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In Exilium Download With Utorrent



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## About This Game

In Exilium is a 3D, "isometric" hack and slash RPG with an emphasis on minimalistic design and player discovery. It is a simple, exploration driven experience, comprised of action based combat, character attribute customization and random item generation to accommodate many diverse play styles. There are many enemies and bosses to defeat as well as plenty of puzzles to solve and secrets to explore. There is no hand-holding throughout the game, no other characters, no mindless quests, everything must be discovered by the player. If you like RPG's and have become disenchanted with typical RPG design practices, In Exilium is for you.

### Features:

- Single player campaign, exploring the lands of **In Exilium**
- Procedurally generated 'Infernus' dungeon levels after campaign completion
- Multiplayer Battlegrounds, prove your skills in battle against other players from around the world
- Simple design and respect for player time, no mindless questing or distracting objectives
- Randomized loot, simple and intuitive combat, puzzles and secrets

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Title: In Exilium  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Conflux Games  
Publisher:  
Conflux Games  
Release Date: 13 Mar, 2015

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**Minimum:**

**OS:** Windows XP

**Memory:** 1 GB RAM

**Graphics:** DX9 (shader model 2.0) capabilities

**DirectX:** Version 9.0

**Storage:** 1 GB available space

**Sound Card:** Any

English









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exilium translation in english. in exilium piano. exilium meaning in english. pulsus in exilium ab atheniensibus. exilium in italiano. antígona in exilium. in exilium gameplay. pridie quam in exilium iret. in exilium latin. in exilium walkthrough. in exilium proficiscere. fama est aristidem in exilium a graecis. exilium en français. exilium meaning in latin. exilium en español. recta purge in exilium. in exilium iacere. num in exilium. in exilium definition

7.5/10 - Worth Buying

I had a lot of fun with this game, honestly it's an old school rpg. You don't know what to expect or what's coming just go out and explore the world. The movement and combat is classic as well, again I enjoy the change of pace. Here is a video I made showcasing a line of quests and fun along the way:

<https://www.youtube.com/watch?v=axaM4zZQLW0&index=3&list=PLcH5GAJGH6cCLrjoR7YWXPpW0YraSOck8>. Very relaxing RPG with a focus on exploration. You spend time finding all the areas on a nonlinear map (looks like the map in Fez), finding secrets etc.

There are classes, skills and loot like in other RPGs. But no NPCs and no dialogue. So instead of having to do courier quests, you just walk around and see whats out there.

The graphics look dated, since the game was developed by one guy.

Adding difficulty levels could help make the game more challenging.

Even bosses and special enemies are dispatched easily.

. This game was a blast! Not too difficult, not too easy.

In Exilium was very refreshing, innovative, adventurous and exciting.

Launching the game and continuing my escapade kept me awake, alive and ready for the next puzzle.

However, choosing to play a mage, I did find myself continuously hoping for a larger quantity of magic-related boss/enemy drops: most of the drops seemed to be warrior/melee-related items.

In summary: Absolutely loved In Exilium, very exciting and refreshing: needs magic-related boss/enemy drops. Still worth a playthrough or two.. I got it for \$10, and it's definitely worth it. It's part exploration, part hack and slash, and part simple puzzle solving. Hours of addicting game play, no real grinding(that I've experienced so far), and for how simple it is it really is in depth. If you like simple RPGs, you'll love it.. Is In Exilium a particularly exciting game? No, and that's just fine with me. What you have here is a straight forward hack and slash rpg where you will explore a basic map to an ambient soundtrack of nature sounds. The exploration is somewhat non linear although level requirements do restrict the player's path. You start out with a dagger, a short bow, and a magical staff making it plenty easy to choose your class. In a lot of ways this is mediocre game but man is it satisfying.. In Exilium is a short but fun isometric action RPG in the same vain as Diablo, but with a minimalistic aesthetic that is somewhat unique. It has an above average soundtrack, some fun puzzles, (I'm not a puzzle fan, so my use of the word "fun" preceding the word "puzzles" holds some gravity) and interesting monsters to fight. Depending on how you invest your stat points when you level up, you can be a warrior, wizard, or ranger.

Like I said, this game is short. There isn't a huge variety in weapons/armor or loot, and what little story there is seems to be subject to player interpretation. After completing the campaign, I am pretty sure, although not certain, that the story takes place internally, within the mind and/or spirit of the main character. Anyway, if you're looking for a fun but short, casual action rpg, look no further.

