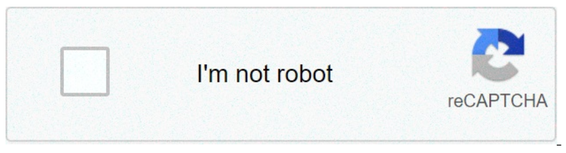

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Shattered pixel dungeon plate armor

I decided to track my last bunch of attempts at wining Pixel Dungeon, just so I can get an overview of the usual outcome and see how hard the game really is. I'll also try to break it up a bit with a few thoughts, so here goes... Oh, and I'm playing mostly with the warrior. He seems like a great beginner character. Tracking Died on level one. Death by fire. I found a piranha room. When this room is on a level, there's also a potion that can help you get through it somewhere. It's usually a Potion of Invisibility, I think. By usually, I mean always, of course. I found three potions on level one, so I gambled. I drank a Potion of Liquid Flame and set myself on fire. I then tried stepping into the piranha infested water to extinguish myself. I got hit by the piranhas and I also somehow continued to burn, even though the water was supposed to extinguish me. A level one character doesn't last long in that situation. Events of note? I found a Strength Potion in the first room. The one that looked promising, for a while Got all the way to Goo, the first boss and got killed by it. I found a Mail Armor, a Spear, and two Strength Potions. I also probably had a bunch of Healing Potions in my inventory, but never used any. The death was a surprise. Goo was charging up, so I took a step back, and then it managed to move in on me and hit me once before I could act. I had a quarter health at that point, so that one hit was enough to kill me. This death was completely my fault. The one that started paying attention, for a while The next warrior also got all the way to Goo with a Mail Armor, as well as a Ring of Safety. However, he never got any decent weapons and was out of healing potions by the time of the fight. The character died, but at least I figured out the charging-up mechanic. Once it starts doing this, it's not enough to move just one step away. You need to step back at least two tiles. Goo also cuts corners, so that needs to be taken into account here. By the way, the Ring of Safety makes you need less food, in case anyone's interested. The one that just wasn't meant to be A warrior got killed on level one, by a Wild Longsword-wielding animated statue. It was level one, so I decided to risk attacking it and promptly got hit by a 27 damage swing. The one with lots of protection (but not enough) This one was interesting. He got a bunch of great armor pieces throughout the first several levels and I managed to put him in a decently upgraded Scale Armor eventually. Then I thought it would be great to give glyphs a try. The first glyph was Viscosity, which was pretty cool. Viscosity sometimes makes damage you receive tick over time instead of being deliver instantly. For instance, instead of taking a five damage hit, I'll take 1 point of damage over the next five turns. This can clearly be a lifesaver, but it could kill you if you are careless. Pictured: My badge collection at the date of this report. Then I thought to myself, I could do better. Note that I have no idea what kind of glyphs there are at this point, only that most of them are both good or bad and often more bad then good – this should be reason enough not to use them when all is well with the character, but I'm clearly a careless roguelike player. I used another one and got Anti-entrophy. This one is not as great as Viscosity. Anti-entrophy sometimes causes the enemy that hits you to freeze in place. Great, right? Well, it also causes you to get illuminated and catch fire at the same time. Not so great. Luckily, the game still wanted to help me get ahead. I found a replacement scale armor soon. It had the Glyph of Stench on right off the bat, but that one is slightly better than Anti-entrophy – it creates posionous clouds around both you and the enemy as you get hit, which can be worked with as long as you're careful and isn't a huge deal at later levels. With that, I got past the second boss and quite deep into the dungeon, but I eventually got killed indirectly by a Gnoll Brute. He hit me hard and then the poison I was emitting finished me off. A long time after, I still have trouble dealing with these guys. The one with a decent weapon The next warrior got lucky with a Lucky Longsword relatively early in the game and also got a scale armor along the way. This got him past the second boss, Tengu one more time and he even encountered the blacksmith NPC for the first time ever. However, this one also fell to a gnoll brute. These guys are though and at this point, I'm starting to think there's a trick to get around them. While we're on the subject of the blacksmith, I have yet to make full use of him, even after the this report. The quest he gives you is to use a pickax to collect 15 pieces of dark gold scattered throughout the level. This is easy and if you do