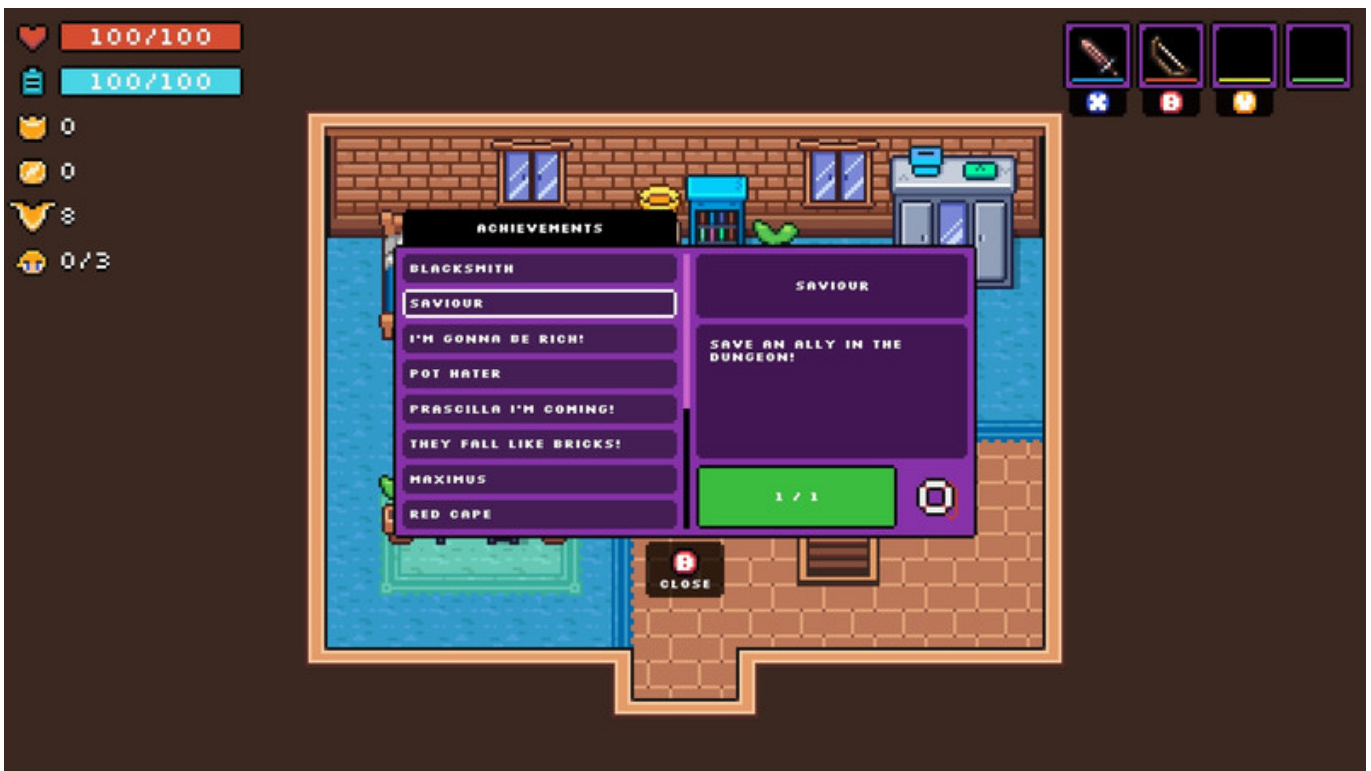


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## Reynard Cheat Code For Pc



Download ->>> <http://bit.ly/2SNE9Ns>

## About This Game

### Story

When Hammet's wife Prascilla goes missing, Reynard immediately grabs his high-tech gauntlet and goes on an adventure. In order to rescue Prascilla from becoming "Goulash" and his home island Foen from an invasion, he has to defeat many vicious creatures and villains.

### Gameplay

Reynard is a mixture of procedurally generated action RPG and a Tower Defense genre with roguelike elements. It has been influenced by classics such as The Legend of Zelda and an indie classic - The Binding of Isaac.

