
The Dwarf Run Download Requirements



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About This Game

The Dwarf Run is an old-fashioned RPG with elements of point-n-click adventure.

The story tells of an expedition to the ancient underworld temple undertaken by young dwarf Dalain Stonecruncher with party of friends and numerous adventures that followed.

Dalain, Zenn, Ionor, and Barbados are about to meet the strangest beings, join the rebellion, investigate conspiracies, defeat the most powerful of demons, become champions of the arena, and even travel into space.

The Game Features

- Linear story line full of humor and unexpected twists and turns
- Manual and automatic control of turn-based battles
- Original rule set that makes leveling a challenging and interesting task
- Point-n-click adventuring with light inventory-based puzzles
- Choice of cinematic, top-down and third person views

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- Range of individually balanced difficulty modes
 - 15 hours of game play, 100 enemy types, 140 unique items, and one ending

And there is no

- Cutting edge bloomy graphics
- Scaling of enemy levels
- Abstract puzzle solving
- Level cap

Title: The Dwarf Run
Genre: Adventure, Indie, RPG
Developer:
Alexander Mirdzveli
Publisher:
Alexander Mirdzveli
Release Date: 21 Oct, 2015

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Minimum:

OS: Windows XP

Processor: 2Ghz dual-core

Memory: 1 GB RAM

Graphics: Intel HD Graphics 4600

DirectX: Version 9.0a

Storage: 3 GB available space

English





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Amazing game. I was skeptical when I launched it for a first time, and the feeling I had was that it was going to be another easy to play low rating game for an hour or two. What surprised me most is that despite the fact that the game is cheap, has low poly, lack of voice dialogue (it would be strange to have that for such a price though), it still feels great and plays much better than many other AAA games of the same genre. In fact, it feels like a quest, a parody, a mix of modern RPG and old school dungeon crawling at times, which in my opinion, is very interesting way of making a computer game.

What I really enjoyed in this game is the game mechanics - I am not saying it is something new, but you cannot just hack and slash entire game without some strategy. Every move, every battle, every level up of your hero requires you to think twice. What is interesting is that, unlike many similar RPG games, this game is challenging, if not impossible at times (especially for people who never played RPG games before) - in fact, you may end up reloading a game several times after every single battle (!) because of the one mistake you made either in battle or (the worst) if you developed your characters wrong (and trust me, for a first time you will do this). So if anyone want to avoid the mistakes before they are made - do not follow a typical RPG paradigm - your heroes will be useless if you focus just on what is best for their classes in other games - thus, if you think STR and con are great for fighter, INT is only issue mage needs to solve, and good ranger only needs to have high DEX - then you will need a new keyboard because you will kill it by hitting the same reload button 1000 times. Again, universality is key in this game - this will be clear once you enter the pits.

Second thing I liked in game is the sense of humour. I thought I saw everything of the genre but this game made me laugh so many times, I am still trying to understand how weird the situation can end up from a usual (as it seemed) dungeon crawling attempt. Yes - you have to be prepared to read the story, listen to your companions, and pay attention to details in order to really enjoy the game.

9.5 / 10. Wow! Finally an Indie game that's really worth playing. I never write reviews, but I thought this game really deserved it. The humor was spot on, not too much but not too serious either. The puzzles weren't really out there like some other point-n-click games. Yeah the difficulty might have been a little too rough even on the leisure setting, and the arena had way too many fights that drew the action down, but with a little tweaking, it's a sure challenge for anybody who wants to test their mettle. This game is indeed a diamond in the rough. I enjoyed it from start to finish... Congratz for a game well done!. Amazing game, I'm at the final chapter now and I can say I've been loving the story and everything in the game. one great feature for me is the "cheat" option, which allows you to relevel your characters at any time. it's really great to try out every combination of spells and abilities. This is my first review but I wanted to show this game a little love.

The Dwarf Run is an interesting little indie RPG title (1-3 devs from the credits) that has a silly sense of humor and seems to have been a labor of love.