it, you get to merge two pieces of the same equipment to make a stronger one, somehow. I'm not sure how it works exactly or in what way the final piece is stronger, but I'm hoping it joins their enchantment levels or something, possibly with an extra bonus added on top of it. Hopefully. The one with an early statue kill As the title says, this one managed to kill off a statue wielding a Wild Dagger in the third room of level one. Then he fell down a chasm and managed to survive, clearing level 2 before clearing level 1. It looked promising, but at level 3, he was foolish enough to touch a grave and got killed by a crab that joined in on the wraiths that surrounded him. Pictured: A description of an animated statue. You can tell what weapon it's wielding. Sorry about the volume indicator. At this point, I realized the dew jar doesn't get used automatically at low health, or at least it doesn't if it isn't full. That's useful information to have, and it's right there in the item description. Oh, and it's also called a dew vial, not jar. The few unmemorable I usually write about several short-lived characters at a time, but the next one did so much, I forgot about everything that happened with the few in-between. The best one ever This one had a lot going for him. He got a glaive early, but he couldn't used it until it upgraded it enough and got enough strength to meet the requirements half way. This happened on level 9 of the dungeon. Once it did happen, though, I finally figured out the brutes – they are easy if you can take away most of their health in one shot or sometimes even kill them with a single hit. He also got a scale armor early and it was a +3 armor to begin with, I believe. Then, just around the time he was able to use the glaive, he got a nice piece of Plate Armor, which he promptly upgraded and started using some time after killing Tengu, the second boss. To my knowledge, plate is the strongest level of armor in Pixel Dungeon. With a nice supply of 12 healing potions and a bunch of other stuff, things were looking good. The blacksmith wasn't used immediately, but there was an extra glaive and plate armor waiting to be identified and reforged . Pictured: The inventory of the gladiator that got all the way to DM-300. Then I got to DM-300, the third boss. I only ever got to him one before, in an unreported attempt a few months earlier. I could have survived this time, I really could have. The warrior died with 11 healing potions waiting in his inventory. I just decided that not using one with a third of my character's health left is somehow a good idea. Roguelikes don't agree with such ideas. What's new? There have been many updates since my last report, so Pixel Dungeon has greatly changed. Here are a few new things to it: You now start off with the Tome of Mastery if you've gotten it once, so you can pick your specialization right away. It basically makes a game with four classes into a game with 8 classes, where pairs of two are quite similar. I usually go with Gladiator for the Warrior, though this early in the game, Berserker might also make sense. Pictured: Using the Tome of Mastery with the warrior. He is the only class I managed to unlock it for. There's the Dew Jar. It collects dew drops you pick up while full on health and stores them, up to ten of them. When you're about to die, it's automatically used and keeps you alive, so it's an Ankh with less healing power, but with the benefit of you not using any items. There's an entire new class – the Hunter. I haven't been playing with it much, but it seems interesting. There are NPCs, quests and a sort of story. There are new dungeon features, such as chasms. I believe the trick with putting on your strongest armor while fighting and not using it while walking around has been removed – the bonus protection is strongly reduced if you don't meet the strength requirement. Tips A few tips I accumulated through experience and reading of other people's stories… For some reason, wraith enemies (those guys that appear if you mess with bones and gravestones), are much easier to hit if they stand in a doorway. Every special feature on a level (locked door, wooden barricade, piranha room, anything, also spawns the item you need to get past it. Piranha rooms need Potions of Invisibility, chasm rooms Potions of Levitation, barricades Potions of Liquid Flame, etc. If you see two chests in a single room, both requiring golden keys, you'll only get one key on that level. The point is that they are crystal chests – you can look at them to see what's inside and then pick one of the two items. Scrolls of Lullaby are useful against shamans. You can look at animated statues to see which weapon they are carrying before you decide to attack them. Thoughts And with this, my report ends. The attempts I wrote about here happened over the course of a couple of weeks, but you can basically group them up in two