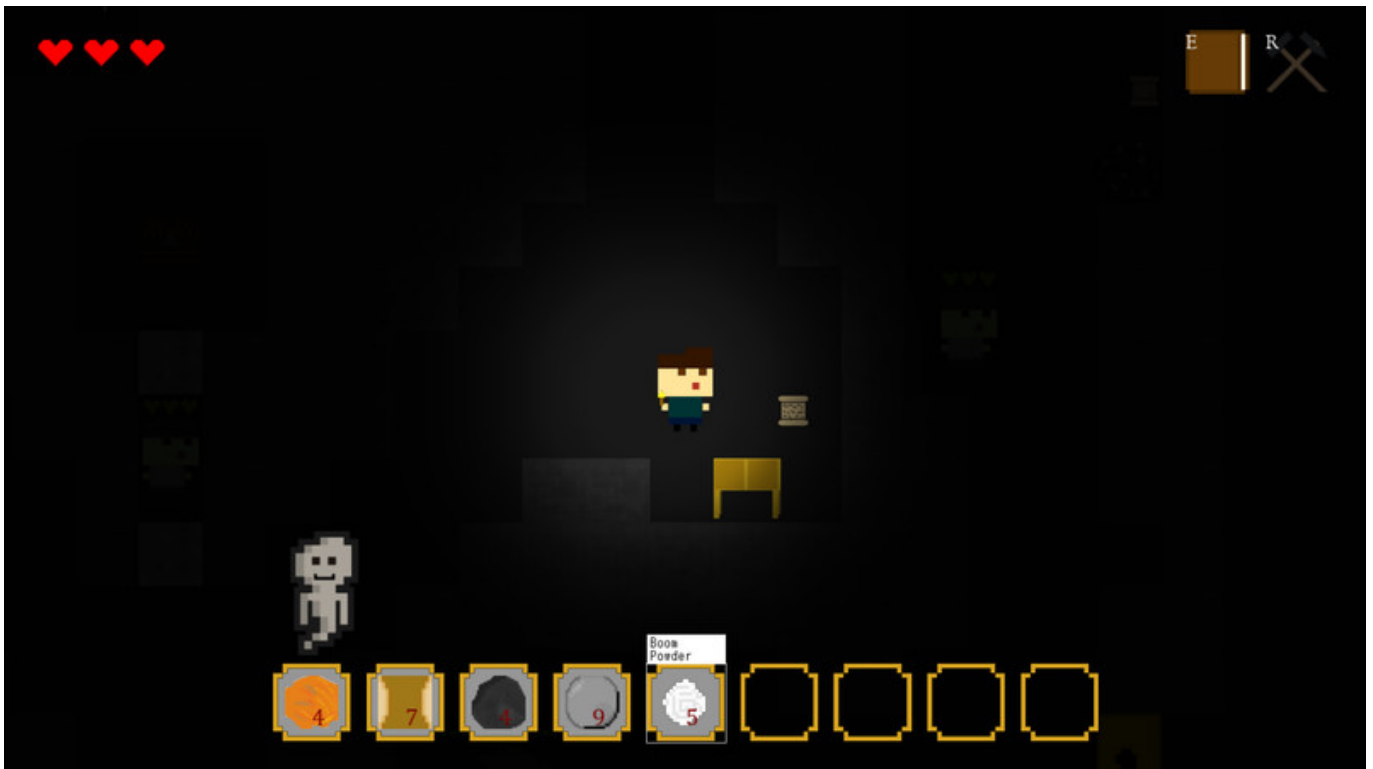

Werewolf Hunter X Download For Pc [cheat]



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About This Game

The Rundown:

Werewolf Hunter X is a retro style 2d crafting survival and sandbox game that is currently in development by SeaCreatureSandwich, and boasts unique item building, procedural generation, rogue-like resource scarcity, mythical monsters, and much more.



The unique Item Design mechanic allows the player to create, and share custom items in game time.

This can be handy for getting out of sticky situations. Stuck in a pit? Build a ladder! About to go into battle? Build a sword! Want that sword to be made of Spaghetti noodles? That's up to you. Material properties directly affect the player and the game world around them, so building armor out of lava is not recommended. There is no limit to what you can create when you design the items yourself!

Werewolf Hunter X also boasts Procedural world generation, random events, and rogue-like resource scarcity/trade-offs

Day and night cycle mechanics are also featured with persistent time, as well as weather mechanics, and player stats and buffs such as: Energy, speed and health.

The Recipe Design Mechanic:

The Item design tool can be accessed at any point during the game. This is where the player will pick ingredients, shapes, colors, review the potential item stats, give the item a name and create the recipe. Save your design and then return to your adventure to create it, all in real time.