Pros+

- + Interesting point and click meets turn based RPG mechanics.
- + Feels like a goofy 2nd Edition AD&D module.
- + The game goes places and does things that I did not expect.
- + Laughed out loud a few times during the play through.
- + Rarely buggy but occasional pop in/shoddiness.

Cons-

- Sometimes frustrating puzzles, more for the fact of being far-fetched or unexplained. A lot of trial and error got me through most of it and the game is generally built so that you can't advance unless you have everything you need. I did have to look a walkthrough for a couple of things and didn't feel bad after I saw what you were supposed to do (WTF? moments).
- Not much polish. PS2 graphics, lack of sounds, no voice acting (that might be a plus considering the crummy VO in some games).
- Combat fluctuates in interest and complexity. Sometimes I had to give specific orders to win the day and other times I Just let the game auto run combat.
- One part of the game involves prolonged combat that felt a bit like padding and was my least favorite part of the game.

I enjoyed my 13 1/2 hours in the game. Good for people who are a fan of D&D (the rough old school kind) and don't take it too seriously. I played the game on casual because I just wanted to enjoy the exploration and adventure, not bang my head

against the wall.. Know what this is, and the good and the bad, before you buy it. Then read DerWizard's review because it pretty much covers most of what I was going to say.

Yeah, the camera is wiggy. Yeah my 11+ dex ranger with 83% hit chance misses eight times in a row and does minimal damage per hit. (*maybe the random number algorithm is borked. . . maybe) And yeah, some of the spells are half useless because some enemies are immune to some of them and others simply don't work the way you might think the work. Most of that can be dealt with by adjusting tactics or, in the event that you just can't buy a frigging hit, load and re-play the fight.

It certainly is not perfect, but it's challenging and I have fun playing it. As often as the random number generator kicks me in the teeth (83% chance missing 7 or 8 times in a row. . . I know. I know. It happens, but it's annoying) I also have had success in some encounters by changing tactics. Many games reward the rinse\repeat and don't think about it tactical combat style. This one, in some fights and encounters, does the opposite. It seems to reward you for doing different things. For example, I made one fight way, way easier by doing one simple thing. I went from getting stomped into the mud on the first attempt to an easy, easy win on the second. And this particular fight is known to be nasty. The walkthrough actually informs you that it's hard, and suggests using consumeable items. And no. I didn't cheat. I also read the walkthrough for that section *after* I finished the battle. Shame on you! (just kidding)

Anyway, I like that a different approach to some fights can make the fight harder or easier depending on what you choose to do. It is not necessarily always required. If you want you can keep hammering away using the same tactics and *eventually* the random numbers will come up in your favour. Or you can change your tactics and make the fight a bit easier. Usually.

I'm having fun with it. It was cheap. I've paid more and gotten less out of a lot of other games. It's challenging, but not always for the right reasons, however the dev (yeah, to the best of my knowledge it is one person) is tweaking game balance fairly frequently right now and added tips to the game reminding people that certain stats, like constitution, are essential to success later on.

Perfect game? Not even close. Fun? Usually. Challenging and frustrating? Both, sometimes. Linear? Yup. Good story? Up to you to decide, I think it's pretty basic but does the trick. Good writing? Not particularly for me, but I read a *LOT*. The dialogue has made me laugh more than once. Great graphics? No... but they work. You can tell what things are supposed to be.

Recommended? Yup, 'specially if you know what you're buying *and* get it on sale. I'd argue it's worth the base price, however if you're not sure just wait for the next sale.. Well I put in near 3 hours on stream during my indie game night. First I'd like to give some positives... Graphics are not bad, also story is interesting and is not without humor. The progression is achieved through obtaining the tools needed to progress to the next area which requires some thought.

My Neutral thoughts on this is based on preference. the camera angles are obscure and the game is turn based which is something I simply don't prefer.

The negatives, Well... yes there are a few. Progression is slow, very slow. the point allocation system tends to leave the party barely hanging on. And without spoiling things.... there are areas where the enemy simply overwhelms you and since you can't retreat, you simply die. I'd recommend dumping everything into Dexterity and Constitution. The hit to miss ratio is seriously near 50V50 at the beginning. and the characters start out with like 15 hp which goes quick!

