
Vertical Drop Heroes HD Download] [pack]



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About This Game



randomly generated stages. Armed with a variety of skills and traits, you must use your cunning and reflexes to survive the dangers of each stage, until you face the final boss and uncover the truth behind the game!



FEATURES

- Randomly generated stages, enemies and bosses, resulting in a very replayable game
- Artwork, coding and animation done by one person (me) in that unique Nerdook style
 - Split screen, local co-op, as well as local network coop!
- Destructible terrain and multiple uses for each skill gives you plenty of options to approach the different situations generated
 - Tons of skills, abilities, traits and powers that you can unlock in the game, creating a different hero each time
 - Unique combat system where proper planning is more important than quick reflexes
- Persistent upgrades allow you to carry forward progress between games, with a choice between increasingly expensive persistent upgrades or generally cheaper temporary upgrades
 - Every enemy and boss has been designed to provide challenge and variety



BACKGROUND

This is a HD remake of GIGANTIC proportions for Vertical Drop Heroes, the original webgame with over 2 million plays... from Nerdook, a one-man developer with a portfolio of games that has accumulated more than 50 million plays worldwide! Bigger and better in every way, Vertical Drop Heroes HD revamps the entire game into an epic, randomly generated platformer RPG!



Title: Vertical Drop Heroes HD

Genre: Action, Indie

Developer:

Nerdook Productions

Publisher:

Digerati

Release Date: 25 Jul, 2014

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Minimum:

OS: Windows XP / Vista / 7 / 8

Processor: Processor 2 GHz (Dual Core)

Memory: 256 MB RAM

Graphics: OpenGL 2.1 compatible 3D graphics card with 256 MB VRAM

DirectX: Version 9.0c

Storage: 40 MB available space

Sound Card: DirectX 9.0c compatible sound card

Additional Notes: Support for Xbox controllers

English, German, French



-2 ATK, +5 DEF, +5 MAT, +5 MDEF

>-10% reduction to MP costs.

