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## About This Game

A randomly generated deal, each game is different! Free content updates all the time!

Story:

You're a kid. Who's gray. With rabbit ears.

People have been grumbling about the goings-on below town. Seems there's some sort of magic lantern that's throwing the whole joint into chaos. Yeah, that's what I said too! Full of it, they gotta' be, right? Turns out- not so much..

So.. What's it you do again, kid? Warrior? Thief? Wizard? Cleric??! Cultist??!!  
OH! A lawyer!?

Hahaha, well you sure had me fooled there for a while.. little jerk..

Here's what you're gonna' do: Head below town, JUST FOR ME, and see what the hell that Lantern's on about. They tell me it

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turns all kinds of colors, and each color changes the rules.

How so!? What am I, an electrician?!?  
That's up to you to find out!

And so you did!

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Equin: The Lantern is my fun roguelike with some wholly original ideas. Easy to get into, tough to master. Conquer the 50 floor dungeon and its evil inhabitants in a quest to the bottom of the joint to find the mysterious lantern itself. With features like a turn-based 1st person battle system, Auto Killing weaker enemies, an XP Hit Streak bonus, hundreds of weapons and armor to find, diabolical floor events to shake things up, a lantern who screws with the rules, and oh yeah- PERMADEATH BABY, this is the game for those who like a good challenge.

STRATEGERIZE by slamming doors in your enemy's face to lock them in a room, or lead them into a web and trap their stank @sses. Watch out for stronger champ versions though and much stronger bosses at every turn!

NOTE: This time around I got some help from the fantastic Rocco W and his sick 8-bit tunes! They were so good I decided to scrap all my own music except for the title theme.

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CAUTION: Some game effects contain flickering images, and might cause seizures in photosensitive players.

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Title: Equin: The Lantern  
Genre: Indie, RPG, Strategy  
Developer:  
DXF Games  
Publisher:  
DXF Games  
Release Date: 27 Aug, 2016

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**Minimum:**

**OS:** Win XP, 7

**Processor:** Fully tested on 2Ghz, older machines should have no problem too

**Memory:** 512 MB RAM

**Graphics:** Anything that handles basic hardware acceleration

**Storage:** 110 MB available space

**Sound Card:** No fancy sound card required

**Additional Notes:** 54 MB hard drive space is req for the awesomeness

English







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equin the lantern. equin the lantern steam

See My Review Video Below:

<https://www.youtube.com/watch?v=jO9ZpWdfw-I>

Equin: The Lantern is roguelike developed by DXF Games, challenging the players with the goal of conquering the 50 floor dungeon and its evil inhabitants in a quest to the bottom to find the mysterious lantern itself.

*TLDW:*

**Pros:**

- Low Price, often on sale.
- Simple to pick up, fast gameplay.
- Deceptive levels of depth and resource management that will challenge experienced Roguelike Players.
- Classes each have independant playstyles.
- Catchy 8-bit music ccreated by Rocco W but this depends on taste.
- Attractive retro apperance.
- Attempts to add addition features usually unseen in Roguelikes.
- Low Space and hardware requirements.
- Steam Cards and Achievements.
- Good Steam Guide Support.

**Cons:**

- Lack of interface options.
- No tutorial or rulesets mentioned in game however plentiful tooltips offset this slightly.
- Interface slightly clunky, can be difficult to find information on status effects.
- Text can be difficult to read.
- Combat can be slow and clunky.
- Screen flashes uncomfortably when struck in combat and may cause issues with people with sensitivity to such effects.
- Permadeath can lead to frustration.
- Limit Class Choices.
- Music rarely changes.



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Final verdict: Worth the price, if you enjoy roguelikes and want something a little different I recommend picking it up while on sale.. Good Stuff.. Hi fellow gamers. So I've been thinking about reviewing this game for a while now and since the Steam Award Nominations are here, I guess it might be the right time.

TL;DR: Minimalistic yet fun and randomized indie roguelike dungeon crawler which is still getting updates since its inception in 2016.

