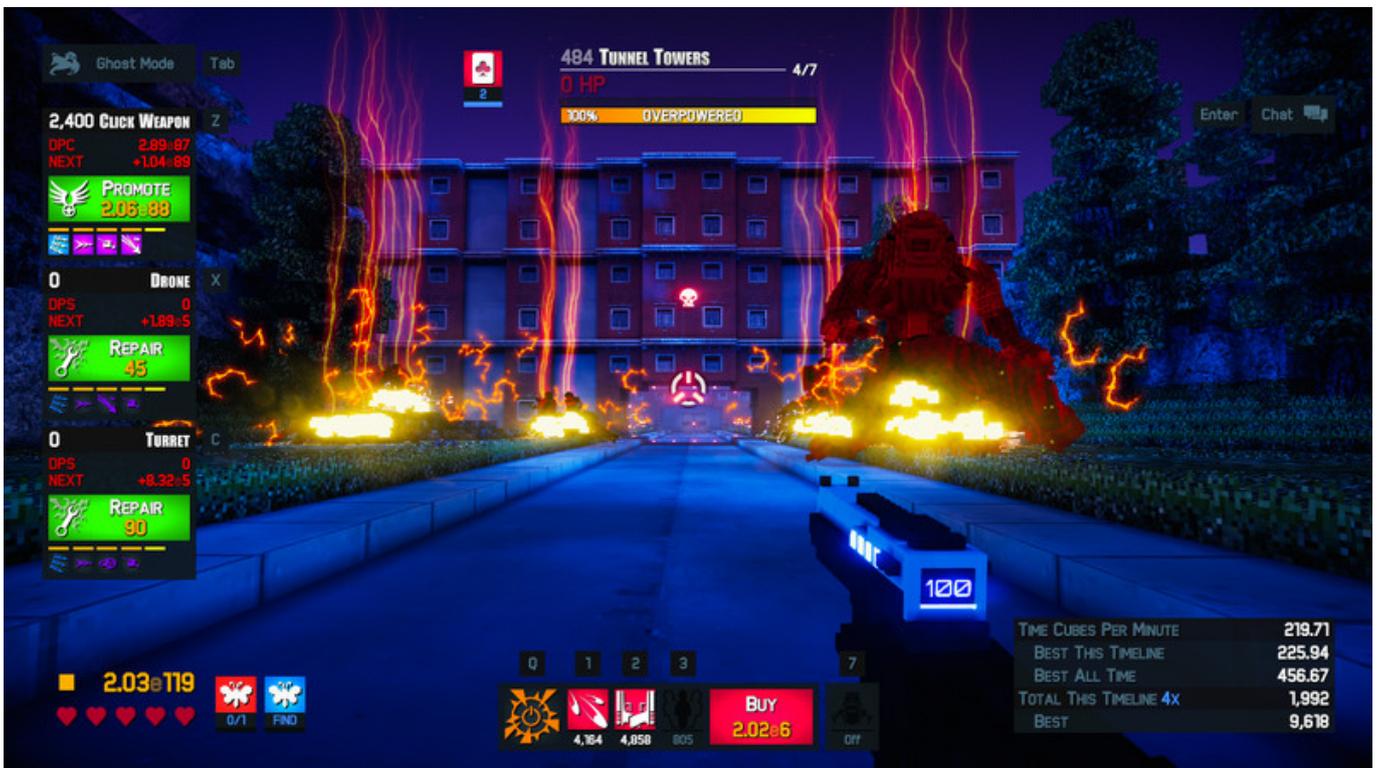

Time Warpers Download Setup



Download ->>>>>> <http://bit.ly/2NIXUGU>

About This Game



Time Warpers is what's called an 'incremental game'. There's always a new upgrade to look forward to, and the numbers keep getting bigger!

Collect gold, upgrade your weapons & teammates, and even join up with other players in the world as you defeat the enemies & get stronger.

All of your favorite things from Time Clickers; Time Cubes, Active Abilities, Maximum Damage & Research (aka Artifacts) are back and better than ever.

MULTIPLAYER, CO-OP or SINGLE PLAYER

Play in a Private, Co-Op (friends can join) or Public World. In Co-Op & Public Worlds, player's Hoverbikes can merge together creating convoy snakes that move through the world as a pack. Get stronger and become the carrier of a group, or be backup support as you idle. You have the choice; go further together or faster alone.

GUN CUSTOMIZATION

Collect Perks and customize your Click Weapons, Drone & Turret. Rain projectiles on a group of enemies with the Cluster Perk, create a Boss destroying build focused on Critical Damage, or combine a variety of perks to optimize your run.

OPTIONAL PERMADEATH

You choose how difficult you want your run to be - the higher the difficulty the higher the rewards.

PER RUN LOOT

The more you collect the bigger the bonus. Play it safe and evenly spread out your bonuses, or take risks for more powerful combinations. Your choices make each run a unique experience.