Elyswer

ATK 97 --> 85

DEF 67 --> 72

MAT 32 --> 37

MDF 78 --> 74

AGI 78 --> 78

LUK 111 --> 111

Equipment

Current Stats and Differences

Modify


Eq. Priority Stats

Remove All

Weapon  Longbow


Shield


Head  Bard's Cap

Body  Mercenary's Vestment

Accessory  Harp

 Iron Band x2

 Kolan Grip x1

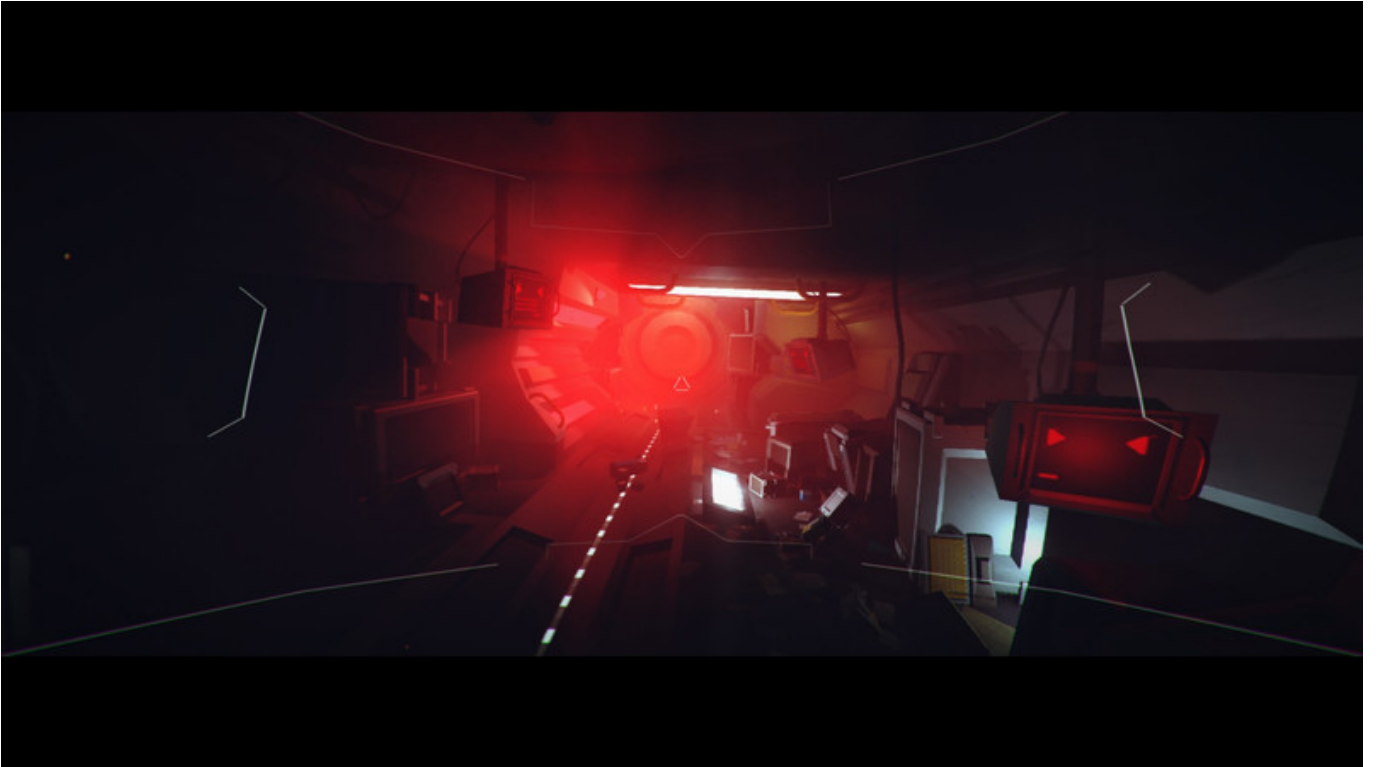
 White Badge x1

 Violin x1

 Magical Pendant x2

 Bronze Medal x1

 Bell x1



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Great value for the money.

I very much like Rogue-likes with lots of unlocks to collect!. Very lovely casual, yet addictive RPG that rely on simple mechanics with engaging randomly generated levels + characters. Well worth the asking price!

Characters are generated randomly before each run, with random assortment of skills and traits. There's a nice touch with the hub world (a but empty but nifty)

Graphics are simple and clean, with each monster bearing it's own personality. But don't admire them for too long, you'll be cutting them down left, right and centre!

Music is simple, changes every few levels. The first song in the early levels remind me of Maplestory, which is quite nice~

If in doubt, try out the flash version that's available online free to play, its obviously less polished than the current version, but gives enough away to help decide whether to buy or not. Hopefully there will be new additional content in the future! <3.

[Summary] (Summary first for clarity and people who don't want to read a lot)

Over all a quite bad game. It would be ok as a flash game to kill an hour or two but not worth buying. The only redeeming quality is the local co-op, but the game still has fundamental issues with their design.

[Combat]

Very repetative and dull combat. Hitting someone isn't an issue of hitting them with you weapon but more of them being in front of you when you strike (as in the weapon never connects). Every battle is composed of hitting the opponent then stepping back quickly so you can go in and stab them again (with slight variation if you still have your spell left to use).

[Store system]

You can buy two things that makes you stronger. More damage and more health. You can also purchase an upgrade for the passive coins on the maps (they are worth experience and gold, they disappear when an enemy is killed).

Spread out through the map are merchants selling a single ability each. These will then be shuffled into your random spells for your new generations. Most of these purchases are regretted as there is no way to confirm if an ability is good until you purchase it and use it.

The store system is over all very underwhelming and it feels like the store system was added last minute to balance the fact that levels only get harder because the monsters have more health and hit harder.

[Level design]

Throw in random blocks in a maze where you navigate to the bottom where the boss is. Add prisoners (that help you if you let them out) and treasures. Plus a quest per level that is either find Y of X or kill Z and come back to me. The map is not designed so that you can travel upwards, to combat this there are teleporters that bring your to the beginning spread out across the map.