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This is my first review of a game even though I have 76 games in my library, most of them ARPGs. One of the reasons I'm reviewing it is that unlike a lot of games in my library, I bothered to play it through to the end. For someone like me who bores easily, that's saying something good.

On some levels In Exilium doesn't begin to compete with ARPGs like Diablo 2, Titan Quest, etc. But that's okay with me because it doesn't really try to. It takes a different approach. It focuses more on exploration and puzzle solving than smooth, fast paced combat and tons of awesome loot. And even though I love those latter things, I found In Exilium to be a refreshing change.

The puzzles were just the right difficulty for me to not get too hung up on but still have to think about a little. You have just enough freedom in regards to what areas to take on first to make your first playthrough more interesting. The combat, while perhaps clunky compared to bigger budget titles, was still adequate. You have a variety of skills to choose from whatever type of character you choose to play. The atmosphere is cool enough. There's some replay value if you want to build a character for each of the 3 main playstyles. The drops, while plentiful enough at least in the latest version, weren't all that interesting to me and are an area that could maybe be improved on a bit.

All in all I just found this game enjoyable. It was refreshing, fun, and relaxing to play through. And if you're looking for a game to have fun and relax with then I recommend you give it a try!. Combat and movement are clunky, loot doesn't really do anything, skills unlock linearly based on level/stats and you only have 5 active skill slots, enemy difficulty frustratingly varies between easy and kill-you-in-one-hit. Skip this one.. Good simple game.For the price it's worth it.. Pro's

- Cool Puzzles/Labyrinths
- Sweet art for the intro
- Basic but appealing graphics
- Great variety in enemies
- I like how the plot (as basic as it is) places you alone in a realm of nightmare, and how the vendor is undead like dark souls
- Challenging enough to be fun
- No game breaking bugs

Con's

- No shift-click for stationary attack like diablo
- Potion system would be better than regen hp/mana
- No character vocal dialogue for immersion (thinking of diablo 1 here)
- Music is okay but it could be more daunting, perhaps some change ups for certain areas?
- UI in vendor menu is kinda crappy with lack of "buy back" option and sell/buy buttons (only single click on item) thus resulting in accidental sale/purchase sometimes

I have to say guys, for a 6 person team, you did VERY well and should be proud of yourselves. I consider it \$10 well spent. Certainly not a greedy price for such work of a small team, you deserve it :). Awesome! Great simple little game. Well worth the price.. Game runs perfect on even low-end linux systems. Lot of negative reviews, but seemed like a very basic, enjoyable ARPG. For myself, I do not always want to play an over-the-top RPG that makes me puzzle out the best skill-maximization or hit the buttons for combos. A lot of times, I just want a RPG where I can take a +1 sword and bash some spiders, without the game giving me a hard time. I am very glad that I found this game, and even better that it was such a reasonable price.. The mechanics are clunky, visuals are primitive and pacing is terrible.. I like this sort of game. The Diablo sort. I try not to compare everything to that AAA game, but it's hard not to. Anywho, here's some points...

**Pros:**

- Decent amount of mobs and different abilities within those mobs, kinda.**
- Bunch of different skills for each class (are hybrids possible?).**
- Medium amount of maps.**

**Cons:**

- The game is still full of bugs.**
- Mechanic wise, with bosses you just seem to kite, kite, kite. Super boring.**
- Severe lack of different gear.**
- Story is a snore.**

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-There's no point in a bank chest, loot hardly ever drops to even fill out your inventory.

The game needs more polish and a bit more content. It has a good start though...

. I really tried to give thumbs up to in exilium! I appreciate the efforts of a small team for building a game like this.

But they failed. 11h played and thats all folks

First the good things:

- Slow paced and understandable
- Some cool areas, some cool enemies, some really cool abilities in characters
- No big errors, meaning everything works**THE BAD:**
  - Worse and less sophisticated than 1996 Diablo in content, everything
  - Lack of imagination in story, even textual explanations. I know it is a low budget, but few textual propertys, keyboard, statistics
  - No HOLD on click, I mean, you have to chase enemies to hit them!
  - No Shift-click, "empty click" I usually like this type of game, but dont buy this for price more than 1,99\$. I would give it about 40%. Still there is potential, just, this game is very unfinished. This doesn't mean I would not buy "in exilium 2", but give us some "Griswold and Wirts leg"



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