Since this game was made by a single person it is pretty impressive.... but I simply can't recommend this. 5V10 at best.. This is a quirky little turn-based RPG, that relies on little more than you mouse and your whit. It combines elements from point-click adventure games\ and games like Grandia (where you hero has an option of running around, doing melee attacks, or a ranged attack. You have obstacles you have to overcome through discovery of items, as well as tough foes.

In spirit it has a very old-school (probably through budget as well as choice) feel. There's no voice acting and the models\enviroment are low-poly, but done so in a somewhat artful way.

Pros:

- +Quirky looking dialogue, story.
- +Low PC demand
- +Interesting gameplay

+Challenging gameplay

Cons:

+No grinding for easy playthrough (there seems to be no grind, the arrows/Vammo you get you can only get 1 time, and there's no way of grinding you characters up).

+Challenging easy mode, even the easy mode can seem impossible at times. Especially if you leveled your characters wrong.. Just a good solid game, old school elements but very smart humour. I liked the turn base combat as well, battles keep changing so there is always new tactics to test This game is not frustrating at all if you have some experience on tactical RPGs, and its length is fair considering the cost (around 20 hours). If u like turn-based RPGs it would be a mistake not to get this one, Lots of fun. Even though there is no speech nor today's fancy graphics, the gameplay is great. Yes it is a linear game, but it is a lot of fun. The first fight you get into, you'll probably get your butt handed back to you, so you look for another solution, Then once you figure out what you need to do before you get into that brawl, it becomes much more manageable. The puzzles are pretty straightforward, they are common sense. It does take a little bit of an effort to understand the mechanics of the game, but once you do it is fun to play.

You will spend the most of your time fighting, the turn-base system, is ok as well, you need to pay attention to the amount of action points you have, ie...you have your Cleric cast bless on someone, then you cast regeneration in the same turn, but nothing happens and it is the next characters turn, you are like WTF happened, But the next time around when it is your Clerics turn again, the first thing he does is cast regeneration on the toon you had told him to do it on. So with that in mind, you need to plan ahead.

They say it should take 15-20 hours to play, but maybe because I like to see what all my options are, it took me a little longer, or maybe if you know what to do, it might take the suggested time. All in all it was a good game to help me get through the weekend. And now that I know what needs to be done, I'll play it again.

. I love old school turn based RPGs and have been playing this game for the last 4 days.

I have played at least 60 games in this genre on steam.

I am enjoying "The Dwarf Run" very much because it is not mindless hack-and-slash game.

There is also a object-puzzle-solving element in the game.

You can USE various objects in your inventory to interact with various other objects in the environment to advance the story-line and open up new locations. Although the storyline is linear, there is a sense of accomplishment if you can finally advance it by figuring out the right interactions of object. Sometimes, I am stuck for hours, took a break, and when I come back a new idea pops up in my mind, and I can advance the story. I love it!!!!!!!!!!!!!!

There is also no mindless grinding in this game as there are no random encounters or random monsters. Because of this, every encounter is precious, and I would try to explore every corner of every map to make sure that I do not miss any hidden encounter. Resources are also limited and precious in this game. Ammunition is limited and you can obtain them from limited number of boulders (to make stones), animal bones (to make stone arrows) or insect stings (to make poison arrows), etc. Money is also very limited and you will have to decide what type of gears to buy with the limited amount of money. I really like the way this game controls XP, ammunition and gears, as it makes each acquisition to be meaningful and treasured.

Although the game length is stated to be only 15 hours, I have played at least 36 hours on this game and love it. I am a completionist and am trying to get every single Steam Achievement in a single playthrough. That is why I go slow and cautiously explore everywhere to make sure that I do not miss a single achievement. So far I have all the achievement except the last one which is from finishing the game. The ending should be within the next 2 days, but I decide to take time and write this review instead, so that other people can enjoy this fun game.

I would definitely recommend this game and it is worth the money spend.