#### Setting/General:

"Equin: The Lantern" is a kind of minimalist roguelike game in which you're playing the role of a brave rabbit which ventures deep below the surface to find - a magical lantern. The introduction to the game is kinda brief so don't expect to know everything anytime soon. Character generation - like most of the game - is pretty minimalistic; you can choose between five different classes (Warrior, Thief, Wizard, Cleric and the secret class which I won't spoiler here). That's about it. The different classes of course feature different stats and ways to do combat. The thief of course is a very handy chap which will have few problems picking the locks of chests, while the warrior of course has the best chances in close combat. There's different merits and weaknesses which will be assigned automatically. You can view those in the "Special"-Tab while in game; warriors for example usually have "butterfingers" meaning they'll suffer more damage from trapped chests.

#### Setting/Level design:

The dungeon is randomized every time and you'll encounter some changes in scenery the deeper you get. You'll see the first few floors a lot because the game really isn't too easy. Those feature a dirty, earthy look, like what you'd expect from a typical medieval or fantasy dungeon. Brick walls, a few tufts of grass and the likes. Since I've yet to finish the game, I haven't seen the deepest floors, but I know that there are icy floors for example.

Each level can contain different types of enemies (you got the usual bats, goblins, snakes, rats but also stronger foes like evil sorcerer-types) including bosses. Bosses usually are a variation of a common monster, being much stronger and 'outlined' a bit so you can recognize them.

Aaaand... each floor has different loot, usually placed in chests or found in shops. Some chests are locked and as such the locks need to be picked, which will most likely succeed if you're playing a char with high dexterity and most likely will fail if you're playing a big oaf (the warrior). There's different items that can help picking aforementioned locks, there's stuff that can help you heal or recover stamina (food, potions), of course there's weapons & armor and more.

Regarding the shops: There's different types of locations. You can enter a bar and pay for something to drink or some information, there could be cultists which will grant you different bonuses in exchange for some of your lifeforce, there might be the good old peddler of weapons and other items.

#### Graphics:

Really pixelish minimalistic but somehow charming (at least to me, but I'm old, I've played the Atari 2600 back then haha). I'd recommend playing it in windowed mode, since fullscreen seems overwhelming with pixel-styled games. Don't expect any special effects (can I still talk about 3D accelerated FX?); this game keeps it really simple. If you can't handle retro style graphics, you might not want to play the game. But if you do, be my guest.

#### Sound & Music:

The game usually resorts to "retro-styled" sound effects; bleeps and bloops, whooshs, some short "innuendo mini-melodies". No problem for me; it fits the retro atmosphere.

When it comes to the music, it's catchy but there's not too many tracks. The beginning of the first battle theme bugs me a bit, because those bleeps seem weirdly placed. However, when playing the game I sometimes find myself humming along to the melodies. Still, some people might mute the music after hearing the tracks a few times.

#### Controls:

Simple stuff. You are using the arrow keys to move or navigate the menu(s), space the confirm or attempt an action and TAB to open the in-game menu. The steam store page also promises full controller support, but I haven't tested that yet.

Story: Hmm. I don't know what to write here. I guess there isn't too much story; however since I haven't finished the game yet there might be a lot I'm missing. There's bits of information to find especially in the taverns but other than that, it seems to be kept rather straightforward. For example: The magical lantern has differently colored "phases" which feature different effects, but you'll only know that once you've got that part of information.



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Mechanics ("special bonuses"):

Your character can choose one of five bonuses once you're almost done with the creation. Take a pick between finding 25% more gold, having 2% more attack power, gathering 15% more experience, gaining +3 magic defense from the get-go or having all stats increased by one point.

Additionally there's the Xtoli-points which have only been added recently (this review is from the 22nd november of 2018 - take that into consideration). You gain those after you've finished a run; so most of the time once you've died in an earlier attempt at beating the game. With those points you are able to influence your stats and starting equipment, hence giving you a better chance towards making it to the end of the dungeon.

Special (holi)days also grant specific bonuses.

Mechanics ("the lantern"):

The lantern has differently colored "phases" which grant you OR the enemies different kinds of boosts. So there's a bit of strategy involved. Would you rather attack that enemy now or try to wait for a bit until it's weaker again?