It contains features such as:

- Countless procedurally generated dungeons, TD maps and runes!
- More than 200 different items!
- Fast paced action against challenging enemies and bosses!

- 
- Progression through perk and blueprint system!
  - Simple yet cool crafting system!
  - Achievements and daily runs!
  - Cute player skins!
  - Lovely story and companions!

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Title: Reynard  
Genre: Action, Indie, RPG  
Developer:  
Filipinjo, bostjang  
Publisher:  
Hyper Fox Studios  
Release Date: 21 Nov, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 64bit

**Processor:** Intel Celeron p6100 @2.0 GHz

**Memory:** 3 GB RAM

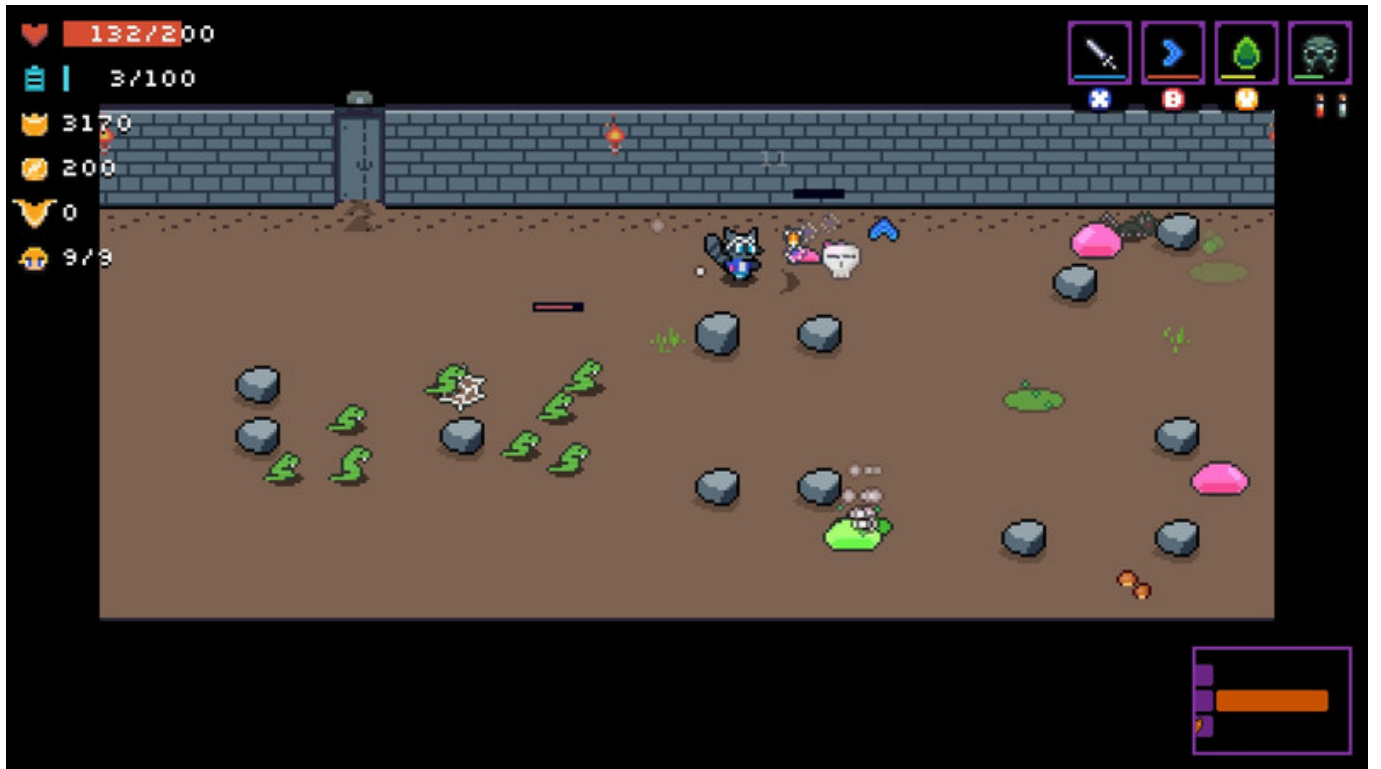
**Graphics:** Integrated graphics cards should suffice

**Storage:** 600 MB available space

**Additional Notes:** Gamepad is extremely recommended, but keyboard also works.

English







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frustrating lack of clarity in how the game works. apparently you can use weapons at the blacksmith? but i dont know how. An absolutely frustrating game.

