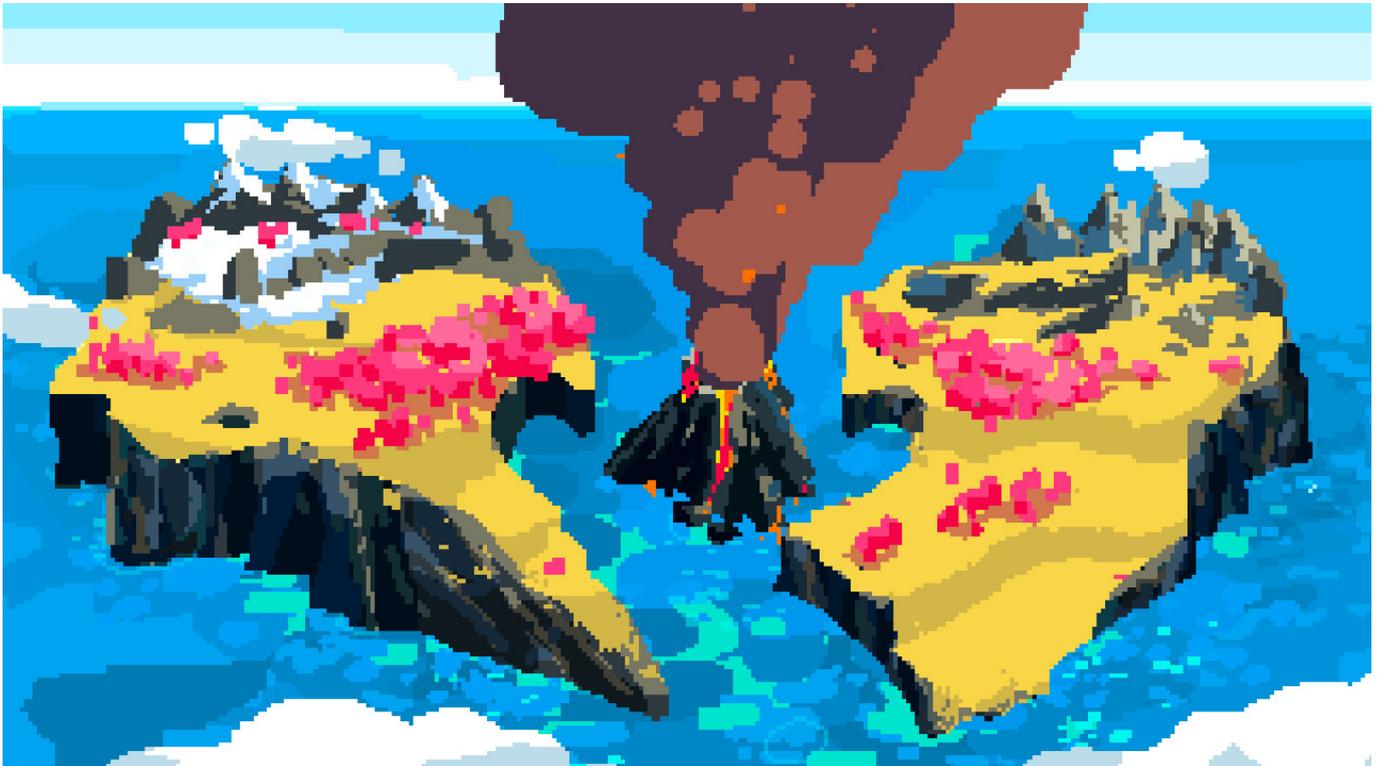


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Roguemance Activation Code And Serial Number



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## About This Game

# R♥GUEMANCE

Roguemance is a roguelite with romance. Each battle is a date! Meet love interests, fight relationship problems and make heart-breaking decisions.

### **EACH BATTLE IS A DATE**

Fight by your lover's side! Combat is where you get to know them and find out if they are a good fit for you. Compromise or die!