longer sessions of playing. This is how I play Pixel Dungeon – I get an itch and I scratch it for a couple of days, only to forget about the game until a later time. The itch usually comes when a new update is pushed by the developer, or when I stumble into a thread talking about the game on a social site or forum. Pictured: My current rankings at the date of this report. It really is a great, fun game and it's actually free – no in-app purchases, no adds, no nothing. The only money related thing about Pixel Dungeons is a please consider donating button in the main menu. There are no added system requirements, nothing you need to explicitly allow – it's a light weight and fun roguelike which keeps growing into a more complex, but in no way less fun game. If you own an android phone and are interested in games, you owe yourself to try it out. Related Posts: Броня (Armor) поглощает урон, полученный от атак ближнего боя. Броню можно улучшать и зачаровывать с помощью Свитка Зачарования или Магического Стилуса. Ношение слишком тяжелой брони снизит скорость и способность к уклонению. Разбойники получают бонус к уклонению при ношении легкой брони. Особая классовая броня может быть изготовлена с помощью Набора инструментов(Armor Kit). Такая броня даст Герою специальные возможности. Броня, надетая на Героя, идентифицируется после 10 полученных ударов. С вероятностью 1\10 броня сгенерируется зачарованной. Зачарование можно также наложить с помощью соответствующего свитка. Разновидности брони Тканая броня (Cloth Armor). Эта легкая броня обеспечивает минимальную защиту. Эта броня может поглотить до 2 очков урона за удар и требует 9 очков силы. Кожаная броня (Leather Armor). Броня, сделанная из дубленой шкуры монстра. Не такая легкая как тканая, но обеспечивает лучшую защиту. Эта броня может поглотить до 4 очков урона за удар и требует 11 очков силы. Кольчужная броня (Mail Armor). Переплетенные металлические кольца делают эту броню прочной, но гибкой. Эта броня может поглотить до 6 очков урона за удар и требует 13 очков силы. Пластинчатая броня (Scale Armor). Металлические чешуи, прикрепленные к кожаному жилету, создают гибкую, но прочную броню. Эта броня может поглотить до 8 очков урона за удар и требует 15 очков силы. Латная броня (Plate Armor). Крупные пластины металла соединены воедино в броню, которая обеспечит непревзойденную защиту тому, кто сможет справиться с ее огромным весом. Эта броня может поглотить до 10 очков урона за удар и требует 17 очков силы. Советы Найти броню можно в сундуках, Арсенале, Гробнице, Кузнечном Горне или просто на полу. Будьте осторожны, броня может быть проклята и вы не сможете её снять. Приберегите Свиток Опознания или Свиток Рассеяния для таких ситуаций. Лучшая броня, которую можно найти – Латная броня +3 (очень редко). Восстановить броню можно с помощью Свитка Улучшения или Свитка Зачарования. Применение Набора Инструментов (Armor Kit) полностью остановит разрушение брони. List of my articles on Pixel Dungeon and Forks:№ Title + LinkAbout what 1 Strategic and tactical tips for the original Pixel Dungeon. Mostly suitable for Remix. Differences are indicated separately. Tales of how I went for different classes. 2 Review of the original PD after introducing degradation into it, review of the Shattered Pixel Dungeon 0.3.0e, Remixed Pixel Dungeon 18.4 beta 1. Boss tips for the original Pixel Dungeon adjusted for Remix. Bosses specific to Remix are not considered. Tips for playing for the elf. 3 Strategy and tactics to fight the boss "Lord of the Shadows." 4 Pixel Dungeon Remix innovations for versions 18.4-25.5 are described. Tips for bosses "Queen of Spiders", "Lich". Tips for the new Necromancer + game class on how to use pets. Description of the mechanics of the work of Chaos. Description of differences in game difficulty levels (easy, normal, expert). This composite note describes exactly what is indicated in the title. From the comments on the previous post, I realized that the "advice" lacks specific strategies for bosses. In addition, I went through two forks of Pixel Dungeon and tried the degradation version.There should also be a couple of pictures, but they are not there yet, because they turned off the electricity. UPD. Added pictures to sections about shutter and remix. Boss tipsThese tips are not an absolute guide. However, I went through the game without cheats ten times, taking into account different roles, specialties and forks of the game - and all the strategies described above were tested by me personally. Depending on the situation, alternative methods are possible.Guu (slurry)Guu, on the one hand, is the most difficult boss, because the player has few resources, and on the other, the simplest one. By objective indicators.Guu, I urinate like that. I go to her room. She wakes up. Next, in the doorway for myself I plant a poisonous or fiery seed - that is. I'm leaving. She comes up and starts to burn. The seed