Spent about 4 hours trying to figure out a Santa boss before giving up.

tfw evil dev beats it in front of me in live stream to show me how incapable I am. It's a lovely game for children and adults alike. It's easy to play, and the pixel art is really nostalgic :). Ok, so the game is a really cute roguelike Zelda game. Catchy tunes, juicy pixel graphics, items, crafting, all that stuff.

But. Tower defense after boss fights.

Seems novel enough, but that aspect of the game seems poorly thought out and tacked on. It could be good, but it's just not. Frustratingly, the control to switch between build mode and fight mode is clicking the left stick, which is remarkably easy to do in the middle of a fight. Terrible idea.

Another complaint is the enemy hitboxes feel really small compared to their size and aiming with the analog sticks is very finicky.

Boss fights were also pretty tough. I fought three different ones (a snake, a plague doctor ghost, and "wilson" the beholder). Wilson was easiest by far, since he doesn't have infinitely spawning adds. That's very annoying and should be toned down, IMO. This is the beginning of the game for crying out loud, I'm playing on "easy" while I get used to it, and I'm no stranger to this type of game.

I'm so very borderline to not recommending this one it's not even funny, but I like to support indie devs.. If you are looking for a challenging roguelike, you'll like Reynard.. Good Game - I died to the rats a lot, and my desktop icons laughed at me - then patch 0.8.8 came, and I was unstoppable - Its a lovely friendly game but challenging and will keep you coming back for more.

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Great game, but I suck at it.. Check out my Steam Curator page, "Minorthreatt Gaming Reviews." I have the most organized and extensive genre lists on Steam! Be sure to "FOLLOW" for more of my recommendations:  
<http://store.steampowered.com/curator/31339849-Minorthreatt-Gaming-Reviews/?appid=257170>

The Short of it: If you like The Binding of Issac, SNES Legend of Zelda, Enter the Gungeon, or any other topdown rogue-like or dungeon crawlers, def check this one out. Fun, retro pixels, and tons of items / weapons.

. Good game. It's pretty short, but it's got a good replayability, and the devs have been updating frequently, so there has been plenty of new content since I started. It's pretty challenging, especially if you play the new hard mode, but there's also an easy mode, and the difficulty can be fun. It's an enjoyable game, and well worth the 8.99\$ price tag. Pick it up if you feel like playing a good Action RPG/Roguelike thing (sorry, I can never remember genres quite right)!. Lets just say, that I am not fan of that kind of fast game and also recommended to play with joypad.

Nevertheless I tried game at friend house and after 10 min of playing the game I really started to enjoy it.  
The game is very challenging for me. I play with keyboard and I missclick so much, that hurts (as my english - I know : D ).

The game offer some interesting stuff, which I really need to work it on. I really like crafting, potion shop, companions like dog that you rescue...

For me as beginner, the tutorial is ok - it give you overview of the game. Maybe some clarification for the weapons and other stuff could be more explanatory ... But where is the fun, if they serve you everything on the plate.

Have fun with the game!. Think! fast to heal theres no time to search back pack. Reynard might have been great. The game is way too difficult. :). A good game until level three where you are met with the sinister ghost. This son of a fudge monkey can't be killed and can ruin a good game run. It moves as slow my knee caped nan and yet it gets me because of the sloppy enemy placement. In one room it was floating in the corner like a turd in water, and yet i went through a door and it was on me like an excitable dog humping my leg instantly killing me. That's right the sinister ghost kills with one hit.