A bit unfortunate. A very fun tactical RPG with turn-based combat, which is exactly what I need more of. And the combat in this game is done fairly well, is balanced, and requires real tough decisions to be made. All of that is working quite well.

However, I blame my disappointment on the scenario design, as about halfway through you're forced to fight a ton of battles within an arena. All manner of exploration is removed and it just starts to feel like a grind. The combat IS good, don't get me wrong, but not good enough to withstand this slog. Games like FFT can afford to do away with exploration because the character building and combat dynamics are so friggin' deep, but here after six or seven straight samey arena battles, the combat simply can't manage to stay fun. And all you have to look forward to in terms of power is a point or two into a skill you already have.

After so many fights in a row, patterns start to emerge and it all sort of starts to feel samey. For example, my Wizard will start every fight casting Posses x2, then Fireball, then Itch, then use up the rest of his Spark spells. While there is a consideration of prioritizing enemies, other than that, you generally employ the same strategy in most every fight, and I think the Arena reveals this flaw.

Had these fights been more broken up and spread out over several areas replete with exploration and people to talk to and things to find, I might not have minded so much. I think 10 or 20 real big fights would have taken me right to the end, and I would have been happy. This Arena thing just isn't working for me. I feel as trapped as my characters.

So I can't really give a positive review because the Arena takes up such a huge part of the game, or at least feels like it, because it's so underwhelming compared to the sections that came before.. I'm only four hours in, but I'm really enjoying the game. At first, I was like Iceywind1980 and was about to give up on the game; it took me 30 minutes, or so, to get going and figure out how to play. Also, the default difficulty setting is "Difficult," but you can change it in game. The fusion of point-and-click and rpg is really succesful. Solving inventory puzzles, searching the enviroment, and talking to things is really just as essential to your progress as combat. The writing is very good and never fails to entertain; party dialogue also frequently gives subtle clues as to how to progress. The graphics and animations are good, for this type of game, and add to the enjoyment. The game runs pretty smoothly and load times are minimal. The rpg mechanics are pretty sophsticated for a modestly priced game like this; for instance, your characters earn combat experience based on how much damage they did in the fight. Also, turd zombies. A very enjoyable game.. I've just completed the game and overall I've had a pretty enjoyable experience.

From reading other reviews you can probably tell that there's clearly a few imperfections in it and it a couple of ways it felt a little unfinished, but and this is a big but, I think that the positive by far outweigh the negative.

The Downside

- There's no voice acting, only written dialogue, but to be fair given the price of the game I'll actually take this, and no voice acting is actually better than bad voice acting
- There's a couple of pathfinding bugs during battles (usually solved by moving the camera around or going in and out of inventory)
- The arena battles go on and on and on (especially if you don't release that you can get through them quickly by not trying to complete the whole lot of them... it took my 18 rounds of a particular one, and I don't want to give spoilers but let\u2019s just say that a bit clearer sign posting would have made that it didn't)

The Upside

- The balance in the game is beautifully done, I think set loot drops play a big part of this, but at no point did I feel that battles were too hard or becoming too easy. I think this really shouldn't be underestimated in a game, at no point was Dwarf Run coming grindy for me, and as a result it's one of the few rpgs that I've played through to the end.
- The story is fun, again without giving spoilers, it's different, it'll have you scratching your head a couple of times, and it's in some ways pretty simple, but put simply its engaging, it leave you always wanting to see around the next corner I was a lot more curious about where everything was going than in some AAA titles where you have to defeat the 9 lords of blah blah before finding out that they were just minions of the 12 gods of yada yada.
- The levelling system actually makes you stop and think, it does something really really well which upon reflection make you wonder why other games haven't been doing it. For instance, a spell will cost you 1 point to learn, it might still only cost you 1 point to get a second copy of it, but the third copy might then cost you 2 points, a forth copy might be 3 points. The result it that you can't just one trick pony your way through battles, you have to have to plan a bit and make yourself a strategy in order to succeed.

-Those arena battles end up being strangely addictive.

