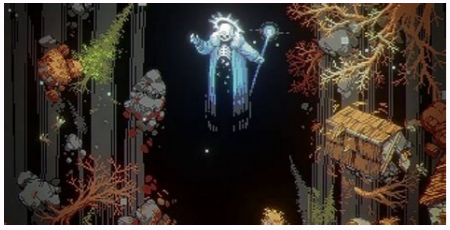
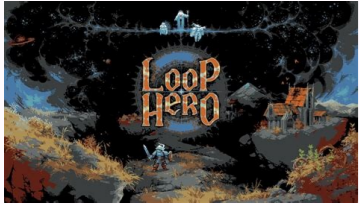
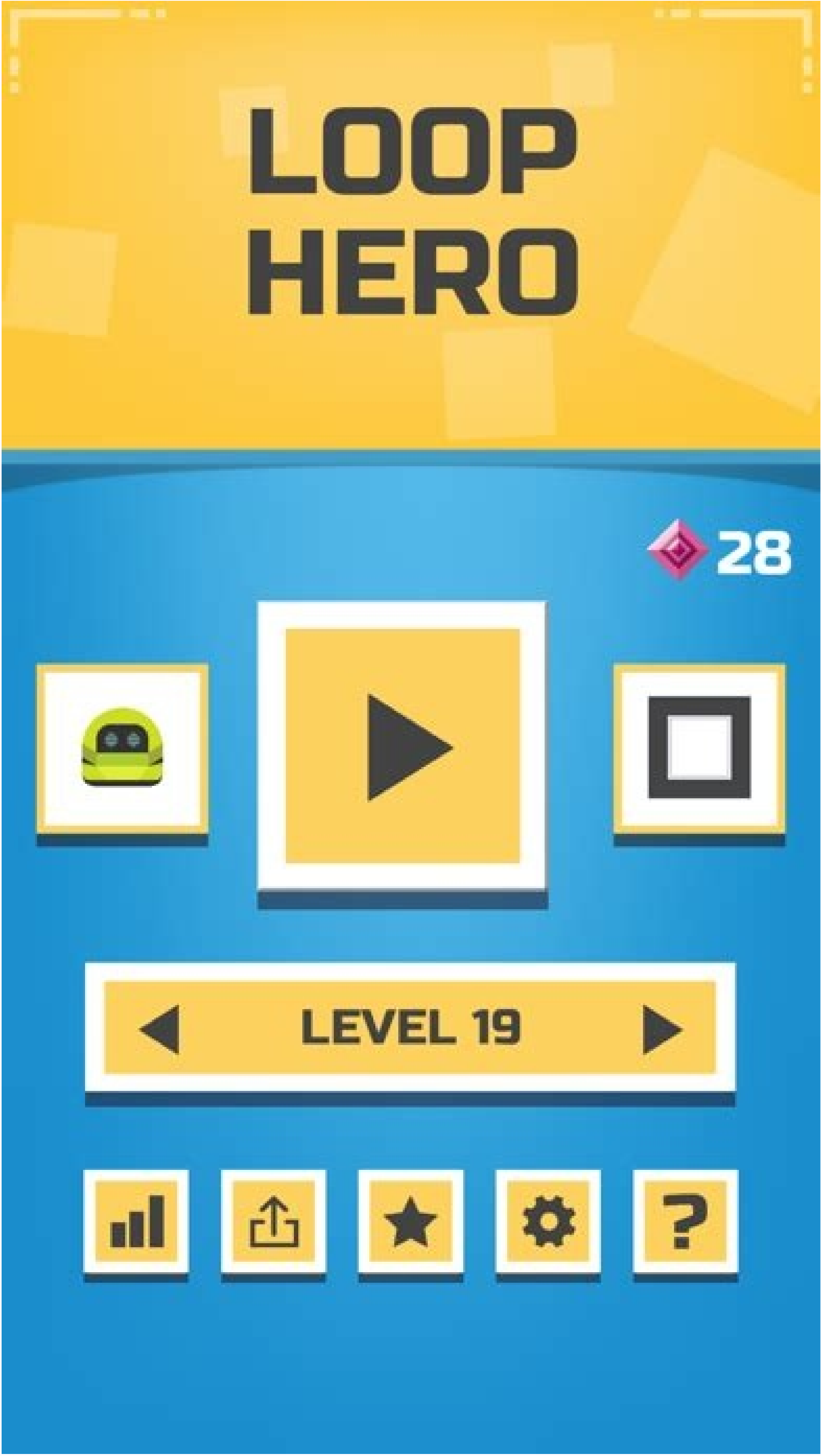


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Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. website - steam page - We present to you the alpha demo version of our new game. It is a re-balanced and updated version of our last Ludum Dare project, and we will continue working on it further on. Hopefully, with your comments and critique we can make it into something truly interesting and unique! Differences from Ludum Dare version: special resources with which you can build your camp outside of an expedition, reworked balance, new buildings and lands, new types of enemies, added an intro and an ending, added hints and descriptions, new music and sounds, Changelog: last demo bugfix! kill a few bugs, new mouse cursor, added new music track in expedition, 01.03.2020 small bugfix, mountain-rocks balance changes, 12.31.2019 Happy New Year! Little statistics bugfixes, Little update in dialogues, 12.29.2019 Mobile interface added!! Dialogue system, Full statistics (delete savegame for real data), new music and sounds, new balance and bugfixes, 12.22.2019 several changes in the appearance of weapons, new enemy - dark slime (So rare that even developers don't know how to summon him. Can you tell us?), several bugfixes, 12.20.2019 bugfixes, linux version added, little balance changes, 12.17.2019 tons of bugfixes, remade system of loot generation, balance changes, added description for the resources, 12.15.2019 Fixed quite a few bugs, added the support of army7 for android, reworked the retreat system: changed the percentage of loss of resources during escape and death, now you can not retreat when fighting enemies, you can run away with all of your acquired resources if you retreat near the camp tile. Have a good game! We would like to hear your opinions and comments in the comments or under this tweet: /vk.com/kwin\_steam Chances are you've heard about Loop Hero. Like Valheim it's another break out indie hit of 2021 which appears to be taking the internet - and steam charts - by storm. The game from developers Four Quarters managed to bring in over 150,000 players in 24 hours from launch on March 4 and continues to grow in popularity and critical praise. For those who might have heard the name, but not paid enough attention to work out what the game is, here's the gist. Read More: Steam Controller: How Valve's experiment ended in disaster, Loop Hero is a roguelike game with a twist, in that it also throws in elements of deckbuilding and townbuilding along the way. The hero will loop around a track and players must build obstacles and enemies to battle along the path to help them level up. But with every loop, the enemies also grow stronger. If you're keen to know a bit more we'd advise watching the trailer (below), but one thing we're certain of, it's incredibly addictive. Whilst the game has been an undoubted hit on PC, now the inevitable questions are being asked of whether the game is coming to other platforms. So here's what you need to know. At the time of writing the game is only available on PC via Steam, Epic Game Store, GoG and Humble Bundle. Given you can get games such as FIFA, Fortnite and Call of Duty Mobile running on most modern-day smartphones, it doesn't seem too much of a stretch to suggest Loop Hero could run on iOS and Android phones. That being said, fans of the game could be waiting some time before they get any sort of portable port of the hit indie