On a different play though i went in to a new room only to be stared down by the sinister prick. There was no room around it and i couldn't retreat because there was still monsters in the room, ultimately i died at no fault of my own. Gut good is something i'm reminded of but when crap like this happens i just don't want to play the game.

All in all, i give this game a slap in the face out of ten

Get rid of the sinister ghost and i'll think about giving the game another reach around

Edit: I don't know if the sinister ghost has been changed or i'm an idiot (possibly both) but the slimy limey seems to be more manageable and less "surprise your dead"

I can now predict the admonition apparition as long as i keep an eye out for it.

And so i will change my review to good. A nice game to play, with good synergy of weapons and possible different play styles. The music is funky enough for you to want to snap your fingers together like the Fonz. Finally there seems to be enough room for DLC. However the tower defence was a bit weird tho. placeholder review until it's out of early access - game is fantastic, support the dev ~ he works very hard, and the game is getting very good as a result.

### **Reynard Version 0.9.0 – Santa Boss, Zombies and More:**

Ho-ho-ho! Christmas is around the corner and Santa has come to visit Foen!

Since it's December I wanted to add some Christmas spirit to Reynard's universe.

Santa became another boss influenced by the powerful Wizco's magic! But you can bring him back to his senses if you free him from the spell (beat him). Players who can defeat him will be rewarded with Santa's costume!



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Besides Santa I've added all sorts of new stuff! Read full post with shiny gifs and pics here: <http://hyperfoxstudios.com/reynard-devlog-19-santa-boss-zombies-and-more-0-9-0/>

For those in hurry:

- **[BOSS]** Added a Santa Clause boss battle. Free him and unlock yourself a Santa's costume. You can start the battle by interacting with portal next to the fox hole. You'll be able to fight Santa from 12/12/EveryYear to 1/2/EveryYear.
- **[ENEMY]** Added a Zombie. Immune to poison and necro damage. When it kills it's victim it restores 0.25 hp to self and spawns a new zombie on it's victim's place.
- **[BALANCING]** Doctor Plague now spawns Zombies and Skeletons. His movement speed was increased for 50%. Has some companions from the beginning.
- **[MINOR]** Removed a single pixel mistake on Reynard's Santa costume :)
- **[BUGFIX]** Fixed bugged when golem's dropped golem's fist instead of golem's hand. (one is usable other is an actual weapon of the golem).
- **[BUGFIX]** Wilson's laser beam can now damage allies and companions.
- **[BUGFIX]** Doctor Plague can now damage allies and companions.
- **[BUGFIX]** Fixed the bug when the stairs to secret room are spawned behind the indestructible objects.
- **[BUGFIX]** Companion skeletons wouldn't get transported to other levels.

In the upcoming week I'll focus on boss battles, new enemies and new rooms! If you'd like to recommend anything, please let me know!

Till next time! Happy Santa saving ☺☺

**. Reynard has been released!:**

We did it... It's released on Steam and we can't wait to get feedback from more users. We're already planning on adding new stuff to the game and working on stuff proposed by current players.

Now go and try to save Prascilla :P

Yours,

Filip and Boštjan. **Reynard Version 0.9.4 – Balancing, New Weapons and More:**

Hey there!

It's Friday and it's update time!

As said in our "Why early access?" section on steam... we want to involve our early access supporters in development of the game.

Because it's not the first time that we've received a proposal for stamina to regenerate itself instantly once you clear the room, we've added this feature.

Some of our players also pointed out that they don't see much sense in waiting for their health to regenerate if they have a health regeneration relic. They see it as an exploit. After thinking about it for some time, I've decided that they're right and that the relic should be removed. So it's gone... for now :D

The whole point of the daily run is to achieve the highest score. Until now if you didn't die... you could clear every room and in the end your score would be very similar to your rival's score.

That's why from now on speed and remaining gold is being rewarded. If you complete a run under 40, 30 or 25 minutes you'll get 10000 bonus score for each mark. Also at the end of the run remaining gold now gets transformed into score.