Fighting: The fighting is turn based; you complete an action, the enemy completes a type of action. No "isometric strategic board game"-type of fight; it's reminiscent of the classic (J)RPGs of the 'olden times'. Are you acquainted with the basic RPG Maker 2000 fighting style? It's pretty much like that. Depending on your weapons (or spells) you have different attacks, but you also can try to flee or even tackle a monster (which isn't really the way to go and only should be used in emergency situations). Your stamina will deplete faster or slower depending on the type of attack you choose. Enemies also have their own stamina bar.

Updates: Even though the game originally was released onto Steam in 2016, the game is still getting updates and changes. It seems the Dev is really fond of his creation and is nurturing it every now and then. That sentence is weird. Gotta take english classes again; I guess you get the meaning.

The Dev: The developer is active in the games forum and to me is a nice guy who likes to have a chat with the players of his game.

My subjective opinion: I like the game. It's fun to pick it up every now and then and try a new run. Once I've got one of those super rare armors and made it pretty far down the dungeon - but still, some monster caught me during a weak moment and that's that. I'll gladly fire it up from time to time and try my best at beating it once again. So there's a good deal of motivation I guess. There's also some players who share the logs (and stories) of their runs in the forum if you want to see what's going on for other gamers. DFX Games managed to put out a sweet little gem that feels like a short trip back to the past which still doesn't feel like it's aimed at hardcore gamers exclusively.

Thanks for reading!

- Osselpi -. You have to play this game! Constant Dev support btw. No issues running on Win 10 or 7. This is just a whole bunch of FUN. Play at lunch or down time or anytime. Multiple level types plus terrain variants. Cheap at twice the price. Pixel graphics are clear NOT muddled clumps of dots. Sorry, I'm cutting this short so I can try to get past level 20. See you there you won't be disappointed.

. Simple graphic game

+never the same game twice

+not too complicated gameplay

+Devs have a unexpected sense of humor

+Innexpensive (and often on sale)

-No waifu-material characters

-I still cant get past floor/level 12. I didn't like this one. max resolution is about 480 x 340 and even tho you can make it full screen in the options, this causes the super low resolution to be stretched and look even worse.

My biggest gripe however was that I could NOT quit the game after going fullscreen, even canceling the game from task manager would not work and eventually I had to reboot my computer just to end the process.. A brutal roguelike with cute pixel graphics.. it plays a lot like dragon crystal if you guys ever heard of it but this is like a Gameboy classic

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First impression: lovely little jewel, it seems to be just the pocket dungeon crawler you always wanted. Impressive graphics :D - seriously, those crisp big and blocky pixels and palettes are just perfectly fitting, and those monsters are so expressively humorous in just so few rows of dots it's a joy to see.

Now I just need some more time to play with it,

and/or a mobile version to play while in the bus/train/work/school (:DD). Just started playing game and i really enjoy it. O just bought another game from DXF Games and eager to try it. The game is cheap so why not get it? I like the music of the game and the storyline. Thank you for making the game A++++

<https://www.youtube.com/watch?v=kdZ5fVj0hjs>. Cute game , No bugs that I have found and fun . Nice little find for the price of 1 dollar . Good Job.. No full screen, no way to turn off the music or configure controls.

Simply move one square at a time through mazes that are pretty much the same every level. Gather a few items, find ladder and go down one level.

Wash and repeat.

Nothing new. Slow. Waste of time.. I like this game. It is not the graphics nor the sound.

But the game is very well balanced.

You always want to know what happens next.

I will read the "guide for beginners" now... i die to often ;-). A solid roguelike with lots of replay value. Game is minimalistic, like all true roguelikes. Definitely worth for seasoned roguelike players, and not too big of an investment for people who have no idea what they are dealing with.

My only gripe with the game is that you can't move items in your backpack; a slight inconvenience.

### **GOTTA' CATCH 'EM ALL!:**

Hello!

And it's time for another giant update for the game. This time it's something that should be really interesting for most players. It's even interesting to me!

