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About This Content

This pack contains 10 skins. Unlocks an additional and unique skin for each playable character.

Plunder some dungeons like fearless veterans, but with elegance!

Veterans Skins Pack

- Elian - Marauder
- Thorgrim - War Master
- Pod - Minstrel
- Melinda - Matriarch
- Thrashkarog - High Priestess
- Rose - Botanist Expert
- Odessa - Warrior Queen
- Franck - Jungle Hermit

-
- Anemhutep - Soul Eater
 - Elvire - Paladin of Light

Title: Dungeon Rushers - Veterans Skins Pack

Genre: Adventure, Indie, RPG, Strategy

Developer:

Goblinz Studio

Franchise:

Goblinz Studio

Release Date: 23 Jan, 2017

a09c17d780

Minimum:

OS: Windows Vista

Processor: 1,3 GHz CPU

Memory: 1 GB RAM

Graphics: NVIDIA GT 440 or AMD Radeon HD 5550 w/ 512 MB

English,French,German,Simplified Chinese,Japanese,Russian,Italian,Portuguese

- Home
- Inbox
- Squad
- Dynamics
- Tactics
- Team Report
- Staff
- Training
- Medical Centre
- Schedule
- Competitions
- Scouting
- Transfers
- Club
- Board
- Finances

MEDICAL CENTRE

1 injured players, 33 at increased risk of injury

Overview Risk Assessment Current Injuries Injury History Season Summary

14 Jul 2018 Sat 0:00

FM

S. Carmichael-Brown
Head Physio

I feel that overall the current training workload is likely to lead to a lower than normal level of injuries. Dan Brown is seen as being at a high risk of injury.

RISK ASSESSMENT

33 Show Filters

PLAYER	MATCH LOAD	TRAINING LOAD	INJURY SUSCEPTIBILITY	CON/SHIP	PHYSICAL STATUS	OVERALL RISK
Ricky Evans <small>Backup</small>	Light 0 matches/last 14 days 0.0km covered on avg.	Very Light Team training only	Low No recurring injuries	100%		Increased injury risk <small>Low Match Sharpness</small>
Cain Brougham <small>Hot Prospect</small>	Light 0 matches/last 14 days 0.0km covered on avg.	Very Light Team training only	Low No recurring injuries	100%		Increased injury risk <small>Low Match Sharpness</small>
Ross Gleed <small>Hot Prospect</small>	Light 0 matches/last 14 days 0.0km covered on avg.	Very Light Team training only	Low No recurring injuries	99%		Increased injury risk <small>Low Match Sharpness</small>
Matt Carter <small>Key Player</small>	Light 0 matches/last 14 days 0.0km covered on avg.	Very Light Team training only	Low No recurring injuries	99%		Increased injury risk <small>Low Match Sharpness</small>
Aaron Couch <small>Backup</small>	Light 0 matches/last 14 days 0.0km covered on avg.	Very Light Team training only	Low No recurring injuries	99%		Increased injury risk <small>Low Match Sharpness</small>

INJURIES

1 1 major 0 moderate 0 minor 0 slight

INFO	PLAYER	SQUAD STATUS	INJURY	OUT FOR
	Dan Brown	Backup	Torn ankle ligaments	6 - 8 months

RECENTLY RETURNED FROM INJURY

0

There are currently no players recently returned from injury

NEXT MATCH

Lewes (H)





It's impossible to not get a pure rush of adrenal hormones while playing this game. An absolute *blast to play*, even if you're alone.. *Loved this game when it first came out, but cannot recommend it now. It is ruined by all the Stardock crap you have to go through in order to even just open it.*

Don't bother purchasing this, but it's still worth getting if you can work around the account creation aspect... if you know what I mean.. Not sure if I am expecting too much, I did not enjoy the game. I bought it for \$1 because I had a coupon and it was on sale. But still, after one battle I decided to delete it. It's an over simplified strategy game. Even simpler than the free mobile strategy game - Ancient Empire. The idea of downgrade reminds me of Arthus in Warcraft 3 but that doesn't really bring any positive experience anyway. I would say if you want to give it a shot, pick up at a sale maybe.. Oh look another bejeweled game with a slight modification to call it original. At least they didn't steal sprites from someone trying to raise money for a wife dying of cancer like candy crush.. As of yet the interface is terrible, the controls terrible, the gameplay tedious and slow but the premise fantastic and the builder is nice.

This game plays like a slow paced three-way-mixed-heritage baby between Borderlands 1 (Loot rarity), Classic Asteroids (Physics simulated 2d spaceships) and Reassembly (spaceship building).

I will be looking out for this game hoping to see some exciting improvements.

. I don't like the game, but the concept is interesting. Can be fun for lot of people.. Fun fps shooter and I like how they handled respawns. Do NOT buy this game, devs dropped it completely. Multiplayer still does not work.. Once upon a time I was a very solid baseball player. Not here to brag on, only using that to preface what I'm about to say. Swung as hard as I could as if swinging a bat, 410 ft homer. Next hit was a glorified bunt swing meant to just hit the ball based on trajectory, 470 ft homer. What?! It's a decent party game if you're looking for just some basic fun. If you're looking for anything beyond just a little party fun, pass..

*Immersive world-building in a unique universe, characters with intriguing back stories, and an interesting quest\storyline. You also get a *lot* of story for your buck, and many storylines to pursue. (I know play everything kinda slow...but I still was impressed with how *much* game there was.) I was also surprised that I enjoyed the soundtrack so much! A few tracks stuck in my head pleasantly even when I wasn't playing :) Two thumbs up!*

A nice relaxing "chill out" type of game, short but sweet for a \u00a35. Easy fun game so far. Plays ok on the crappy work comptuer so lunch is that little bit better.. Playing through this with friends is a blast. Take turns being the overseer and trying to catch the other players running around. Highly recommended for occasional play. Long term replayability may be limited because there are limited maps.. Nice indie FPS....challenging playing on extreme difficult but is not impossible. So I was looking for something new and unique and found this gem.

The gameplay is very basic at first, just lead the minotaus to the exit gates. But every few levels new game mechanics are introduced, thus increasing the difficulty of this great puzzler. So far I really like the great art style and gameplay of this product.

The only gripe I have is that playing solo I sometimes mix up which minotaur I'm currently piloting with, ending with hilarious results. But this is probably just me being an old man ;).

Keep up the great work guys, glad this game was made!

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