So the verdict is clearly a thumbs up from it, I hope that we get to see more games from the same developer, a sequel perhaps, that said I also hope that any sequel we do get doesn't move away from the formula that's been set up here in the first Dwarf Run. Even with a bigger budget I hope that any follow up games retain what Dwarf Run has at its core, and that's Charm.

. What a gem! Old school crawling with lots of reloads that feels more like rewards than dustbiting. Fun and well written story. Seems like there's still some hope for us gamers. Good work indeed :)

Edit: A bit further in the game - impressions persist! Amused, sometimes laughing right out, I get that old Stonekeep feeling I loved back then. But be ware - adventuring is hazardous and reloads and rebuilds of characters frequent. True talent at it's best! Thank you!. Follow the zany adventures of a Dwarven warrior and cleric, an Elf ranger, and a wizard who's either a Dwarf or a very short human, I never did figure that out. It plays like a point-and-click adventure game, solving puzzles with inventory items, with turn-based squad combat ala Wasteland 2 or X-Com.

The story is decent, gear upgrades and loot are rare, which makes them more valuable, and some of the dialogue and cut scenes are quite funny, particularly one where your party meets a...er...I'm not going to spoil it.

Nothing in this game is perfect, but it doesn't matter because it's fun. That's what it comes down to. This game is fun. Pretty much the best endorsement I can give any game is that I finished it, and I finished this one.

PROS: You can respec whenever you want, so it's impossible to gimp your toons and have to restart. The game autosaves constantly, so if you forget to quicksave before a tough fight, or you kill your whole party by making an obviously stupid choice, it won't matter. Good dialogue between the characters. Lots of variety in the game environments.

CONS: A couple of the fights later in the game are difficult, even on the normal setting. I found them impossible on the default challenge mode. Pathing in combat, once in a blue moon, is really messed up. Once in a while, frame rate plummets after casting fire spells. Very, very rarely the game locks up during combat and Task Manager is the only egress. The lockups, for me, all happened during instances of messed up pathing.

Summary: A few nights worth of fun point-and-clicking and Dwarven squad combat. Definitely worth the price tag and the time investment.. Good-ish two-thirds of a game. Then you hit a brick wall of grindiness. After the third try at a fight that married the most boring elements of an arena fight to the worst aspects of an escort quest, and realizing I would have to fight the same fight again TWO MORE TIMES at least in order to get all tiers, I asked myself: Am I having fun? No. No, I am not. So I stopped.

The first two-thirds of the game were fun enough; a few one-liners made me smile, a section when you get to the temple of doom or whatever it's called was inventive and fun, and the elf's face perpetually stuck in an expression that screams "AIIII! A BALROG!" is, I suspect (hope) some kind of inside joke. If you can get this game on sale that would justify a dozen hours of decent gameplay and you like turn-based fantasy dungeon crawls, go for it.

Edit: After dropping the review (I'd played the game a month or more ago and was just catching up on rating some stuff) I noticed a note by the dev saying they set up a casual mode for the arena that cuts down the fights by 2/3. Indubitably a good thing, though I can't say I have any enthusiasm for continuing even under those conditions. Still, extra incentive to buy for anyone who might feel like it.. I am really looking forward to a sequel, I spent a lot of time in this game and had quite a few frustrating moments while playing, but I made it to the end, and had a fun time in doing so. I want to thank the devs for allowing us the ability to respec our heros when needed, without that, I doubt I would have been able to complete this wonderful little gem.

I've been playing video games since the Commodore 64 days of old and I loved this game.

It has a way of grabbing you right from the start and doesn't let go, every time I had decided to quit and move on to some other game I had to come back to this one and try it again with a new respec... awesome!

Thanks again guys. Light hearted story, with teeth-grinding gameplay. Functionally working fine throughout the first couple chapters. Bonus points for using the name of the linux operating system in the main menu.

I don't know if this is my kind of game. The combat is quite tricky, right from the start. You feel it is more of a puzzle.

That said, if you are up for a challenge, there is some cool, old school 3-D environments, with a mouse driven camera to

explore. I would have liked it more relaxed, to enjoy the story. It's quirky and funny, but it is also unforgiving in the skill advancement and fights.

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