of fire is worse, because the battle takes place in the corridor, in which water is often found. Further, when she comes close to me, I begin to beat her with what is. If there are sticks, or a bow with arrows (remix), then you can wet it still on the way. When Guu has the "!!!" badge, I quit attacking her and take two steps back. Because through the move it explodes - and the damage from the explosion is great. Then again I wait until it fits (here you can plant another seed if left). If there are healing potions and / or a bottle filled with dew, it's very good (this applies to all bosses, but this is obvious: if there is little HP left, it's time to drink a cure; how much to consider "little" - there is a different indicator for each boss). What is important here: you should minimize the time Guu stays in the water, because she is being treated there. It's better to be in the water itself, because otherwise, it will put garbage on you, from which you will lose 1 health point each turn. Constantly retreat, however, also should not be, because there is a risk of running into the starting room. It is, however, a rarity.Variation: I read that you can plant a seed of earthen armor under you, then stand on it and wet Guu from the spot. I don't know if this is real.The main problem of this boss is whether the player will be able to find at least some weapon to this boss?TenguTo defeat tengu, any ranged weapon is required. If he is not there, it will be difficult for tengu to win. Any sticks, darts, bow with arrows, flasks with fire or poisonous gas will do. The bigger, the better. If you play as a Huntress, then the boss is not a problem. If no normal battle sticks were found, then in the quest in the second location, the guy in the circle must ask for a battle stick. In addition, bombs appeared in the original version 1.7.5 (they also exist in the shutter). If you manage to find at least 4 bombs to level 10 - consider that it is a hat. I have a strong suspicion that the bomb room is guaranteed to be generated at the first 10 levels, but this suspicion requires verification.Come into the room, at will, plant a seed of earthen armor under yourself and then get up on it (if your armor is useless - a seed of earthen armor is a necessity). Then you throw everything that is in tengu until it dies. The impression was that in 1.7.5, the remix and shutter tengu were slowed down, and now he does not teleport every time you approach him. This must be checked (UPD. Checked: in the remix of version 25.5 it is not teleported every time, it killed melee, just running after it). Previously teleported every time. Even if he doesn't teleport every time, it's better to wet it from afar anyway, because after each teleportation he leaves behind a poisonous trap - and getting to it becomes more difficult.Variation: if there is a speed ring, you can try to catch up with it and hit with close weapons. Variation: you can paralyze it with a dart or potion and then come up. Attention, if you paralyze a potion, you can accidentally paralyze yourself. To avoid this, you should either approach the boss when the potion is already beginning to disperse, or you need a potion of purification, which rarely happens at this stage (if it does, then only one - and you have already used it up when you determined that you for the position, by direct testing). Variation: if there is a scroll of mirage (scroll of mirror image) or on the armor there is a glyph of "multiplication", then your doubles may well if not kill the tengu, then at least cripple it.The main problem of this boss is whether the player will be able to find a sufficient amount of ranged weapons at this stage?DM-300By this stage, the player usually already has enough resources - normal armor and weapons.To kill the DM-300, you must first find it. I go around the initial room - usually he hid somewhere behind. Next, I choose a convenient position for retreat. It is necessary to find such a trajectory of movement so that it has a minimum of inactive traps. The fact is that the DM-300 is treated when it steps on them. Then I wait until he comes up. When he comes up, I hit him once, and then step back 1 step diagonally. If you act in this way, the poisonous gas that it emits will not reach the player. The boss sometimes paralyzes the player and can make a couple of shots at this time, but I do not consider this a serious threat.Variation: if there is, a purification potion, then you can drink it and not go anywhere. Wet it on the spot. But for complete soaking you need at least 2 potions. Variation: if there is a pumped ranged weapon - you can wet it from afar. Before that, it would be good to paralyze him.Gnome kingHere you need good armor and here you need good weapons.If there are powerful sticks, you can urinate the boss from afar to spite the boss. But then you have to come up. Near the boss there are two sites, getting up on