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About This Game

You are facing a nine-headed hydra. Your flaming longsword cuts five heads in each swipe (no more, no less), which will kill a five-headed hydra, but a larger one will regrow two heads after each swipe. Your storm scythe cuts exactly seven heads, but it makes ten heads grow back if the hydra is not dead. Is it possible to kill the hydra? What if you also had a silver dagger, which cuts just one head, but makes five heads grow back?

Solution: It is impossible without the silver dagger (the number of heads always stays divisible by 3), but possible with the silver dagger, for example: 9 -> longsword -> 6 -> longsword -> 3 -> dagger -> 7 -> scythe -> 0.

If you liked this puzzle, and you also like dungeon crawling, Hydra Slayer is for you!

Hydra Slayer is a roguelike (randomly generated dungeon crawler), with unique combat mechanics based on the puzzle above. It is challenging both at a short term tactical level (each hydra is a unique challenge, bumping into it with your weapon almost never works), and at a long term strategy level (you have to build a set of weapons which slays hydras effectively). While the early levels could be used to teach arithmetics and tactical planning in a fun way, building an effective set of weapons for late levels is a challenge even for expert number theorists!

Hydra Slayer currently features a tutorial, 5 player character races with distinct characteristics, 28 enemy types (10 common hydras, each in two varieties, and 8 special enemies), 28 types of equipment including rare artifact weapons with special properties (not counting material and size variations), 15 weapon materials, 18 types of magical items which help you in your quests, three game geometries to choose from, 8 level topologies on very deep levels (including the Möbius strip and Klein bottle), 11 level generators, and two endings (a small victory for quick challenges and more casual players, and a big victory for

those who want more challenge).

Hydra Slayer is available for free from its [website](#). By buying the Steam version, you get typical Steam features, and more frequent updates -- currently, the Steam version has the following bonus features:

- online achievements and leaderboards
- Steam trading cards
- cloud-based saves
- daily challenge
- automatic updates
- a "challenge" mode for short but very interesting games (much more unpredictable than the normal play)
- updated interface and performance (watch those heads fly!)
- new music
- traps to lead hydras on
- Orbs which provide a powder/potion effect many times at the cost of a weapon slot
- source code (except the Steam features)

Title: Hydra Slayer
Genre: RPG, Strategy
Developer:
Zeno Rogue
Publisher:
Zeno Rogue
Release Date: 24 Mar, 2016

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Minimum:

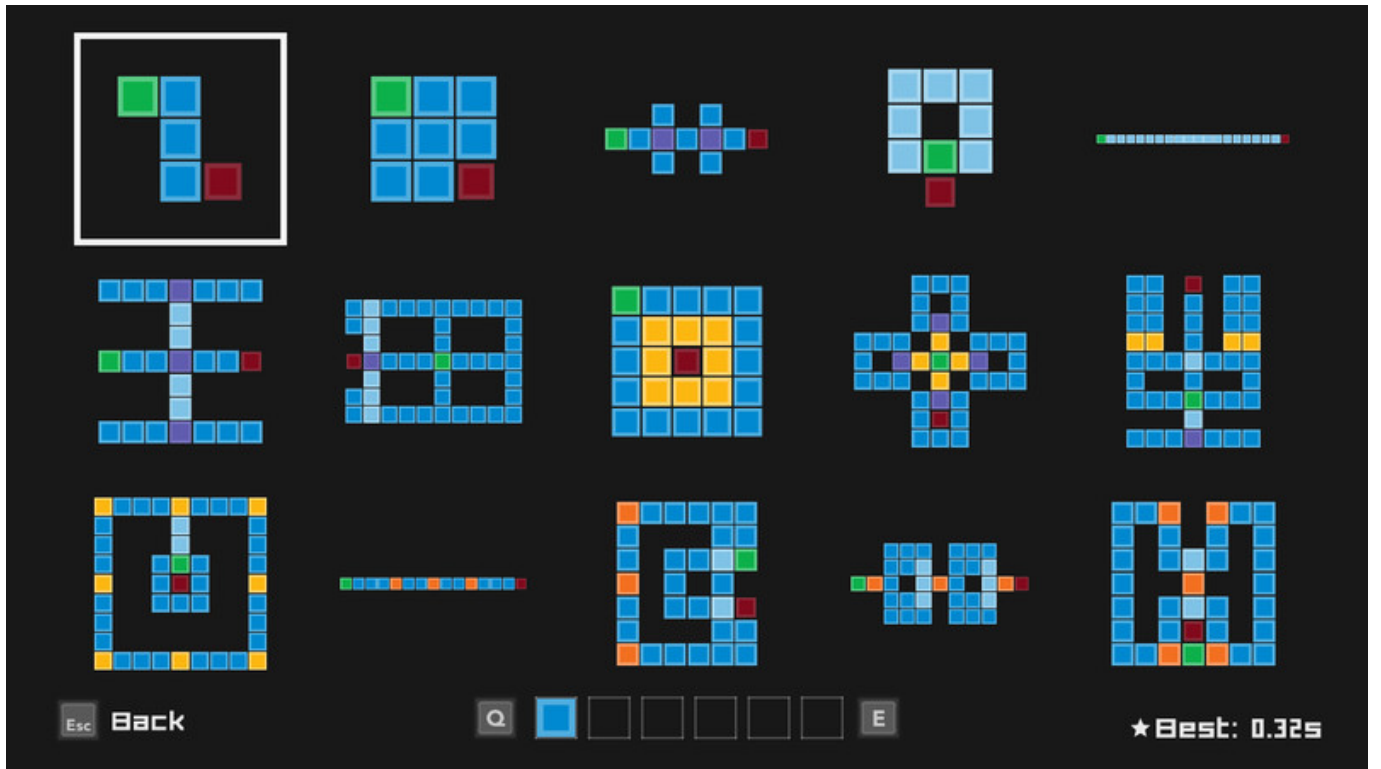
OS: Windows XP

Processor: 0.5 GHz

Memory: 512 MB RAM

Storage: 200 MB available space

English







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Not recommended, this game in no form lives up to the previous versions whatsoever.

