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## About This Game

Rack N Ruin is a fusion of a top-down action adventure game and a classic arcade shooter. Take control of Rack, a maniacal demon wizard with a gleeful appetite for destruction, and embark on a grand adventure across a world filled with magic and wonder. Then transform the once enchanting world into a hellish nightmare. As the world falls deeper into darkness, Rack's power will grow, and the champions of good will rise to face him.

Engage the legions of good in fast hectic combat that gives Rack N Ruin a special action oriented twist unique to the genre. Explore a vast open world filled with treachery and secrets at every turn. Then dive into delicately crafted dungeons, each with distinctive themes and foes to conquer. The entire world of Rack N Ruin is lovingly hand-crafted, and uniquely laid out. Every bit of the game is hand-painted in detailed high definition.

### Story

Sitting atop his throne, the dark lord Ruin rules over much of the known universe. His demon lords march outward into the cosmos subjugating planets for Ruin's ever growing demonic empire. One such creature is Rack, a small, sharp tongued, and diminutive demon lord. Rack's talent for destruction and conquest is unmatched amongst Ruin's legions. However, Rack has one issue that infuriates his dark master. He doesn't subjugate, or enslave any world he is sent to conquer. He just blows the planet up, and moves on. Planets turned into asteroid belts make poor slaves, so Ruin is giving Rack one last chance to conquer a world without jump starting the apocalypse, or be cast into the eternal abyss. Will Rack obey his master? Absolutely not!

### Features

Burn through hordes of foes with 4 core elemental weapons.

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Unleash death with an array of 24 spells, items, and contraptions.  
Interactive items that allow the player to create unique item interactions and combos based on the elemental weapon type.  
Weave through complex bullet patterns while smiting titanic bosses and over 30 unique enemies.  
Explore an enchanted benevolent world, and then transform it into a nightmarish image of its former self.  
Ransack castles, pillage dungeons, escape prisons, navigate gloomy caves, and awaken ancient evils.  
Meet a charming cast of townsfolk, and collect their souls.  
Upgrade your weapons by selling the souls of innocents to an ancient wizard.  
Unravel devious puzzles, and scour the land for over 100 secrets.  
Play on Windows, Mac, and Linux completely DRM free like the Gods and Demons meant PC gaming to be.  
Customize your destruction with fully remappable controls for Keyboards, Mice, and Gamepads.  
And, of course, destroy the world.

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Title: Rack N Ruin  
Genre: Action, Adventure, Indie, RPG  
Developer:  
LifeSpark Entertainment  
Publisher:  
LifeSpark Entertainment  
Release Date: 1 Sep, 2015

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English,French,Italian,German







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Old school Zelda meets Binding of Isaac.

- + Solid gameplay
- + Wonderful art style
- + Music is great

- Writing is hit or miss

The game controls like a twinstick shooter, but plays much like the old Zelda games. Has some great humour, but some of it is meh. The gameplay however is solid and the soundtrack is absolutely amazing. The game has a definite Snes vibe to it.

Would recommend in a heart beat, already shaping up to be one of my favorite games in years.. It has a beautiful art style and scenery but the game lacks in gameplay and ingaging story telling... Often you dont know where to go or what to do. I would not recomend it because it gets boraing after a few hours.. Lets Say-10/666. A little indie gem, a likable evil main character, old school Zelda gameplay and awesome humor. What more do you need?. Great, Short, and Very Enjoyable

If you enjoy zelda and some clever writing then i'd recommend it.

ALSO while in the inventory screen press SPACE to equip your items to your toolbar. I found that♥♥♥♥♥♥♥♥out at the final boss fight.