A long time ago the planet called Earth was destroyed. The final act of the human race as Earthlings was to build four massive ships that would hold the sum of our kind. The ships were sent out into the far reaches of the universe in hopes that we might find a new home for mankind.

Roughly twenty two hundred years later one did! The planet was 98% compatible. Off the charts. The planet's original inhabitants seemed to have suffered a species ending event that left the planet more or less intact.

After a thorough assessment while in orbit we landed and began to colonize. Our disassembled ship became strong walls around the colony, keeping out the wandering, ruthless monsters that were the shadows of the planet's previous tenants.

A message was sent to the other three ships so that they could make their way to Humanity's new home, as they had all planned so long ago.

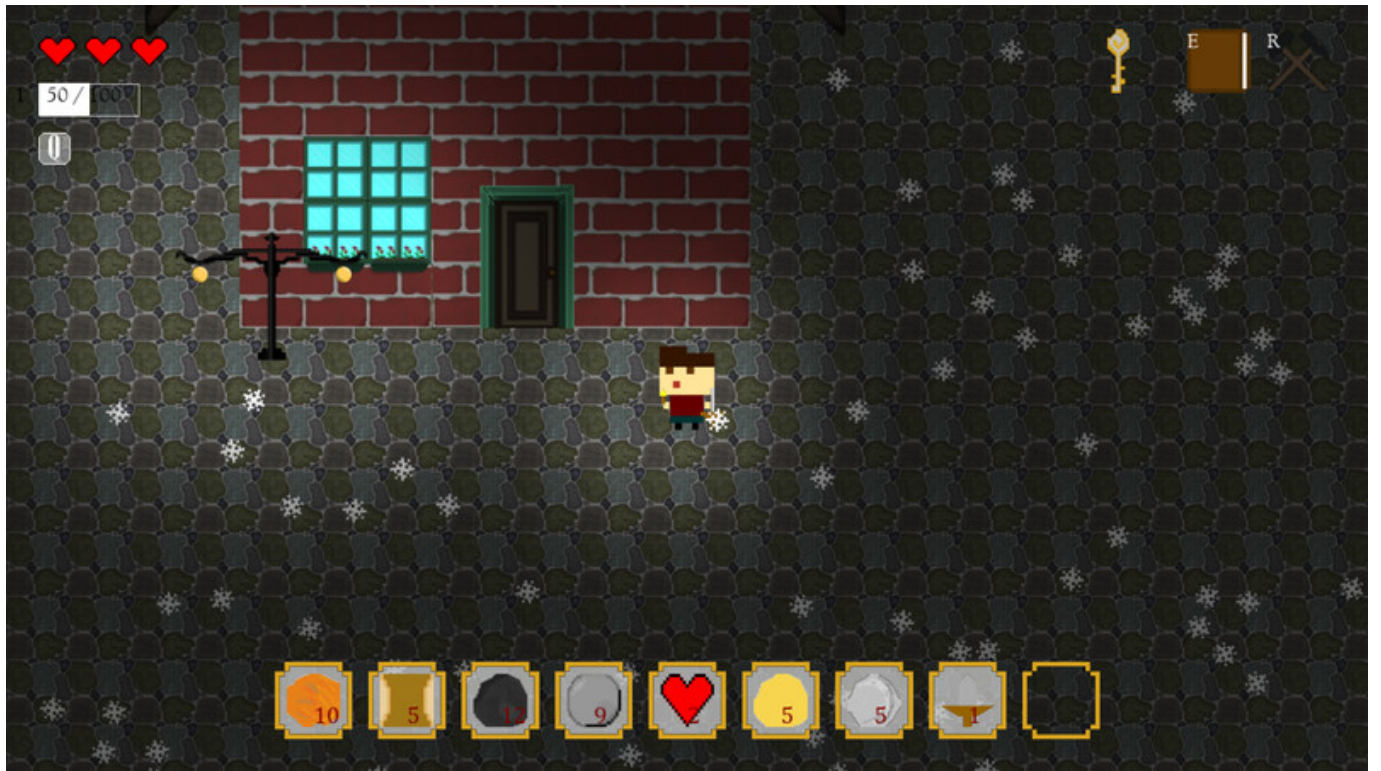
Now, we are left to prepare for their arrival. We must build our small colony into a great empire, fight off the demons of the new world, and conquer the unruly landscape of our new home.