which in turn, he calls skeletons. The less hp left by the boss, the more skeletons are summoned.I usually do not use any particular strategy for this boss. I just stand between these two sites and urinate him when he passes by. Sometimes I go after him. I don't touch the skeletons - only if they block my way to the king. I deal with them after the death of the king himself. Here you should be careful - because of the call of the skeletons, the pointer of the attacked monster can move on them. It is necessary to ensure that he points to the king (red garbage with a mob icon on the bottom right).Variation: in order to accelerate the death of the boss, some plant a fiery / poisonous seed on the ground where he gets up. Never tried to do that. The character explores 25 levels of randomly generated dungeons, picks up items (more than 80 types) and kills monsters (25 types). There are 5 bosses located every 5 levels.GameplayPixel dungeon is a turn-based game of the genre roguelike with tiled graphics in the style of "pixel-art". The game follows the canons of the genre, focusing on survival in the multi-story underground labyrinth in search of the amulet of Yendor and the need to rediscover the properties of objects with each new passage. The floors of the dungeon are created using procedural generation, including placing obstacles, objects, enemies and NPCs on them that issue quests, which ensures the uniqueness of each passage. The game provides a choice of four character classes (warrior, mage, thief and hunter) having different parameter values \u200b\u200band features. The character has such parameters as the health necessary for survival and the force that affects the effectiveness of the equipment, he also needs food. For the destruction of enemies, the character gains experience, which leads to an increase in his level, with which the combat effectiveness and health reserve of the character increases. After the destruction of some enemies, objects and money remain. The last character can spend on the purchase of necessary things in the shops on the way. The game has a wide variety of equipment and other items that a character can use one way or another, often in several ways. But some items when you try to use can harm the character, for example, damned things.Development and forksThe source code for the Pixel Dungeon was unveiled on July 26, 2014. Soon there were many forks, the most significant of which are listed below:Russian speakersPixel Dungeon ML (Multi-Language) - a multilingual version of the game, the rest is no different from the original. Remixed Pixel Dungeon - the first fork to receive a Russian translation. Shattered pixel dungeon - the first, and at the time of writing, the most popular of the forks, contains many new content. Translated by the community into many languages, including Russian. Updated periodically. English speaking Sprouted Pixel Dungeon - fork of Shattered Pixel Dungeon, shifting the game genre from bagel to the side Plot Explore the dungeons of Pixel Dungeon, pick up useful things and kill different monsters to find the Endor Amulet - the strongest artifact of this world.The game has 4 classes: warrior, mage, thief, hunter.In total, the game has 32 levels. Every 5 levels, bosses meet. Forks The source code for the Pixel Dungeon was unveiled on July 26, 2014. Soon there were many forks, the most significant of which are listed below: Shattered Pixel Dungeon - the first and at the time of writing the most popular of the forks, contains a lot of new content. Remixed Pixel Dungeon - its development began as a translation of the original game into Russian, but over time, however, evolved into an independent project. Sprouted Pixel Dungeon - fork of Shattered Pixel Dungeon shifting the game genre from a bagel to a slasher. Write a review on Pixel DungeonNotes References Pixel Dungeon passage"Indeed, you yourself will command it yourself?" - said Julie, cunningly and mockingly exchanging glances with the militia. The militia in the presence of Pierre was no longer so caustique, and in his face expressed bewilderment at what Julie's smile meant. Despite his absent-mindedness and good nature, Pierre's personality immediately stopped all attempts to ridicule him. "No," Pierre answered laughing, looking around his large, fat body. "It's too easy for the French to get into me, and I'm afraid I won't get on my horse ..." Among the people being sorted for the subject of conversation, Julie's society fell on the Rostovs. "They say it's very bad," said Julie. - And he is so stupid - the count himself. Razumovsky wanted to buy his house and a suburban Moscow region, and all this stretches. He is cherished. "No, it seems that a sale will take place the other day," someone said. - Although now it's crazy to buy something in Moscow. - From what? - said Julie. - Do you really think that there is a danger to Moscow? "Why are you