There are a lot of changes... Like 2 new special weapons and more. I recommend that you check all the changes with shiny gifs on our blog post:

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<http://hyperfoxstudios.com/reynard-devlog-23-rebalancing-new-weapons/>

For those in hurry:

- [WEAPON] Titan's Belt. Can spawn up to 4 circling discs around Reynard that stun and hurt attackers.
- [WEAPON] Luna's Cloak. Become invisible for 5 seconds. Invisibility stops if you attack.
- [HUGE] Stamina refills when transitioning through doors. Regeneration rate is increased when you clear the room, you're waiting for the next wave or you defeat the boss.
- [MINOR] Wind can't spawn in forge rooms anymore.
- [MINOR] Added confetti to the win screen.
- [MINOR] Repositioned the HP bar of Xenon turret.
- [MINOR] Removed HP regeneration relics.
- [MINOR] Minor modification to Foen's island shape.
- [MINOR] Added a tiny easter egg.
- [MINOR] Added more supporters to the book of credits.
- [MINOR] Speed is now being rewarded! If you complete a run under 40, 30 or 25 minutes you'll get 10000 bonus score for each mark.
- [MINOR] At the end of the run remaining gold gets transformed into score.
- [BALANCING] Buffed the Ifrit's boot's fire damage and spread duration.
- [BALANCING] Reduced starting max stamina to 20.
- [BALANCING] Enemy loot drops in invasion are halved.
- [BUGFIX] Goblins don't steal from player when hitting his allies.
- [BUGFIX] Fixed lifestealing from corpses.
- [BUGFIX] Fixed jittering of a special weapon image on a HUD.
- [BUGFIX] Falling Boulders now deal normal damage instead of fire.
- [BUGFIX] Fixed 10 room cells that displayed water in a weird way.

PS: I'd really like to know how you like the game so far. If you have any recommendation I'd love to read it! You're welcome to join us on discord: <https://discord.gg/vR3uHgJ> where we chat about all sorts of stuff :). **Reynard Version 0.9.6 – Damage Numbers, Zoe, Resolution Improvement and More!:**

Hey there!

I'm updating Reynard a day earlier since I won't be home on Friday! This update brings "damage numbers", "Zoe" and more! But as always! I'd recommend you to check out the full blog post with shiny gifs and images on our website:

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<http://hyperfoxstudios.com/reynard-damage-numbers-zoe-resolution-improvements/>

For those in hurry:

- **[HUGE]** Camera rendering changed. The dungeons should now be normally visible on "unordinary" resolutions.
- **[FEATURE]** Added damage and healing numbers!
- **[FEATURE]** Added Zoe (an owl).
- **[FEATURE]** Reynard's house has been redecorated!
- **[SKIN]** Those who will unlock the "pot hater" achievement will also unlock the "pot hater" skin! (Inpsired by the one and only - Link).
- **[MINOR]** UI is now being rendered clearer.
- **[MINOR]** Damage of "damage over time" effect now gets applied after a second and not instantly!
- **[MINOR]** Invasion now also spawns water.
- **[MINOR]** Added more invasion layouts.
- **[BALANCING]** Buffed the waves and subwaves of the invasion.
- **[BALANCING]** Nerfed the xeno turret's attack rate.
- **[BALANCING]** Nerfed Sizzle's damage and increased his attack rate.
- **[BALANCING]** Buffed Cobra's attack rate.
- **[BALANCING]** Buffed fire spear's fire duration.
- **[BALANCING]** Tweaked the generation of runes which deal damage over time.
- **[BUGFIX]** Fixed a lot of animator missing values.
- **[BUGFIX]** Removed wooden club's damage over time.
- **[BUGFIX]** When moving up and left on keyboard Reynard was facing up. When moving up and right he was facing right. Now in both cases he faces up.
- **[BUGFIX]** Fixed the Judy's arrow's starting position.
- **[BUGFIX]** Fixed the Skeleton archer's arrow's starting position.
- **[BUGFIX]** Changed Thunder Sword's sprite.

