
Rack N Ruin Cracked



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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.

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.

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







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

. This game seems influenced by two things. Zelda and Invader Zim. I've read all the main characters lines in the voice of Richard Horvitz (voice actor, did voice of Zim) thus far and it fits rather well.

Beyond that the art style is fantastic.

The game itself plays pretty decent. The levels do get reused but similar to how areas are reused in "A link between worlds". The boss fights, oh the boss fights are amazing.

The game rewards exploration and while the "you should go here" you don't exactly have too. You can roam around freely.. Great game! Saw it in TB's video and immediately bought it.. Lets Say-10/666. I loved this game its like a mix between the original zelda and the binding of isaac, i also loved the artwork it looks like it was painted in oil paint it adds a nice touch to the grim, gory and a little satanic feel of the game.

I recommend this game to anyone that liked zelda 1 and binding of isaac or anyone thats looking for a game with great artwork or with a funny and sadistic humor and i suggest you pass the game at least once in normal difficulty you dont need to get every single colletible to be able to beat the game.Have fun playing!!.

Rack N Ruin: I guess you would call it an Action RPG / SHMUP mashup. You play as the Demon Rack who was stranded on an asteroid by his master Ruin because, I think, he was too wild corrupting everything. You go around as this demon killing creatures and corrupting the world. When you kill a creature you collect souls which are the currency you can use to buy items or to corrupt the shrines.

The game is presented in an isometric top down view. There are several locations in the world to explore. Dungeons to conquer. And boss monsters to defeat. The art style is hand drawn and cartoony, but it works. The biggest beef I have with the game is that sometimes it is extremely difficult to understand where to go next. And there are many things that seem like you should be told. Rather than cryptic descriptions of the items, some helpful description would be nice. The final dungeon is so twisted up I almost rage quit because I couldn't figure out how to get to where I knew I needed to go based on the map.

This game is hard to recommend unless on a deep sale or you are bored with all the other games you haven't played yet.

While it does have a few problems and frustrating moments, it still is a really enjoyable game. The writing is pretty funny, the gameplay is good, the soundtrack is good, and it has a really nice aesthetic. I wish it had been more successful, because it deserves it.. This is my first review.

First thought I had on the first minutes of gameplay was it's similar to Zelda but with bullet hell combat.

Pretty fun game with nice and colourful aesthetics. Awesome soundtrack, specially in bosses.

Despite being a demon, Rack is an adorable character that presents a funny situation in which he thinks himself bigger than he really is.

The worst aspect for me was that a couple of puzzles can be frustrating and have no explanation at all, and sometimes you feel lost. You don't know what to do next. Also, it's really easy to miss many breakable walls or power-ups unless you know where they are.

Got it on a sale but worth what I paid. My 9h gameplay time is what took me to complete it once, so it's not that short, if you're wondering that.

It has some flaws, but it's a hidden gem that I feel deserves more attention.. Awesome game with cool boss fights, clever puzzles and a sense of humour to go along with the art style. Absolute bargain for its price.. Awesome Indie Game!

Graphics: 10/10

Controls: 9/10

Inventory/HUD: 9/10

Combat/RPG: 10/10

Story/Atmosphere: 10/10

Overall: 9.5 / 10. Rack N Ruin was not interesting enough to keep me attached for long. It underdelivers on both graphics and voice acting. If you are into twin stick shooters, then Enter Gungeon for example is way better. Controls for a gamepad are strange (you cannot shoot precisely) and the speaking to villagers seemed to be a misplaced concept. A very nice idea (of being a world defiling demon) is spoiled in this instance by a mediocre execution. Score: 4/10

pros:

- graphics of levels and enemies
- idea of the main character
- music

cons:

- in dialog graphics
- lack of voice acting
- strange controls
- dialogs with NPCs
- boring

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