game. click to enlarge Is there a Loop Hero demo on Android? There's been no word from the developers at Four Quarters on a potential mobile release, or indeed any platform beyond the existing PC options. But it's not to say it's completely out of the question. If you go looking you can find an alpha version of the game titled 'LooPatHerO' which is available to play on Android. Although this is only a demo and it's not been updated in some time, so you're unlikely getting the best experience possible. Personally, we'd hold off playing it until an official release arrives. Screenshot by Pro Game Guides Loop Hero is a tactical roguelike game that quite frankly is simply addicting. It launched on Steam with overwhelming success and was recently released on the Nintendo Switch. The gameplay loop of Loop Hero is perfectly suited for mobile, which may leave fans wondering if it is coming to iOS and Android. See Best Gaming Deals on Amazon Unfortunately, Loop Hero is not available on mobile, and there is no official release date for this addicting roguelike. But developer Four Quarters has stated, "Yeah, we'll try to port the game to many platforms, including mobile!" in a Steam discussion forum. Related: Loop Hero: Orb of Expansion - How to find and use them They have shown interest in porting Loop Hero to both iOS and Android but have not given a timeline for this. Loop Hero's gameplay is perfect for mobile as the game essentially plays itself with some guidance from the player. Porting it to mobile would also let players enjoy the game anywhere. One reason for no word on mobile release date could be the controls and the precision required when placing tiles. Regardless of the reason, fans will have to stick to the PC and Nintendo Switch versions to satisfy their Loop Hero addiction! For more information on Loop Hero, check out How to use watchtowers in Loop Hero and All Camp Buildings in Loop Hero on Pro Game Guides. Follow us on Twitter and Facebook to get updates on your favorite games! 9to5Google's Game of the Week is brought to you by GeForce NOW. GeForce NOW Instantly transforms nearly any laptop, desktop, Mac, SHIELD TV, Android device, iPhone, or iPad into the PC gaming rig you've always dreamed of. And, every GFN Thursday, new games are added to the GeForce NOW Library. Loop Hero is one of the most innovative indie games that has been released in years, reversing the usual focus of "gameplay" to create a fantastically ambient experience. This reversal makes Loop Hero a perfect fit for playing from mobile. You may think I'm crazy for you consider your tiles or equipment. Similarly, battle will pause should you ever decide to look over your stats or an enemy's stats mid-fight. There's three main types of rewards you can earn from each battle: tiles to place on the map, equipment to improve your current run, and resources to improve your permanent basecamp. Your equipment is a constant juggling act of checking stats of items, considering the build you're hoping to optimize for, and making a judgement call. Each person will likely have a playstyle that suits them best, and Loop Hero does a good job of making each playstyle effective in its own way. I've personally found myself enjoying Evasion-centric builds, with my best runs usually ending with a 40% chance to evade or greater. To keep you from doing tricky things like equipping health regen gear while out of battle then quickly swapping to good combat gear, each item is destroyed when it's unequipped. This makes each decision to switch items all