IDLE & AUTOMATION

Hop into your Hoverbike and automatically drive through the world as your Automatic Fire ability shoots auto-targeted enemies, letting you progress through the world even when you're away from your computer. Of course just like any incremental, the more you play the more you can automate.

ACTIVE PLAY

Take the controls and progress through the world faster. Find the optimal spots to quickly defeat enemies and swiftly move through the world using jump dash and bunnyhop.

ENDLESS PROGRESSION

Upgrade Perks from Common to Legendary. Invest Time Cubes into Research making you stronger with each run as you explore thousands of zones spread across multiple unique planets. How far can you get?



Title: Time Warpers
Genre: Action, Adventure, Casual, Indie, RPG, Simulation, Strategy, Early Access
Developer:
Proton Studio Inc
Publisher:
Proton Studio Inc
Release Date: 2 Nov, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 64 Bit

Processor: 2.2 GHz Dual Core

Memory: 4 GB RAM

Graphics: 512 MB VRAM

DirectX: Version 11

Storage: 5 GB available space

Additional Notes: Time Warpers is an Early Access game - minimum specifications may change during development

English







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Even though this game is still in beta, this is definitely in my top five of 2018. It perfectly blends the characteristics of the modern FPS with the pure number crunching of an idle game. It's also just an absolute joy to sprint past all the enemies while spam clicking and just gaining more and more speed. There's also a lot of strategy in finding the best perk build for you. This game is a must play in my books.. Decided to pick this game up because I saw it was on sale, Was not disappointed. Very fun FPS/Idle game, Community is genuinely helpful and there is a discord page to submit ideas, The devs seem to listen to the community as well which is huge.. Was looking into Clicker Heroes 2 for a long time and someone told me about this game, I'm glad I bought this instead as it's my favourite clicker game I've ever played. Can be played offline, in co-op only or in a public world.

The devs update every week and read community suggestions which is awesome

Cons:

Collecting butterflies in some zones is really annoying

No Steam trading cards

Edit: You can use freecam mode to collect butterflies which makes it sooo much easier. Amazing idle game. Can be both played as a speed based platformer of sorts or a long term idle game where other players help you and you help other idle players.

The staff are great and have helped on many occasions.

It has some improvements that I am looking forward to which is the point of early access.

If you're looking for an idle game that is constantly improving each update, check this game out.. I love this game so much.

- Fantastic community. Everyone is nice.
- You can play solo or online. Online is great because you can help people and they can help you.
- Online: You can go AFK while you sleep and a convoy might pick you up and carry you
- You can do speedruns too if you want to play manually
- Same theme as time clickers, but much better game

It runs 24/7 on my computer.. This is a great, enjoyable, idle clicker game that I am quitting as of 57 hours. It hurts to play this game. It checks all the boxes needed for addiction, and I am keeping it thumbs up for being different in a sea of clickers. Maybe I'll come back at full release.. fun little 3d idle game, prob. my fav. one so far, like the music and smooth gameplay!. Purchased on sale for ~\$13. Really enjoying the game so far. One of the best Idle/Incremental games I have played. Active play is just as fun as well.

Version 1.2.2:



Co-Op

- Notification when a player leaves or enters party

Graphics

- Stone Age Jr has a new graphic on map

Size

- Optimized some images to help with the load times

. Version 1.03:



Animation

- Changed animation scope of "Yell" skill

Balance

- Mean Imp now has 60 defense (was 55)
- Great Pains base damage is now 50 (was 30)
- Tsunami base damage is now 150 (was 100)
- Ice Breath basic damage is now 50 (was 30)
- Tsunami now has 3 turn cooldown
- Bone Mask creatures can now bite and turn you undead
- Flynn now has 35 defense (was 30)
- Zrukawk now has 40 defense (was 30)
- Claire the Capricorn now has 60 defense (was 50)
- Claire the Capricorn now has 65 wisdom (was 50)
- Rivals now have 108% scalings (was 105%)

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- Set secret boss AI level to 90 (was 80)
 - Fire Golems now have 110% attack scaling
 - All regular bosses have only 60% chance of falling in love
 - False flag made Gold Bars unsellable, this has been fixed
 - Special Boss is now immune to falling in love
 - Bone Mask creatures now deal dark damage
 - Cultist Mages now deal dark damage
 - Swordsman of the underworld now have 120% attack scaling (was 115%)
 - Swordsman of the underworld now have 120% max hp scaling
 - Swordsman of the underworld now have 125% defense scaling
 - Bonemask Creatures now have 115% max hp scaling
 - Cultist Mages now have 130% wisdom scaling (was 125%)
 - Cultist Mages now have 115% max hp scaling
 - Swordsman of the Underworld base exp rate has been increased to 100 (was 90)
 - Swordsman of the Underworld base dyner rate has been increased to 50 (was 45)
 - Bonemask Creatures base exp rate has been increased to 100 (was 90)
 - Bonemask Creatures base dyner rate has been increased to 50 (was 45)
 - Cultist Mages base exp rate has been increased to 100 (was 90)
 - Cultist Mage base dyner rate has been increased to 50 (was 45)
 - Increased Minimum level for Bonemask Creatures to 20 (was 15)
 - Increased Max level cap for Bonemask Creatures to 25 (was 20)
 - Increased Minimum level for Cultist Mages to 20 (was 15)
 - Increased Max level cap for Cultist Mages to 25 (was 20)
 - Samano now has 4% base crit rate (was 10%)
 - Miwafin now has 4% base crit rate (was 10%)
 - Ice level enemies have maximum level of 15 now (was 20)
 - Decreased EXP you get from Ice Spirits to 50 (was 75)