Till next week happy dungeon crawling 🎮🎮**Reynard Full Release:**

I could be chasing version 1.0 for months or even years. But everything has to have a goal or at least a major milestone, and my main goal was to release a game that captures elements of my favorite genres in a good way. I think that my goal was achieved. Reynard has left the early access and I can't wait for your feedback.

---

This is not the end! It's a major milestone. I'll continue to add improvements proposed by the community and my "imagination".

I can bet that I'll have to squash undiscovered bugs in the future and I'm pretty sure that I'll have to start freelancing or find myself another job if I want to keep paying bills ☹☹

I'd like to thank Boštjan, Nika and all the supporters! We did it! Thank you so much for staying with me on this journey. It's been a hell of a ride but I'd do it all over again.

I'd like to invite you to read the whole blog post about the release: <http://hyperfoxstudios.com/reynard-full-release/>

I didn't forget about the dudes in a hurry:

- **[MAJOR]** Because scoring changed during the development, I've reset the leaderboards.
- **[MINOR]** Grammar fixes.
- **[BALANCING]** Further improved rune generation.
- **[BALANCING]** Buffed Ifrit boot's fire trail damage.
- **[BALANCING]** Buffed Barbarian's battle axe damage.
- **[BUGFIX]** No more double item purchases from merchants.
- **[REMOVED]** Golem's hand.
- **[REMOVED]** Copper plank.

Until next time I wish you happy dungeon crawling :D. **Reynard Versoion 1.0.3 – Optimization, Bug Fixes and the Future:** This week I focused on optimization and bug fixes. I also have some important news about the future of Reynard and Hyper Fox Studios.

A lot of people asked me if Reynard will be released on Nintendo Switch platform and I can finally reply that... IT WILL!!! Nintendo approved my developer account for Switch. This gave me another huge motivation boost!

Generally It means that I'll be:

- Adding more new content (bosses, enemies, items...),
- Further optimize the game,
- Squish undiscovered and upcoming bugs!

It's good news, but I'll have more expenses by getting the right hardware (Switch) etc. Besides that, my PC freezes from time to time. I really hope that he only has a "phase".

I'm super happy that so many of you support Reynard. But I'm not able to live off our little fox :D So in the next couple of weeks, I'll try to earn enough money for the upcoming costs. I'll pick up some client work in web development. In these upcoming couple of weeks don't be mad if I'll be releasing only minor updates for Reynard.

Enough with the news! Here are the changes!

- 
- **[MAJOR]** Movement and dash of Reynard and NPCs has been optimized. The game should run smooth now on 60 FPS.
  - **[MINOR]** Added the FPS option – 60 FPS.
  - **[MINOR]** Added the starting area blockades in Ferdinand's level.
  - **[MINOR]** When crafting, everything except equipment now gets added to your inventory automatically.
  - **[BUGFIX]** Fixed the bug when you'd play on the easy mode and the perk would take away more stamina than allowed.
  - **[BUGFIX]** Daily run on easy mode now loads starting items correctly.
  - **[BUGFIX]** Mumu now deals damage over time.
  - **[BUGFIX]** Effect zones of spawned cursed weapons don't get blown away by the wind anymore.
  - **[BUGFIX]** No more building stuff on player, enemy or ally occupied area in the invasion.
  - **[BUGFIX]** Fixed a room cell which had a "physical" golden key in it.

Until next time! I wish you an awesome weekend and happy dungeon crawling! 🎮🎮**Streaming The Development of Reynard:**  
Hey there!

It's been exactly one week since we've pressed the release button on Steam. We recieved a valubale feedback from our players and we can't wait to add new stuff and squash those bugs :)

I'll try to stream the development of Reynard as often as I will be able to. As we've stated in the "Why Early Access" section - We'd like you to be involved in the development process of Reynard and we'd like to hear your opinion. That's why I'm inviting you to join me on

<https://www.twitch.tv/hyperfoxstudios>

Kind regards,

Filip

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