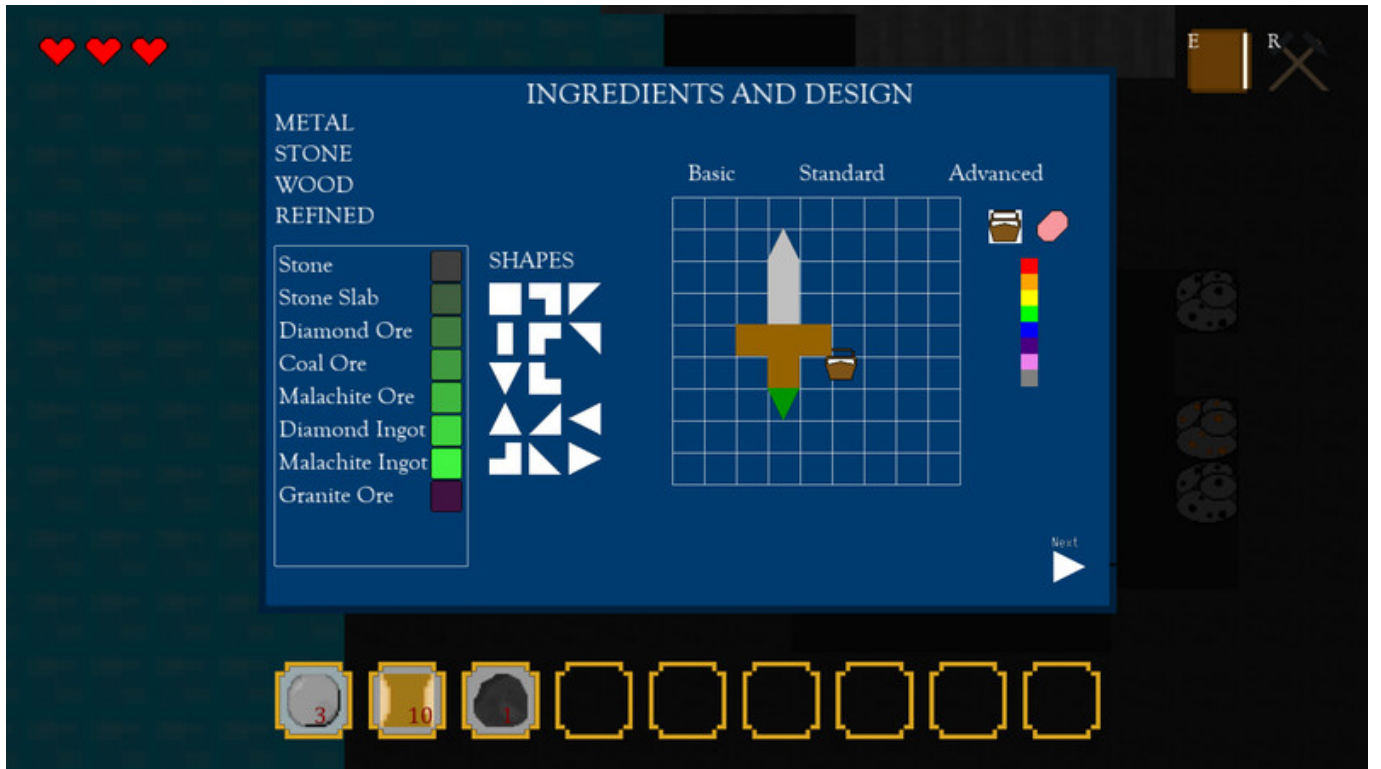
Title: Werewolf Hunter X
Genre: Adventure, Indie, RPG, Strategy, Early Access
Developer:
Sea Creature Sandwich
Publisher:
Sea Creature Sandwich
Release Date: 28 Dec, 2018

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English







werewolf x hunter reader. the boy who cried werewolf hunter x reader. werewolf x hunter. werewolf hunter x hunter. werewolf eren x hunter levi

This game is really cute, the controls are easy to understand, even for someone like me; a novice PC gamer. I love some of the graphics, they have a nice retro feel while also standing out from many other retro style games. This is the first werewolf themed game I've played and I like the concept. I love that it is both a crafting game and an adventure game. I wish there were more style, appearance and body type options for the main character. I can't wait to see this game develop over time, there's potential here, for sure!

EA Release Day!!!:

Merry Release Day!!!. **Patch 2:**

Two patches in one day? Whaaaaaaaaa??????



You are not dreaming, this is real life buddy!

Seriously though, just another small bug patch. Trying to gear up for the content update in two weeks, but we'll more than likely have a lot of smaller patches in the interim, so enjoy.

- smoother AI pathing
- permanent fix for the bandaid in the earlier patch
- Skellington's ghost now waits a little longer at the Boom sticks and the Granite
- this will make it easier for players to ask him about them
- Winter trees no longer generate in other seasons
- Lee no longer locks up game when lumberjacking

. **Patch 3:**

Made a few changes to the GUI and fixed a bug that caused the Windows version of the game to crash rarely, randomly, but consistently. As always, please enjoy.