I can understand the excitement in a '3D' version of the game, which I myself anticipated, but not only does this look like a mediocre game, which would have been ok, but this game has nothing unique, in fact it has LESS features than the previous versions, the controls are buggy, sometimes you click the wrong plane and don't even know it.

The difficulty is pathetic too, no challenge, it is instead more boring and less fun than even the demo of airport madness 3.

I supported and purchased several of the previous installments of this game, so I feel as though my opinion has weight, this game simply is not as fun, and not as challenging, AND has less content than all the older games.

Sorry to the devs but it really feels like a lazy implementation and I was so excited for this.. If you like Gradius, you will like this game, they have a lot in common.. I rarely write reviews, but I feel that I have to in this case. From the moment that I heard NIGHT TRAP was getting an HD remaster, I felt like a kid again.

I woke up this morning & downloaded it as soon as I turned on my monitors.

Then it started going downhill.

I was curious to see how the mouse & keyboard functionality would be used.

Looks like there is no use of the keyboard at all. I can't seem to even pause the game.

Only way to end the game was to either lose on purpose which takes time, or Alt+F4.

Even at the main screen there is no way to close the game.

So I decided to give controller a try.

Well, with the controller I was able to pause the game and exit if I wanted to (which seems to just restart the entire application) but even stranger, "START GAME" was the only option that I could select. Plus when playing the game, I could only switch between the 4 bottom cameras by pressing up or down on the D-Pad. There was no way to select the top row of cameras rendering the game unplayable with controller.

The only way that I can fully play this game is to use the mouse and controller at the same time to have full control, and then Alt+F4 to exit the game when I'm done.

Bottom line:

PROS

- The HD overhaul looks great
- The Active thumbnail cameras make the game a LOT easier to catch enemies
- The Extras are great to see after 25 years

CONS

- Controller support is limited
- No keyboard support from what I can see
- Must Alt+F4 to close the game
- No way to pause the game unless using a controller

It honestly hurts me to rate this experience a 2 out of 5

It would easily be a 5 out of 5, but without control, it's just a frustrating mess.. Well, it's a game. And it's free. You can play it.. The tutorial alone took me 17 minutes and it just felt like it was going to go on forever, but after that there is nothing left to

learn but strategy. I've played this before and I thought I'd try out the keys but next time I'm mapping a controller anyway. Beside the tricky keyboard action, which is actually bunched together perfectly on my laptop, there is no graphical adjustments beside the initial resolution, it's an older game so it runs on anything, As for a Worms game it is confusingly not like aaaaany of the others. Worms Golf is better, incase you wondered. I got this for frizzle on Steam Gifts. meh 5/10. does any one still play this game if so add me it seems i can get on line for a match so feel free to add me

snakes

snakes

snakes

snakes. Took 15 minutes to "reconnect" to the game. Once in game, the first thing it shows is "special offer" of buying in-game currency. 5 minutes in game, it kept pointing to the store and insists on needing to buy in-game currency to build things.. This game is immediately very fun, that is the first thing to note. From the very first moment you start it, you'll be hooked, and an hour will have passed before you know it. Along with the great core game, the audio and visuals are sublime. After my first session of playing this game, I started looking on Steam for it's soundtrack. The art, as well, is excellent. I haven't spent much time playing it yet, but that's going to change very soon.

My only issue with this game is that the cubes won't appear if you're using Mac OS and have the in-game overlay turned on. It is, however, a very easy issue to remedy; under your games library, right-click the title, select properties, and disable the in-game overlay. Then, everything will run fine.. Yes indeed, a great expansion pack.. Super cool and stylish physics platformer. The magnetism trick lends itself to Braid-like complexity, and gives the game an amazing sense of flow when you get it down. Flinging yourself around the levels becomes second nature, which is good because you'll need fine control for a few of those bonus collectables...

Highly recommended if you like puzzles or platformers.. Fine for a wee mess about. Get it when its on the cheap. 2 player also.. This is a terrific game! It's very fun even though it might seem like it's just a boring word game. I couldn't stop playing for the first three and a half hours. It's a very low price for such a long and very enjoyable game. Do yourself a favor and check it out. The Developers also added a feature where you can make your own word games.. Can finally try to play. THANK YOU FOR FIXING. My logitech light up mouse lol plays it fine. Now to finally play it again after 200 years.. Great little Gauntlet-esque game. Progression is well balanced, with replayable levels to allow for some minor grinding to upgrade (get increased speed ASAP; it make a difference). This is a fun 2-hour romp for the price of a chocolate bar. Well worth it.. Very fine Game very similar to limbo

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