming months via a fun lil trailer and then maybe start streaming at the end of summer to build the hype and answer questions.till then please
[url=https:\/\/store.steampowered.com\/app\/686060\/Mewgenics\/]wishlist mewgenics[\/url] on steam so you get notified about our updates and help us push the game into the algorithm!xoxo-Edmund","commentcount":2349,"tags":
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Mikkelson de Lo-Fi Games sur l\u2018h\u00e9ritage de Kenshi et la vision derri\u00e8re la pr\u00e9quelle\\",\"Una conversazione con Chris Hunt e Natalie Mikkelson di Lo-Fi Games sul retaggio di Kenshi e sulla visione alla base del suo prequel\\",null,\"Una conversaci\u00f3n con Chris Hunt y Natalie Mikkelson de Lo-Fi Games sobre el legado de Kenshi y la visi\u00f3n detr\u00e1s de su precuela\\",null,null,null,null,null,null,\"Rozmowa z Chrisem Huntem i Natalie Mikkelson z Lo-Fi Games o spu\u015bci\u017anie Kenshi oraz ich wizji, kt\u00f3ra nadaje
kszta\u0142t prequelowi.\\",null,null,null,null,null,null,null,null,\"Lo-Fi Games\u2019den Chris Hunt ve Natalie Mikkelson ile Kenshi\u2019nin miras\u0131 ve \u00f6nc\u00fcl oyuna hayat veren vizyon \u00fczerine bir sohbet\\",\"\",null,null,null,null,null,null,null,null],\"localized_title_image\":
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{"gid":"509579312492447179","clanid":"4597640","posterid":"0","headline":"Community Update: Kenshi - Meet the Makers (video)","posttime":1747069231,"updatetime":1747071739,"body":"Hey Kenshi crew,We\u2019ve just released a new video: Kenshi: Meet the Makers. It's an informal look behind the scenes with Chris Hunt - creator of Kenshi and founder of Lo-Fi Games, and Nat Mikkelson - Lo-Fi\u2019s Managing Director and Lead Writer on Kenshi 1 and Kenshi 2.Simply put: the video is a short conversation to give you a little insight on our thinking, and a glimpse into the creators\u2019 minds while Kenshi 2\u2019s development continues behind the scenes.You\u2019ll find some chatter from Chris and Nat on how Lo-Fi Games began, where the ideas for Kenshi came from, and what it\u2019ll mean for Kenshi 2 players to experience a game set 1000 years before the first one.There\u2019s some talk on who Kenshi is really for (and why you might need a twisted sense of humour to enjoy it), why Kenshi doesn\u2019t make you the chosen one, and why we\u2019re still keeping our cards close to our chest when it comes to Kenshi 2 details. There\u2019s loads more in there, but it\u2019s best if you just give it a watch.[previewyoutube=ymYcXCl43-s;full][\/previewyoutube][h2]Subtitles in 12 languages[\/h2]We\u2019ve translated subtitles to the video in the following languages:[list][*]French[\/*][*]German[\/*][*]Italian[\/*][*]Japanese[\/*][*]Korean[\/*][*]Polish[\/*][*]Portuguese (Brazilian)[\/*][*]Russian[\/*][*]Simplified Chinese[\/*][*]Spanish[\/*][*]Turkish[\/list]English subtitles are also available![h2]Why are we sharing this now?[\/h2]It felt like the right time to check in; to reflect on where Kenshi came from and what sort of world we\u2019re building next.\u00a0It\u2019s also a rare chance to hear directly from Chris and Nat themselves. Their dynamic and shared vision is at the heart of everything we do at Lo-Fi Games, and this is the first time we\u2019ve put them in front of the camera together.If you\u2019ve been with us since Kenshi 1, or if you\u2019ve only just discovered the game, this video is a small glimpse into the mindset that\u2019s shaped the world of Kenshi; from its humble beginnings to the many-legged monster it\u2019s become.