### **ITEMS FOUND LOG**

<http://steamcommunity.com/sharedfiles/filedetails/?id=804560270>

The Items Found Log can be accessed through the main start folder. Follow it to see all the items you've ever found while playing. Currently there are 332 items in Equin: The Lantern, with room at the end for those contest-winning items to boot. Buying, stealing, or picking up any item will make its log entry colorful and not only tell you the name but also its stats and item description.

It's another layer of addictiveness, and you'll quickly see just how many things are really in this game when you've been playing a month and have 20% full.

NOTE: Since there was only so much space on the start menu I consolidated the "Start New Game" and "Continue Game" options into one spot. So you'll see "Start New Game" at first and if you're coming back later you'll see "Continue Game" there instead.

### **ANTI-MAGIC BEACONS**

<http://steamcommunity.com/sharedfiles/filedetails/?id=804537842>

I've been playing the game as a Wizard almost exclusively for weeks now. As such, I'm seeing that running into any Anti-Magic floors can really put a dent in my progress. So today I've gone and added these things to the mix: The Anti-Magic Beacons!

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An Anti-Magic Beacon may appear on any floor with an Anti-Magic event. If you see one, step on it and touch it to instantly destroy the field! Not only that, you'll get a nice XP reward for doing so. As a Wizard, deactivating the beacons is almost a certainty BUT for you Warriors and Thieves think carefully before deactivating these things- You'll give those spellcasting monsters their spells back too!

That's all for today, see you all next time and have fun!. **A Fixin' We Will Go!:**  
Hello again!

Today's update addresses some small issues with yesterday's Cultist patch, and also fixes some errors I found while playtesting. This will be a good one!

**ADDITIONS. A Nice One!:**

Here's a nice little update which should live up to the title "A NICE ONE" just.. ah.. nicely!

**ADDITIONS. Daily Specials Update & Etc!:**

Oh man, here's a good one!

**Additions. \*New Stuff, Hoorah!\***

Hello, Rabbitheads!

Today I bring you a cool new update for Equin: The Lantern. I've been listening to your feedback and have done something about it:

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Concern- The shops sometimes sell stuff that's too expensive early on.

Solution- A new type of 'shop' can now appear with black flags and skulls outside the door. Inside you'll find a cultist who will give you items in exchange for some Max HP. Crazy? Perhaps, but it's another new wrinkle in the STRATEGUM of this game.

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Concern- Pressing F2 to restart the game didn't stop the music from playing.

Solution- Fixed!

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Also I stumbled upon a bug where the ladder's co-ordinates weren't getting stored correctly in relation to using the compass BUT only if you were to save and then reload the game.

Solution- Fixed!

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Another thing is now Spazz Weed won't spawn until floor 4+. This is to keep WEE RABBITS on the early floors from drugging themselves into a stupor too soon haha.

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And I'm sure.. THERE WILL BE MORE!!

Good weekend, sirs and madames!. **December 1st Update!**:

Just like how my rent will be due today, so due is this next update for all of you!

ADDITIONS. **Version 1.4 is here!!**:

Equin: The Lantern, perhaps Steam's biggest bang for your buck (and for some of you literally a friggin' buck haha), has now amassed enough updates for an official V1.4 tag!!

Thanks for all of your support in making my roguelike a popular and well-received one here up on Steam 🤗

Here's what's new:

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ADDITIONS. **Beware the Thief!**:

It's a twist I didn't see coming however I feel this will spruce things up a bit.



ADDITIONS. **Roguebasin page!**:

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Hello!

Equin: The Lantern's Roguebasin page has been updated with all the new stuff. If you haven't yet visited it yet (or Roguebasin at all), it's a really cool site that can connect you with TRILLIONS of awesome games roguelikes.

[http://www.roguebasin.com/index.php?title=Equin:\\_The\\_Lantern](http://www.roguebasin.com/index.php?title=Equin:_The_Lantern)

Thank you!

Del\_Duio. **Easter Update Pack!!:**

Did you think only those cute and cuddly furry bunnies would make an appearance today?

No! Here comes our gray sharkskin covered variety with a challenging new update for all!

It's a good one, so read on:



*No Easter Sunday is ever safe for this poor bastard..*

ADDITIONS

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