You start from level 1 and progress upwards. Some levels have the ability to pay gold so that you can teleport there instantly (for a negligible price) in new generations. Monster design is pretty limited, the higher level the map is the harder the monsters hit. They look different and sometimes they might be ranged but all in all this doesn't change much.

[Stability]

Crashed only once every 30-45 minutes and never in a way that progress was lost. Starting the game is quick and easy through Steam Big Picture Mode so this was more of a nuisance than a problem.. This game is fantastic and definitely worth the price it is going for now. You can read other reviews for details but I highly recommend this one.. This game is an interesting take on "rogue like or Rogue light" and do think you'll enjoy it.

<http://youtu.be/VRYgtPWXmpp4>. Definitely a must buy for all Rogue and Spelunky lovers.

[You start with a hero and fight your way to the next level. On your way you can collect coins, free heroes to help you, activate shrines and unlock a lot of abilities and passives.](#)

[After your hero dies, it starts all over. The ability to upgrade the stats of further heroes \(permanently\) makes the game addicting and replayable though.](#)

[Even if you beat the game, there will be a new mode, where you get three times the amount of your abilities and the mobs are much stronger. Fight your way down and beat the high-score of everyone!. Paid as much as I would for a decent cheese burger and it was a fun game to play for a few hours. Not terribly long, moderate replay value, and like Rogue Legacy, you spawn as a new hero with new abilities, but I didn't die enough to fully enjoy that mechanic.](#)

[7.5/10 would play a game similar.. Disposable Heroes HD: The Legend of Ferretbearer, and Pinecloak, and Skybane, etc.](#)

[VDH is like a crash test facility for fantasy themed champions. The player will spend their time trying to find the perfect hero to use as a protagonist \(after generations of disappointments\), able enough to complete the 10-level quest by which so many predecessors have inevitably failed.](#)

[Approaches to play-style can differ from chaotic to tactical: the path of progressive pacifism is possible, though most will prefer to engage with blade, bolt or blast \(amongst other things\).](#)

[It is simple to grasp, though many heroes will meet their doom early. Fortunately, no effort \(death\) goes unrewarded as resources \(as well as abilities\) stockpile, which means it is not nearly as frustrating as it should be.](#)

[Skill acquisition is indefinite, meaning earned abilities become inherent, allowing for a more expansive genotype, and thus is an inspiration to continue despite the permadeath nature of the game.](#)

[The only notable grievance comes within a poorly designed HUD, which can hinder co-op interactions, making for a slightly cramped feel to split screen mode.](#)

['Falling to progress' is a significant enough change logistically to alter the feel of the game from similar titles, and works to enhance the fast paced direction that the game embodies.](#)

[VDH is fun without the demand of time input, and although it isn't one you would likely spend hours on, you'll come back to it often: the epitome of the casual indie.](#)

- [Mu00e9nageGameTrois](#)

[.J.. Achievements still not working on mac.. So addictive. Very much like Rogue Legacy, though the upgrade system is a little different. Very replayable, very fun, hacky-slashy goodness in short levels with a boss on each floor. Great fun!](#)

Legit game. Tough and simple. Less customization than rogue legacy and less rushy than magickte, yet really similar to both games. Its also the same genre (upgrade in death)

main differences, here you can only upgrade health and damage. However.. you buy traits (and you have 2) and spells(also 2) in maps for new heroes. You also buy access to portals so you can jump right into map x (there are 10 maps ?). Spells are charge based and not mana.

The game is really simple. maps are short and you can only go down. sometimes you miss blocks (or destroy them) and you cant go up unless you get a teleporter. Anyway. maps are short and intense. Easy to die but its also easy to learn and truly grasp the game.

Careful when buying spells and traits, you dont pick them and some are better than others.. Vertical Drop Heroes HD is pretty neat, you have to make it from the top of a level to the bottom of a level and get out the exit, to make it to the next level ala Spelunky, with a lot more combat involved. Although a lot of it can be avoided and there are achievements for getting through levels without killing things so it's more a playstyle choice.