coming?" - I AM? That is strange. I'm going, because ... well, because everyone is going, and then I'm not John d'Arc and not Amazon. "Well, yes, yes, give me another rag." "If he can manage things, he can pay all the debts," continued the militia about Rostov. - Good old man, but very pauvre sire [bad]. And why do they live here for so long? They have long wanted to go to the village. Does Natalie seem to be healthy now? - smiling slyly, Julie asked Pierre. "They're expecting a smaller son," Pierre said. - He entered the Cossacks of Obolensky and went to the White Church. A regiment is being formed there. And now they transferred him to my regiment and are waiting every day. The count had long wanted to go, but the countess would never agree to leave Moscow until her son arrived. List of my articles on Pixel Dungeon and Forks:№ Title + LinkAbout what 1 Strategic and tactical tips for the original Pixel Dungeon. Mostly suitable for Remix. Differences are indicated separately. Tales of how I went for different classes. 2 Review of the original PD after introducing degradation into it, review of the Shattered Pixel Dungeon 0.3.0e, Remixed Pixel Dungeon 18.4 beta 1. Boss tips for the original Pixel Dungeon adjusted for Remix. Bosses specific to Remix are not considered. Tips for playing for the elf. 3 Strategy and tactics to fight the boss "Lord of the Shadows." 4 Pixel Dungeon Remix innovations for versions 18.4-25.5 are described. Tips for bosses "Queen of Spiders", "Lich". Tips for the new Necromancer + game class on how to use pets. Description of the mechanics of the work of Chaos. Description of differences in game difficulty levels (easy, normal, expert). I don't know for whom I am writing this note, because those who are not familiar with bagels will play this game for a long time and without success, and it will seem quite simple to friends. Some private tips are described here. This does not pretend to be a full description of the game or the strategy of passing, but can save you a lot of attempts.This article is primarily about the original Pixel Dungeon. There may be differences for modifications (REMIX!), I point out some of them. In addition, it was compiled for version 1.7.2, which is already outdated in 2016. Changes with the latest versions have not yet been made.In principle, all objects in the game have in-game descriptions, so it's quite possible to master it (especially for a person who has already played bagels) without any wiki, guides or anything else. However, there are a number of people who have already spent 300-400 attempts and still can not get through.About the device of the game. This game is a rogue-like game. This means, first of all, the following 3 points (common to almost all bagels): 1) The game is turn-based. STEP BY STEP. You do not see sprites animated. Before any action, there is time to think. Time is infinity. 2) The appearance of items in each game is different. The healing potion in one game was red, and in the other it was a paralysis potion. But inside one game, all the red potions do the same thing. 3) If you have died - this is forever. Saving one, when you download the game, it is erased.Features of this particular game: 1) The game has 5 "locations" of 5 levels. 2) At the first level of the location (except for the very first level, i.e. at levels 6, 11, etc.) there is a store. 3) At level 5 (5, 10, etc.) - the boss is located and nothing more. 4) In each location, there are necessarily 1-3 scrolls of "pumping" ("Improvements", Scroll of Upgrade) and 2 potions of strength (Potion of Strength).In the Remix currently 6 locations in depth and 2 branches. All of 5 levels.Strategic advice: 1) Scrolls of improvement should be spent only on those items that you are going to use until the end of the game. 2) "Normal", if you decide to use weapons of level 3 or more (order, tier-3, tier-4, tier-5) and armor of level 4 or more (scale mail), plate armor (plate) mail), and in some versions there is gothic armor). If you find something worse, do not improve it, but wait until you find the rest, although for now you can wear it. Technically, you can use armor and weapons of any level, but then there may not be enough scroll scrolls 3) Dew vial - a bottle for dew - this is not horseradish. Understand how it works and try to keep it full. You need to try to fill it at 1-4 levels, because then it will be very difficult to do. 4) If you do not need an item - throw it away. There is nothing to carry any garbage with you. 5) Seeds. With seeds, a very interesting system. Understand how to use them individually. You can also (but not necessarily) figure out how to make potions out of them. 6) Try to eat as little as possible - only if you are Starving (starving, "exhausted") AND you have little health. A sufficient number of healing potions (Potion of Healing) allows you to do without food at all - but spending them on it is a pity. 7) In every location, except the fifth, there is a "quest". Quests must be completed, as as a result, you get nishtyak. 