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## Crayon Chronicles Free Download [FULL]



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### About This Game

Crayon Chronicles offers a relatively short (2-4 hours per play-through) but action-packed RPG experience that randomly generates the level layouts each time you play.

You are encouraged to play through the game more than once thanks to the random nature of the environment layouts, but also because we keep track of the interesting facts about each play-through (in our newfangled "Heroic Hallitorium") so you can compare your adventures to each other as well as to the adventures of your friends.

As the story goes, your friends have been kidnapped (tragic, I know), but as it so happens, you are brave enough to attempt their rescue. With help from a "stranger" you are soon set on the path to their salvation from the despicable Lord of the Swampyards, Stratolustrious Von Danderbeak the 37th (or Strato for short, his name is a mouth-full). If you succeed in rescuing your friends and bringing down the Swampyard Tyrant, then glory, satisfaction, and maybe a nap await you.

#### Crayon Chronicles offers:

- 50+ enemy creatures
- 200+ items and gear to find
- 13 different environments to explore

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- Saving and continuing (if you stay alive)

**Your character will be able to carry:**

- A helmet
- Armor
- A main weapon
- An off-hand weapon (unused when you have a two-handed weapon equipped)
- A ranged weapon (recharges shots as you use melee attacks)
- A skill power (recharges as you defeat enemies)
- 4 consumable item slots

The helmet, armor, main weapon, and off-hand weapon will all visually update on your character's avatar in-game.

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Title: Crayon Chronicles  
Genre: Casual, Indie, RPG  
Developer:  
Outer Grid Games LLC  
Publisher:  
Outer Grid Games LLC  
Release Date: 2 Mar, 2015

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English

\* Library 1st Floor  
Homework: Remove Pests  
Total Pests Left: 86  
Pests This Floor: 11

Turns Taken 197  
LIFE 11  
POWER 12  
DODGE 15  
AIM 12  
LUCK 5

Randy Level = 2  
XP 

MELEE 1-5 DMG  
GEAR BLOCK 0%  
WEAPON  Owl on a Stick  
~~2-HANDED~~  
 None  
HEAD  Wool Beanie  
BODY  None

RANGED 0 DMG  
ITEMS  
Q E  
W 2  
A 2 D 1  
S C  
Z




You explored new ground...  
how refreshing!

\* Hidden Cabin  
Homework: Collect Overdue Books  
Books Found: 0/22

STATS

TURN TAKEN 441	POWER 19	DODGE 13	AIM 11	LUCK 10
LIFE 11				

Maple Level = 3  
XP 

GEAR

MELEE 5-9 DMG  
BLOCK 0%

WEAPON  
 Royal Warhammer  
 ~~Dagger~~

2-HANDED

HEAD  
 None

BODY  
 None

RANGED 3-9 DMG

ITEMS




Bow & Arrow

MENU 



\* The Forgotten Labyrinth  
Homework: Survive the Labyrinth  
Labyrinths Survived: 0/1

Turns Taken 208  
LIFE 11  
POWER 19<sup>2</sup>  
DODGE 20  
AIM 18  
LUCK 19  
MAX 12

XP   
Mo Level = 7

MELEE 5-7 DMG  
GEAR BLOCK 10%  
WEAPON  Haaxord  
OFFHAND  Knight's Shield  
HEAD  Paper Bag Hat  
BODY  Kung Fu Gi

RANGED 2-8 DMG  
ITEMS  




The Little Banshee missed you.  
Fail Hit.

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A simple, colorful roguelike. Not gory or violent either, it serves as a very good introduction to the genre even if you're 5. Doesn't mean the game is easy though. Its a decent length. 12 hours in and I'm getting around the last bosses.

Stat system is simple with Attack, Dodge, Aim, and Luck, with Luck affecting crit chance, in which crits deal double damage as well as heals you. You get to choose from two stats to gain a point when leveling. Price is great for the content. Highly recommended for anyone who could use a turn-based roguelike, even if for just a bit.

EDIT: a Posthumous statistic:

Took about 22 hours to finally win--This is somewhat lower than other roguelikes, but still fits the game well.

Winning game took just over an hour.

Died just shy of 100 times.

Final verdict: Definitely worth face value.. Spoiler alert. This game is not a 2-4 hour playthrough if you just got the achievement for 50 deaths. Worth Four dollars. 10V10 would die again.. This game has a very special crayon drawing style, and most of the items, characters and enemies in the game are also fun. However, there are several crucial problems preventing me from recommending this game.

1. The control is very labour-intensive: you have to click for each and every movement of the hero, because there's neither even the simplest path finding nor keyboard movement control. So if you pick a wrong door, you may need to click a hundred times to go all the way back.
2. This is an old-fashioned PURE rogue-like game. You won't gain anything for subsequential plays. If you die, you have to begin a new game with empty hands (except for a set of random starting weapons) all over again. The layout of rooms is substantially fixed, while the enemies and items in a map are generated random. So you may die in the third room after starting a new game.
3. The combat is heavily dependent on chances. As someone has mentioned in an earlier review, the hit/miss results seem to be completely random. Since you have only a dozen of HPs and you are going to face hundreds of baddies, the dice will eventually fail you.

Overall, don't be fooled by the appearance of the game. It is not a cute, easy game for children. Unless you are trying to educate them on how to handle frustration.. Reminds me of Saturday Morning RPG. Extremely unique and kid-friendly art!

overall, I give this game an 8 out of 10.. This game is an RNG generator. It doesnt matter how high your aim is, you can be killed by a bee with 1 hp left because your saw missed 21 times in a row (yes, that happened). it is Not a hard Game, it's a luck Game. there are no mechanics to stop this. I garentee everytime you die in this game will be because a weak, Stationary enemy will Dodge you 8+ times and then hit you all 8 times (yes, Also happened).