It is a roguelike so you get to unlock new classes and perks, you can purchase persistent upgrades with currency collected throughout each level\from killed npcs; also you can levelup your character (start each game at level 1) which increases numbers (damage, hit points).. Highly addictive Rogue-like game, the gameplay is really fun and a lot similar to Rogue Legacy but instead of side-scrolling you slide down till you reach the bottom of the level where you fight a boss then you can proceed to the next stage.

at the start of each playthrough you have a choice between 3 randomly generated characters with different attributes, choose what best suits your type of playing and proceed, you character starts at level 1 everytime but there are upgrades you can buy before starting the game with the money you collected from your previous runs, you can even buy level ups to your character and skip stages with that money.

the game is really fun and addictive, the soundtrack is good and the graphics aren't bad at all, and like all Rogue-like games, if you like it you will end up spending tens of hours in this game and you will never regret spending your money on it.

highly recommended of course.. If what you're used to is the flash game, you'll find a lot of things different here. I was surprised, but I also ended up liking what I found. It's a much more complex game now, while still keeping the fun and speed of the original.

The big difference is the relationship between your character and the trapped heroes. Freeing a hero from their cage doesn't transform your player character into that hero, but instead releases the hero into the game world to fight alongside you as a friendly NPC. Luckily, your player character is no longer the powerless vanilla jump-man from the original either. In a system that, yes, is a lot like Rogue Legacy's, you start each game choosing from a trio of characters generated with different statistics, traits and equipment. You can unlock new character options through achievements and in-game merchants.

My main complaint about this new system is that the AI heroes can sometimes be quite unhelpful, particularly the paladin breaking blocks you'd rather leave intact and the archer, who lacks mobility-based powers, getting stuck and being unable to contribute to the battle. AI heroes can also trigger alarms, though this never felt too obtrusive or unfair.. Anyone who liked Rouge Legecy should pick this game up. That is all.. Got this on sale for \$2.49. Gamers who ignore the "PC Master Race", have no idea what they are missing...

This game is indeed a winner. Tried it out for a quick few min. Turned out to be 1.5hrs

Much has already been said, so, I will say the one thing that stood out to me....

Videos, make this game look Frantic & Chaotic. I was pleasantly suprised, to find out it plays at a far more reasonable pace, than it appears. It's not a FREAK OUT AND BOUNCE ALL OVER THE PLACE SLASHING LIKE CRAZY game. You think about which way to go, which key to use, which block to break, which enemy to go after. It's neat, and somewhat difficult to explain.

The whole DIE & START OVER thing, sounds awful, but its not. Once you realize, getting as far as you can, in each run, IS the game itself, you won't mind. If you kept going, it would actually hurt the game. Each time you start, little, progressive positive changes in your Character, make each run different. You suddenly can wizz past parts that were tough, go after that extra

prisoner, snatch that extra key, and.....aaaaaaaand.... MAKE IT TO THE NEXT LEVER! Woot!!

Give it a try. It may be a love it or hate it kinda game, but, looking at the 95% positive rating (out of 12500+ reviews!), Odds swing in your favor.. Just to relive the nostalgia, I had to go back and play the original Vertical Drop Heroes on Kongregate. This truly does its predecessor justice, giving that fantastic risk-reward system and adding so much more to it. There are some aspects of the game that are easy to exploit (using Confusion on the Worm boss makes the fight ever-so easy, especially when I know recharges are around the corner), but even with that, the game provides a good challenge and requires you to put both your platforming skills and rogue-like decision making skills to the test. I especially like the addition of the pacifist system. Normally the choice of "To fight or not to fight" comes down to whether or not you can gain more than you lose, but in this case with many fights being winnable without much or any loss, a reward for avoiding the easy massacres is tempting and very worth it. The story itself is also simple but very befitting; so often do games tell of the great hero that overcame evil with the dozens of game-overs in between never even being acknowledged. Knowing that each failed attempt is simply another step in the story makes me even more anxious for the next attempt.

I look forward to seeing what comes out of Nerdook Productions next. Even if it's another remake of an old Flash game, I know it will be as good-- if not better than-- the original.. Yeah, this game is a coffe-break title, like Rogue Legacy you can do one run in a matter of minutes (because you die)... but then you see how addicting this game is and sucks you in. Beware, this game is an addiction starter!

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