- Better weapon and tool behavior
- Zombies now reward player with XP when killed
- Zombies change expression when attacking
- Improvements to GUI
- Fixed a bug that occurred when too much snow existed at once
- New snow particle system added



. Patch 1:

Just a quick fix for a few bugs, nothing major. :)

- MacOS Message system error resolved
- Forest chunks now "pack up" trees when out of player view
- Town chunks no longer spawn as water chunks
- Trees change with time of year
- Town wall design has been adjusted to help NPC AI pathing (not a permanent solution, but something to get things going for now)

Thanks to everyone helping out so far! Your input is appreciated.. **Patch 5:**

Just pushed out another quick patch for your enjoyment. Happy hunting everyone!

- Fixed a bug that broke the game when mountain chunks were loaded out of order
- Fixed a bug that caused the game to crash if the player died from a snake bite
- Fixed a bug that caused the game to crash every once in a while when the menu system was loaded improperly
- Improved mountain cave path system
- Added some sparse resources to mountain paths
- Improved bashing action

-
- Improved slashing action

. Content Update 1:

First content update!!!



We got a lot accomplished and we had fun doing it! A special thanks to everyone who sent in their experiences and opinions. We tried to address every comment and concern no matter how big or small. With this first content update we started a lot of new features, so keep an eye out for yours.

General Updates:

- Better rain system
- Tree collision improved
- Compass added for tracking goals and quests
- More even snow during winter
- No longer Snows indoors
- No longer rains indoors
- Fall season added to game
- Weapon damage has been reduced for balancing
- Workbenches no longer break the game when browsing multiple recipe possibilities
- A sample farm has been added with Melon, Pumpkin, Lettuce, and Tomatoes

Design Mechanic Updates:

- Close button added (pressing escape will still allow you to exit)
- Fix: can no longer zoom in or out while using the Design Mechanic
- Improved maths for better FPS
- Can change size of item and the position it equips to on the player

Enemy Updates:

- Zombie health has been raised for balancing
- Snake attack and general behavior tweaks
- Loot drops must now pass a coin flip to be created
- Snakes now spawn in desert chunks

NPC Updates:

- Most NPC characters got a make over
- NPC Trent added
- Trent is the mayor of the our humble town

Despite everything we got done, there is still a lot more to come!

Team SeacreatureSandwich got some hardware upgrades including a new workstation, new GPU, server, and monitors. We're upgrading our tech, so we can better support the players (that's you!!!).

We hope everyone is enjoying the game so far and we look forward to many more content updates!



. Patch 7:



A few feature requests to help players get through the initial cave/tutorial area, and the usual bug fixes in this one.

Still working hard on Content Update 2, so please keep your eyes peeled for that to drop sometime next week.

- Fixed a bug that causes ingredients to be improperly placed while using the design mechanic
- Fixed a bug that prevented Duke's Ghost from changing direction with his "tail"
- Fixed a bug that prevented breakable object states from being loaded at startup

- Duke's Ghost now explains Design mechanic better
- Duke's Ghost will now follow player while inside the cave
- Duke's Ghost will now remind you to build a torch if you go into the darker part of the cave without one
- Escape button now presents the Exit Game menu when pressed with no other menus open
- Escape button is a little better at closing menus

-
- During Character Creation the Name field is now selected automatically
 - Double clicking an item in your inventory will automatically equip it to your person if possible
 - Double clicking an equipped item will un-equip it and place it back into your inventory

As always, thanks to everyone who helped out, and happy gaming!



. Patch 6:



Another day another patch... :)

Special thanks to **vitowns** for the feedback that led to a last minute assist in the current patch! And we haven't forgotten those who've been emailing us their experiences. Keep the feedback coming. It's appreciated!

- Fixed a bug that caused mountain tiles to unload improperly
- Fixed a bug that prevented enemies from moving on certain tiles
- Player tile collision improvements
- Mountain path improvements
- Pressing Escape button will now close out any open menus or dialogues

. Patch 4:

A quick patch to kick off the weekend. More to come. We hope you're enjoying the game. :)





- Quest Button now displays current quest info
- Cave key now displays in proper place when obtained
- Entering the vampire dungeon no longer breaks the game
- It no longer rains or snows inside the vampire dungeon or start menu (we may bring back the start menu in a later update, because although unintentional it was cool)
- Fixed issues with talking to NPC characters
- Heath now gives first quest properly (special thanks to lylat for bringing this to our attention)

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