8) You need to go down a level after your experience level has become more than the current level of the dungeon. Those. You need to go down to the second level only after you kill 10 rats.Tactical Tips: 1) Items need to be identified as quickly as possible. a) The found wand must be fired immediately (only not at the wall, but so that there is free space). Shoot until the charges run out. The current number will not be visible with a charge, but at least you will know what level it is. In Remix, if you use the wand many times, you can see the current number of charges too. b) Put on the rings and walk for a while - the ring is recognized. Be careful, it can be damned - you have to take this risk. c) Scrolls are all relatively safe, just make sure that you have what you want to pump if the scroll turns out to be a scroll of Scroll of Upgrade and that you have something to recognize if it turns out to be a scroll identification ("Identification", Scroll of Identify). There is one dangerous scroll in the remix - the Curse Scroll. If you read it, everything worn on you curses (but does not lose the level of enchantment). Therefore, before reading an unknown scroll, take off everything from yourself. Do not lay it out on the floor, as the scroll may turn out to be a scroll of teleportation. And you will find yourself in an unknown place with a bare ass and without a sword in your hands. I had it. d) That's the hardest thing with potions. There are three dangerous potions - Potion of Liduid Flame, Potion of Toxic Gas, and Potion of Paralytic Gas. To combat the first, you need to stand on a cage with water. You don't need to do anything to fight the second, but it's better to stand closer to the door so that if it turns out he will leave the room (gas does not come out). You can't fight the latter in any way, the only salvation is to drink what can turn out to be paralyzing gas in the first room of the level when you just went down there. There are never monsters, and all the monsters on the level at that time are sleeping. Staggering monsters have not yet been generated. Thus, the likelihood of the arrival of "guests" is minimal. 2) There are special rooms on the levels. If the entrance to the room is closed with a bookshelf (1 cell) or a "board barricade", then somewhere on the level there is a liquid fire potion (Potion of Liduid Flame) - it must be thrown into the barricade (NOT BY DIAGONAL). If there is a room with fish, then somewhere on the level there is a Potion of Invisibility. Finally, if there is a room with a void instead of a floor or a bunch of traps (and all are the same, but on the "other side" there is a nishtyak on the pedestal), then somewhere on the level there is a Potion of Levitation. In practice, this means that in no case should you drink unfamiliar potions until you have examined the entire level! If you examined and found one such room and you have not yet identified the potion corresponding to it, then go to the room and drink / throw the strangers until you get the desired effect. If there are two rooms and TWO unidentified potions, then how lucky it is - one room can remain unencumbered. Then you have to look at the next levels for a similar potion (it will already be identified), and then return. 3) What to buy and not to buy in stores? Do not buy: a) food - it is less nutritious than usual, but spend money b) Ankh (Ankh) - in theory, he will grant a resurrection, BUT you lose all your inventory except what was put on you. This is very, very sad. Ankh's meaningfulness is doubtful. c) Weapons, armor - the same can be found outside the store. Buy: a) Potion of Healing. b) balancing stone - Weightstone, in the remix is \u200b\u200bcalled "sinker". Firstly, they can improve weapons (speed or accuracy) if they are used, and secondly, it resets degradation if you play with degradation. c) potions, scrolls which are needed. But not in reserve, but if necessary. If there are unidentified scrolls / potions, especially more than one, take it! Unidentified - cheaper. d) Bags for seeds, sticks and scrolls (each store has one - Seed Pouch, Scroll Holder, Wand Holster). First, you save inventory cells. Secondly, a bag for scrolls, for example, protects them from fire. Your scroll scroll will no longer burn in a liquid flame! If you don't use any type of object in this game, you can not buy it. So, I do not always buy a case for sticks and almost never buy a quiver, which is in the remix. 4) Be sure to understand the use of doors. If the monster has just opened the door and is standing in the doorway, the chance to get through it is 100%. It is good to use against ghosts, as well as in any other cases. This works even if the monster is on your heels. Even if the weapon in your hands does not fit you in strength by 6 points! In addition, the chance to get 100% on a sleeping monster or on the one that has just entered your field of vision. 