8/10 A little short but very good

. Expect a adventure game like zelda. The gameplay is the topdown cam you see on the video, you shoot things out, do some puzzles and have a really few upgrades to go around. Don't expect progression since there's most likely none, like i said, there's a few upgrades and they don't even make that much differece. The game can get quite boring cuz of this lack of progression but it's short enough to not get bad. Aaaaand that's it, at least with the discount i bought it, i recommend this.. This is a game where you play the role of a small, sociopathic demon. You've blown up too many planets and now your demon overlord is punishing you by forcing you to take over a world that's killed many demons before you. (You're not allowed to blow this one up. The overlord wants slaves!) Gameplay is vaguely Zelda-like, but you gather different weapons and items pretty quickly. There's a lock-on button, so your aim doesn't have to be super-great, but the enemies can often teleport around or use shields of some sort so there's still a bit of strategy involved.

This is fun to play! The art is nice too. I was worried that this would be crappy, but it turned out to be pretty good.

A few minor issues:

- \* Loading times need improvement. Especially the initial one. I thought the game had frozen.
- \* The "materialize" animation seems to have too few frames and ends up looking really really bad.
- \* Item screen makes no sense. How the hell do I put items from there onto the hotbar?

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This game is beautiful and a lot of fun.. A non-biased quick look @ the game:

[https://www.youtube.com/watch?v=fEST\\_n-D2GQ](https://www.youtube.com/watch?v=fEST_n-D2GQ)

A very competent top-down RPG style arcade adventure with a great art style. Rack N Ruin is a fusion of a top-down action adventure game and a classic arcade shooter. Take control of Rack, a maniacal demon wizard with a gleeful appetite for destruction, and embark on a grand adventure across a world filled with magic and wonder. Then transform the once enchanting world into a hellish nightmare. As the world falls deeper into darkness, Rack's power will grow, and the champions of good will rise to face him.

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And, of course, destroy the world. - Highly Recommended!. This game is like playing Legend of Zelda using Binding of Isaac battle mechanics where you play Ganondorf instead of Link... and it is glorious.

If you play in Normal difficulty, it is not very difficult to finish the game, completing it however, it a different thing altogether, since your actions in the world will define if you can 100% it or not. Beware competitionists, read the trophy list carefully.. It's a Zelda clone, except: the spelling errors are embarassingly bad and frequent, your character quacks when you take damage, design is questionable. Story is so critical to single-player adventure games, and yet it feels like the devs just gave up on the dialogue. You get a plethora of consumable items, but most of them don't have any semblance of a satisfactory description. One of them is a phoenix feather, which you'd imagine resurrects yourself if you take fatal damage and are obviously hard to come by. Then why the hell are you able to equip use and waste them? Worst of all, there's a lot of hidden secrets and caves you blow up with bombs like in Zelda, which sounds pretty neat. Thing is, most of the time though you need keys to actually get the loot which is usually just more garbage consumables, and damn do you need a lot of keys. You can blow open an unmarked cave to find an empty room with a locked door, and if you're all out of keys there's nothing you can do. Pretty much "Rack N Ruin" is the satisfaction of exploration.

IMO, with some respectable polish to the writing if nothing else this game would be stellar. Right now, meh.. I recommend this game. It takes a couple hours for awesome gameplay to become apparent.. I wanna give this game a credit for the animation and music, the gameplay is just your ordinary Zelda clone with nothing significantly interesting but it's not bad. Except few parts of the game and some loot places, nothing forces you to use any other weapons and special items.

Subjective part:

I don't like art style, design of characters and main character, they are just looks ugly to me. I don't like main character demon, he is way too edgy and one-dimensional. Humor fell flat to me. Music is good but it's all in wrong places. Normal world BGM sounds too heroic and Cursed world BGM sounds too dark. And it doesn't really accompany our actions and goals in the game.



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This game is a tonal mess and I don't like it.. Gameplay - Awesome.

Visually - Awesome.

Story - Awesome, funny.

Soundtrack - Awesome.

All around awesome game so far. I'm thoroughly enjoying it and it's great to be the bad guy.. Disclaimer: I only played 2.5hrs and got bored (so there may be good stuff later I missed)

Disappointing, repetitive. Writing is pretty good, though not brilliant.

It wasn't \*bad\* - I just hoped for something great and it wasn't there

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