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- Decreased Dyners you get from Ice Spirits to 25 (was 38)
 - Decrease EXP you get from Slimes to 15 (was 20)
 - Decreased Dyners you get from Slimes to 8 (was 10)
 - Increased EXP gained from Jiangshi to 20 (was 15)
 - Lowered EXP gained from Hell Puppet to 20 (was 25)
 - Lowered Dyners gained from Hell Puppet to 25 (was 35)
 - Fire Ogres can now do Fire Breath

Bugfixes

- You could walk over holes in Lava cave, this has been fixed
- Powers of Insane description was cut off, this has been fixed
- Mana Absorb description was cut off, this has been fixed
- If Slavia dies, she could appear in the ending, this has been fixed
- Bedpan told he wanted four mushrooms but the quest demanded 5 mushrooms, this has been fixed
- Using Miracle had missing animation, this has been fixed

Gameplay

- Booster now better shows that it affects everyone
- Safety Cocoa now better shows that it affects everyone
- Using Lava Key now removes the Key
- Using Skeleton Key now removes the Key

Grammar

- Spirit Breath now correctly mentions Wisdom
- Divine Breath now correctly mentions Spirit
- Magic Barrier now correctly mentions Spirit
- Spell Enhancement now correctly mentions Wisdom

Graphic

-
- Absolute Zero now has icon in its flavor text

. Strangers of the Power 2 Character Spotlight: Miwafin:

I'm pleased to show you all Miwafin, the mysterious genie

https://www.youtube.com/watch?v=Yy2_AyP3X2A. Version 1.0.5:



Achievement

- New Achievement "Judgement Fractured", reach level 20 with Samano
- New Achievement "Harming Cat", reach level 20 with Michi
- New Achievement "Meteor Mash", reach level 24 with Slavia

Balance

- Captain Egg now has base block chance of 5% (was 0)
- Rival scalings now are 110% (was 108%)
- Sneak Attack now costs 30 mana
- Special Boss now has 350% Max HP scaling (Was 300%)

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- Special Boss AI lvl is now 100 (was 90)
 - Increased base EXP for Flame Knight to 70 (was 60)
 - Increased base dyners for Flame Knight to 35 (was 30)
 - Increased base EXP for Fire Ogres to 70 (was 60)
 - Increased base dyners for Fire Ogres to 35 (was 30)
 - Increased base EXP for Fire Golems to 70 (was 60)
 - Increased base dyners for Fire Golems to 35 (was 30)
 - Increased base EXP for Fire Maidens to 70 (was 60)
 - Increased base dyners for Fire Maidens to 35 (was 30)
 - Bone Mask creatures are more likely to bite you and turn you undead
 - Increased Luck of Bone Mask Creatures to 120% scalings (was 115%)
 - Increased Agility of Bone Mask Creatures to 120% scalings (was 115%)
 - Increased base damage of Slash to 2 * attack power
 - Increased Final Boss defense to 130 (was 120)
 - Triple Attack now costs 20 TP to use (was 15)

Bugfix

- Sometimes the correct music when fighting Eggs didn't play properly, this has been fixed
- Sneak Attack displayed the attack twice, this has been fixed
- Miwafin's profile information was missing due to typo in code, this has been fixed

Description

- Unblockable skills now mention that they're unblockable in their description

Gameplay

- Going backwards in the dungeon now lowers the highest floor count for better consistency with Bedpan's quests

Graphics

-
- Increased ambient light in some levels due to popular request
 - Graphics were missing in the ending, this has been fixed
 - Many of the portals now illuminate properly
 - Castle of Cloudfall's exterior has been improved

. **Strangers of the Power 2 Character Spotlight: Slavia:**
I'm pleased to show you all Slavia, The brooding sorceress.

<https://www.youtube.com/watch?v=fnsONLz0xgk>. **Version 1.0.7:**



Balance

- Regular attacks now only have 2 times attack scaling (was 4)
- Strong Attack now has 4 times attack scaling (was 6)
- Dual Attack now has 2 times attack scaling (was 4)
- Greed Attack now has 2 times attack scaling (was 4)

Bugfix

- Error with Living Hoard has been fixed
- Escape menu had the text bleed out of the menu, this has been fixed

Gameplay

- You can now steal money and still receive the gold drops you would have had you not done so

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