It's not a good Rouge-like. But i do love the Visuals.. Here is my 'First Play" Video on YouTube:

<https://www.youtube.com/watch?v=6T-64LPFULQ>

[Awesome little rouge-like RPG with cute crayon drawn style graphics. definitely love this unique art style.](#)

[The game plays well and I didn't see any bugs in my first play experience.](#)

[While it's not hundreds of hours per game, evidently an average game will take you 2-3 hours, and it can be different every time you play. Even one good play through of this game should give you more then your money's worth however with this low price tag.](#)

[Two thumbs up, bonus points for unique style of graphics, and also for it's "cute" aspect that should draw interest frm both kid and adults alike!](#)

[- Zaxx. Pretty decent game and I've already made my money back for buying it on sale. Simple game, point and click. Good graphics very entertaining, and something to pass the time with.. The positive:](#)

[+ Low price](#)

[+ Cute graphics and customization \(name and dress up your friends\)](#)

[+ Cute school theme \(weapons, monsters, quests\)](#)

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The negative:

- Very poor (repetitive) replayability - your game can be as short as 3minutes and everytime you will have to go through the same map layout and find the same objects (in random rooms) - it results in you feeling like you're banging your head against a wall.

- Grindy steam achievements. I got this on sale for something like \$1 and it was worth the price. The criticisms others have leveled at it are valid, but don't take into account the type of game this is. This is a game that you play when you're on an mmo and waiting for friends to arrive. It passes time. In this function it excels. It has charm, and is a good time waster.. It's a laidback, light-hearted roguelite. Except it's permadeath. Yes, there is that.



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little to no motivation for replay. If you die you have to start all over again. I could'nt enjoy the Game.. Alright, so , after a few hours of gameplay, I probably don't have the most "complete" or "experienced" review of this, but here was my first impressions.

Start: First starting up the game, I went to options, saw a complete lack of options... was discouraged and doubtful.

Then, I went to the instructions page, and saw craptions of information.... thought the game was extremely complex and convulted.

Next: Started up a game, was mildly amused by the almost joking manner of options they give... some of which I still don't know what they do.

In game: Figured out the basic ideas of moving and equipping, ran at my first enemies, killed it, and moved on. The gameplay was very simplistic and easy to understand. Despite picking it up fairly quickly, I managed to make it to the 2nd area, got surrounded by enemies, and died.

2nd play: Armed with a bit more knowledge about dps, stats, and item usage.. I re-started with a new name and managed to get very far. After several hours I had gotten to level 10, with X amount of chapters completed. I decided that I was too tired to continue but used the save & quit feature so that I could continue later.

The runback: It's a very fair and easy to pick up rogue-like that can be very comical at times. Most enemies are pun-tastic and have a variety of differing actions making them fairly unique from each other. If you're new to roguelikes this would be a fairly good introductory game. IF you are a veteran, you will most likely get a kick out of the fantastic puns and homely comedy.

Well worth the money if on sale. But regardless, enjoyable for a couple of casual days.. Where do I start?

A single game developer soon embarking on his second I believe. I can't say I'm that hopeful after attempting this one after several tries. Anyway he can be found here... <http://www.outergriidgames.com/>

[Graphics overall is set out to be charming and won me over. Sound and music always fitting and adds to the overall atmosphere. Light hearted humor throughout the game bringing the odd smile or two to my face. Game play consists of a turn based RPG which records your history of your numerous attempts which is always fascinating to glance over. All this revolves around a paper thin story involving your customized friends being kidnapped and needing to be rescued. The settings take you to a school yard and then a cemetery creating a very quirky style backdrop for the simple to understand story. So if all these things are a plus why do I give it a solid thumbs down?](#)

[It's ROGUE as rogue can be. \(Sad face\) and the developer seems adamant to keep it that way regardless of the countless throngs of customers which have already requested an easier progressive mode to be added to the game. SERIOUSLY... the game apparently takes 4 hrs which I have never seen, because after two hours in I come across an unfair room while I have nothing left to defend myself with and unable to back out, I die. No saves once your dead. No chapter reloads. No progressive leveling with your next character having slightly higher stats. No sreee your back to the start to have to grind through the whole thing again just to get back to the same bleeding spot and die. After 10 hrs of game play and several psychiatric visits \(self admitted\) and several correspondence with the developer, your left with shrugged shoulders and the puzzling question as to why on this planet would a game developer who wants to be recognized pick a niche market \(turn style rpg\) and further limit its appeal by making it COMPLETELY ROGUE??? Who has time for that? Gamer's have lives! Jobs! Family! Why would you not ALSO add an easier mode???](#)

[But alas he does not believe in the golden principle of 'Customers are always right!'... So while hundreds camp outside the developers fortress brandishing pitchforks and torches, over turning cars setting them alight and shouting give us what we want or we will start storming the walls. He lies with deaf ears in the bowels of the dungeon creating another....](#)

[I think someone else said it best with their review of the game and I wholeheartedly concur with this statement that they made. It is as follows...](#)

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'If it comes across i'm bitter, I am, I wanted to enjoy this game, I cannot.' This game is fun, trully... but random have too much value there. You have full hp and good luck, aim and dodge? Not be so sure about next common raccoon you see, just 4 lucky hit from him in a row, and you dead. So this game may be look like child game, be sure its not, look at all your turns, spam click = death. This is so rad u have no clue. The graphics are adorable and it's silly and fun and the gameplay is pretty darn fun. So far this is a absolutly adorable rouge like. Good difficulty, lots of items, good amount of enemies, cute all age freindly graffics, hours of replayability, its got it all! And best of all is its small price, well worth the money!

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