the more challenging. And of course, all of your equipment is lost at the end of a run. Whether by death or by a strategic retreat, at the end of each run, you're able to bank your collected resources at a campsite, where a fledgling group of survivors works hard to take care of one another and put the pieces back together. Here, you can place new structures to unlock upgrades and abilities that can make your next venture more successful, as well as earn new tiles to bring on a run. From the basecamp, you can also manage the tiles that will appear in your next run. This uses an interesting deck-building-esque mechanic, ensuring that you take some bad with the good. Loop Hero is less a game of "doing things" and more "thinking about how best to do things." It's almost all metagame, with limited active "gameplay" in a way that feels vaguely akin to the many idle/clicker games available on mobile. As a fan of roguelikes, the systems of Loop Hero feel incredibly familiar, yet all the while it's obvious that this is a wholly unique design and experience that I've not seen before. Loop Hero as a mobile game Given the slower pace and ability to just let the game play itself for brief periods of time, the game can become a somewhat passive experience, rather than something you need to put your full attention into. To its credit, Loop Hero will be a fantastic mobile game once such a version is available, but for now, the closest alternative is GeForce Now, which opens the full PC version of the game on your phone - or anywhere else really. Surprisingly - despite the app's warning that you need a keyboard and mouse to play - most of the game is playable from my phone, with the equipment systems and Adventuring/Planning toggle working excellently by simply tapping instead of clicking. Tile placement is a bit trickier, requiring a fairly precise tap at the top of the tile followed by a tap at the location you want to place it. Sometimes this process goes awry, usually leading to a tile getting placed at the very bottom of the map. Once I got a feel for it, the tapping precision wasn't too big of a deal. Switching equipment is quite a bit clunkier on mobile than it is with keyboard and mouse, as with the proper controls you can hover over pieces of gear to view their stats. Otherwise, it's a simple two-tap to equip a new item, while a careful combination of taps will more or less let you hover to view the stats. The core gameplay loops of Loop Hero work well enough on a smartphone even in its non-mobile-optimized state. What doesn't work quite as well is the basecamp system, as there's no way to really hover to read what a particular unlock does before placing it. That said, given the undeniably addictive nature of Loop Hero, it's easy to imagine wanting a way to play through a few more loops while on the go. So while the controls are far from perfect, Loop Hero is already a much better mobile game than you might expect. 9to5Google's Game of the Week is brought to you by GeForce NOW. GeForce NOW Instantly transforms nearly any laptop, desktop, Mac, SHIELD TV, Android device, iPhone, or iPad into the PC gaming rig you've always dreamed of. And, every GFN Thursday, new games are added to the GeForce NOW Library. Check out this week's games, featuring Warhammer: Vermintide 2, Chaos Wastes and Immortals Fenix Rising - The Lost Gods. More of What We're Playing: FTC: We use income earning auto affiliate links. More. Check out 9to5Google on YouTube for more news:

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