5) It is advisable to request armor from a ghost at level 2-4. However, if you have already found armor more or less (chain mail - Mail Armor or better), you can ask for a weapon. For the Huntress (Huntress) - definitely armor. The owner of the magic wands should take an attack wand (Battle wand), if you have not found normal attacking wands, because you still have to fight with Tengu (second boss). If you play as the Huntress (\u003d you have a boomerang), or have already found normal means against Tengu (attacking sticks, poisoned arrows, toxic and paralyzing potions, etc.), then you can take a non-battle stick (non-battle wand) . A blacksmith in the third location merges any two identical identical cursed non-negative charged objects into one of the best per unit quality. Example: armor + 4 and the same armor + 0 \u003d armor + 5. armor + 4 and the same armor + 4 \u003d armor +5. You can drain anything - armor, weapons, sticks, rings. I even merged boomerangs (I removed one from my corpse in the previous game). 6) You can find out what lies in two golden chests, if you tap on the question mark, and then on the chest. The same thing - you can find out what's in the hands of a living statue through a question mark. Actually, I went for all roles (but not for all subclasses).I went for the warrior in a previous post - (42 attempts). Further it became easier.Then I decided to try the magician. 5 attempts. Moreover, 4 attempts at 2 am failed very quickly, and the fifth the next day went right away and well. The mage (warlock) turned out to be more of a warrior, although he managed to find a stick of fire. For the magician, by the end I had so many resources left that I decided to get back to the surface, which I did successfully, although they almost killed me in the lower location. Battle Ax + 5 without everything, Mage Robe of Viscosity (41 points per attack), Ring of Thorns + 1, Wand of Fire + 5, Ring of Herbalism + 3, Wand of Regrowth + 1. Actually, because of the last two items, I have accumulated a dofig of resources. I grew a bunch of plants, collected a bunch of seeds, cooked a bunch of potions, etc. I really liked the Viscosity armor - it gives a chance that damage will not be given to the character immediately, but gradually, which allows less health monitoring and delay death (well, and reduces the likelihood of sudden death).For the thief (freerunner) I spent only 4 attempts. Venomous Sword + 5, Rogue garb of Affection (46 points per attack), Ring of Haste + 3, Ring of Haste + 7. Successfully found items. I would like to speak out against the Affection enchantment if you don't have enough remote weapons. I thought that I would die, because I got the chance to hit the final boss once every 20 or 30 moves. I have already spent on it all the found darts, tomahawks, and more. In addition, I was almost killed in the last location by a completely terrible incident. I stepped on a trap of paralytic gas, and then a scorpion passed by. This scorpion, if it is wrong, shoots from afar. Therefore, he did not fall into a cloud of gas and was not paralyzed. Instead, he shot me. He blew me over 250 health points. Good thing I had a full Dew vial. In fact, it was only thanks to this that I survived, because in total I had only 140 points, and after the end of paralysis - less than 25%. I thought it would be a real YASD - although there are few of them in this game. Due to the limited gameplay, most deaths are inevitable.For the hunter (sniper) I spent as many as 8 attempts. Here for her I was constantly killed at levels 1 and 2, although for the rest, even in unsuccessful attempts, I usually reached 3-4 or even merged on Guu. It became much easier to play when I realized how to use a boomerang, and when I read the guide - pixeldungeon.wikia.com/wiki/User_blog:TheDarkok ... (very cool written, by the way) (not until the end), it became even easier to play. And when I read to the end (after passing), I realized that the hunter still has a lot of opportunities that I did not know about. Vampiric Sword + 0 (for every fireman; still used a boomerang 90% of the time), Huntress cloack of Viscosity (36 points per attack), Ring of Haste + 6, Ring of Evasion + 4, Venomous boomerang + 6. From interesting - I picked up another boomerang from the remnants of my previous game and merged them into one from the blacksmith in the third location! In addition, on the final boss, I tried to beat my eyes under invisibility (and the boomerang does not remove invisibility), so the lavra did not surround me, but left somewhere, left an empty place, as a result, they were bred, to put it mildly, dofiga:Now go 4 more times for the remaining subclasses and you can switch to the game with degradation.

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