\u00a0[h2]A big ol\u2019 Kenshi sale[\/h2]If you\u2019ve not yet had the chance to play the first game, we\u2019re currently on sale at 70% off on Steam, so it\u2019s not a bad time to pick it up.https:\/\/store.steampowered.com\/app\/233860\/Kenshi\/Cheers for reading and watching. As always - a massive thank you to the Kenshi community, we\u2019ll have a new Spotlight video for you soon. Remember to catch us in our [url=https:\/\/steamcommunity.com\/linkfilter\/?u=https%3A%2F%2Fdiscord.com%2Finvite%2FR6258etsHE]Discord[\/url], follow us [url=https:\/\/steamcommunity.com\/linkfilter\/?u=https%3A%2F%2Flinktr.ee%2Fkenshigame]on the socials[\/url] and [url=https:\/\/steamcommunity.com\/linkfilter\/?u=https%3A%2F%2Flofigames.com%2Fsubscribe%2F]sign up to our newsletter[\/url].Catch you next time![url=https:\/\/discord.com\/invite\/R6258etsHE][img]{STEAM_CLAN_IMAGE}\/4597640\/838633fa2e28f96e151abfba67bd216ead736ca5.png[\/img][\/url][url=https:\/\/linktr.ee\/Kenshigame][img]
{STEAM_CLAN_IMAGE}\/4597640\/20dc2e792d8772fb4932721c34427d2e1efd52fe.png[\/img][\/url]","commentcount":434,"tags":
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[],"build_id":0,"build_branch":"","unlisted":0,"votes_up":7783,"votes_down":111,"comment_type":"ForumTopic","gidfeature":"1633040337744933565","gidfeature2":"596274665528288124","video_preview_type":"youtube","video_preview_id":"ymYcXCl43-s","clan_steamid_original":"103582791434119048"}]> Five Nights at Freddy's es un juego de terror en primera persona en el que los jugadores aceptarán un trabajo en la famosa pizzería familiar de Freddy, en la que unos simpáticos robots entretienen a los más pequeños durante las comidas. El problema: por la noche los robots se comportan de una manera un tanto extraña.El trabajo del jugador consistirá en vigilar a Freddy y a sus amigos durante toda la noche a través de las cámaras de seguridad. Eso sí, debido a los problemas de presupuesto, tan solo tendrá una pequeña cantidad de electricidad que podrá utilizar cada noche y, si se acaba... quedará a merced de Freddy. Publicidad Elimina anuncios y mucho más con Turbo Los controles de Five Nights at Freddy's son muy simples. En cualquier momento, el jugador podrá cerrar las puertas de seguridad de la sala para protegerse, aunque esto consumirá mucha electricidad. De la misma forma, podrá ir cambiando de cámara de vigilancia a su antojo, algo que, si bien consumirá energía, no gastará tanta como para dejarlo expuesto.Five Nights at Freddy's es un juego de miedo que, pese a tener una premisa poco habitual, consigue dar más de un susto. En esta versión gratuita del título, eso sí, tan solo se podrán jugar dos noches. Estas serán más que suficientes para pasar miedo, pero no para terminar el juego de principio a fin. Se desconoce la edad real de Freddy de Five Nights at Freddy's y del resto de animatrónicos. Pese a que no se conoce la edad exacta de Freddy, se sabe que la pizzería Fredbear's Family Diner se abrió antes del año 1983. El animatrónico más fuerte de Five Nights at Freddy's es Golden Freddy. Este personaje incorpóreo cuenta con una gran cantidad de habilidades que lo hacen casi invencible. Puede teletransportarse, crear ilusiones y desvanecerse en cualquier momento. Actualmente, los juegos de Five Nights at Freddy's son de pago, pero podrás disfrutar de una demo gratuita descargando el APK de Five Nights at Freddy's desde Uptodown. Con esta versión gratis podrás jugar dos noches completas. El APK de Five Nights at Freddy's pesa cerca de 50 MB en total. Este peso reducido se debe a que la versión del juego es una demo y no la versión completa del mismo.