### **A LOVE FOR EVERYONE**

Everyone deserves love! You'll surely find a partner that fits you in Roguemance.

### **FIND PROCEDURAL LOVE**

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Procedurally generated companions with distinct appearances, personalities and abilities. Find one you love!

## **EXPLORE THE HEARTPELAGO**

A heart-shaped island is the setting you will explore. But this land of love is in trouble! Can you mend your broken heart?

## **GROW RELATIONSHIPS**

Each partner has an opinion on what to do and where to go. Keep them happy or they will break up. Or find someone who suits you!

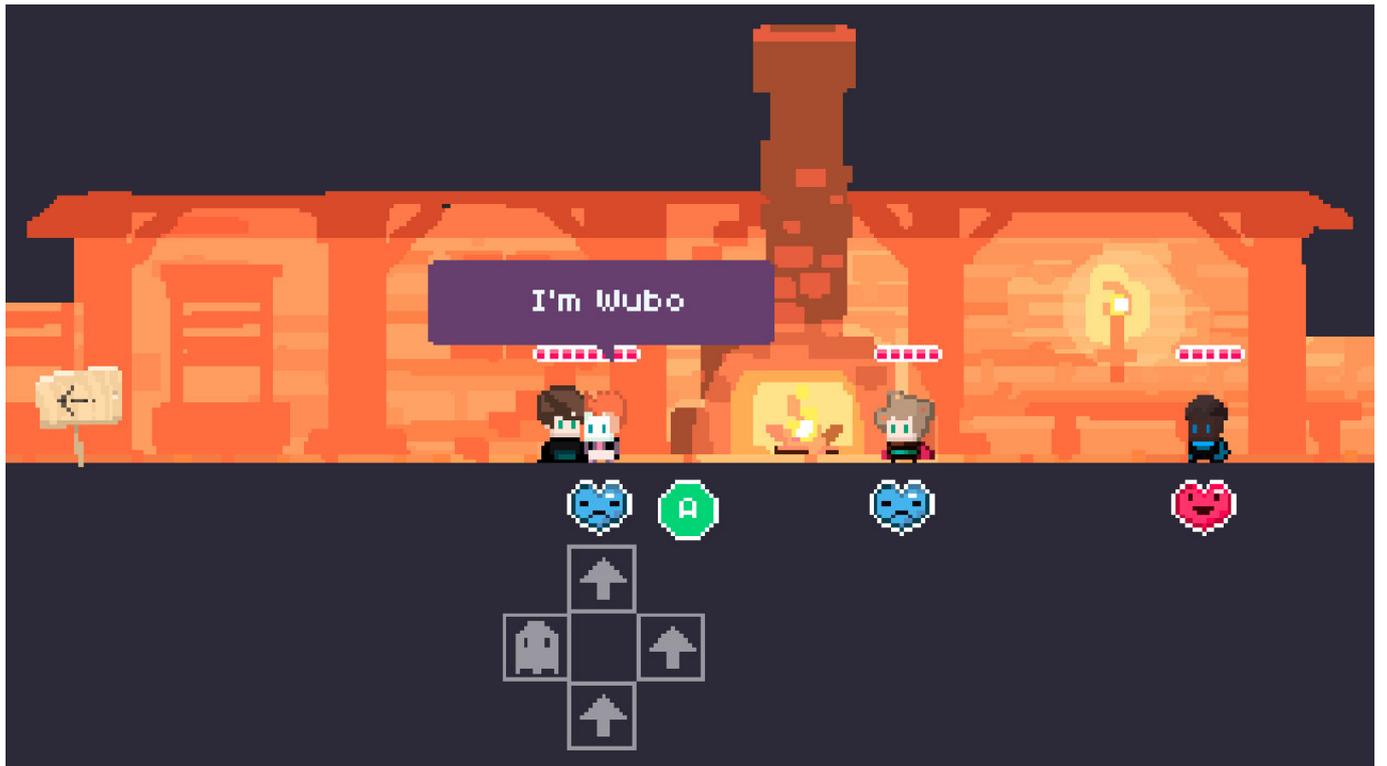


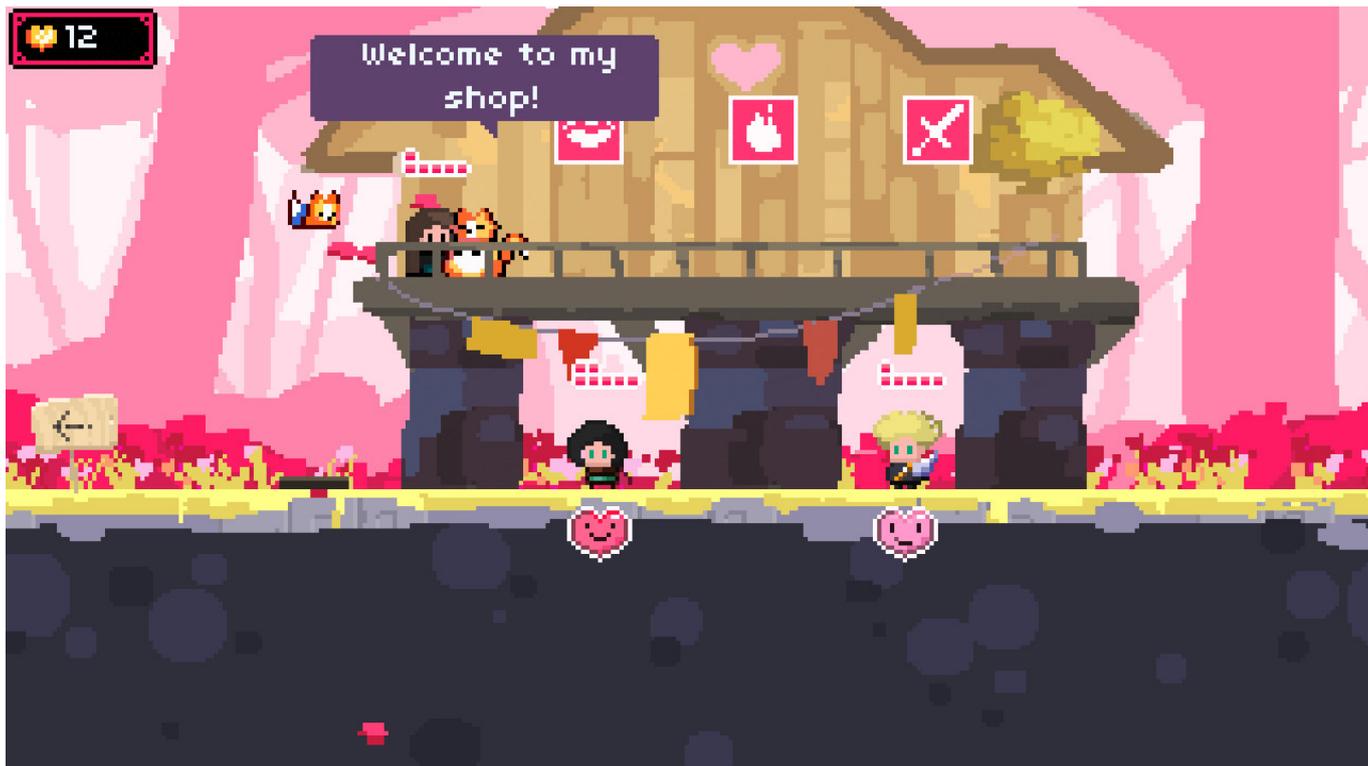
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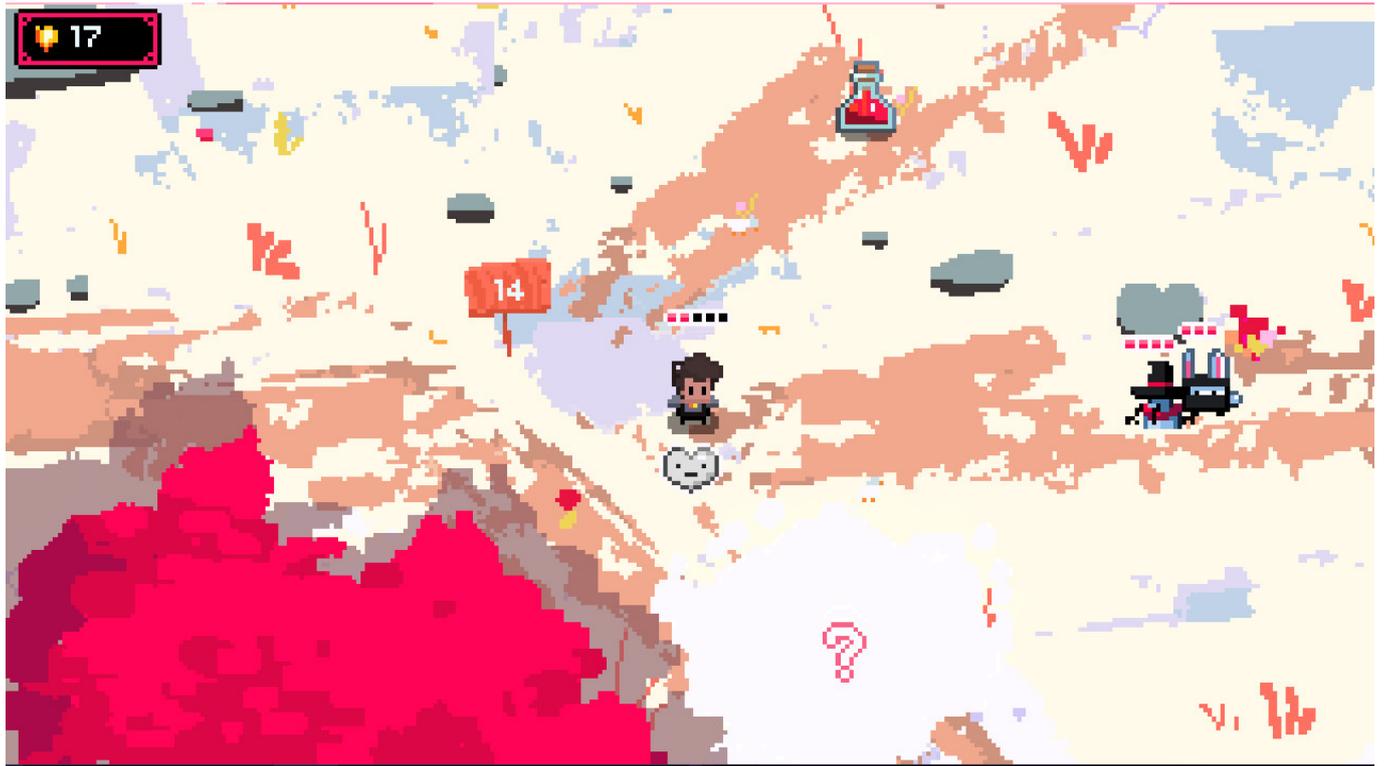
Title: Roguemance  
Genre: Indie, RPG, Strategy  
Developer:  
Lucas Molina  
Publisher:  
Lucas Molina  
Release Date: 14 Feb, 2018

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English







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The fighting system is original and clever. Having the enemies's and your partners' actions wheels always cycling and not being able to use the same action twice (until you've used all actions in your wheel) forces you to think ahead. The management of abilities, money, health and relationships between fights is a fun challenge, without being overwhelmingly complicated.

The game does get repetitive quite fast, so it's really a game to be played in short sessions.

Lots of mechanics really foster the feeling of maintaining and being in a relationship. For example, once you have grown close enough to a partner, you can be in-sync with them (having both of your action wheels turn together). Another example is the choices you have to make: there are branching paths, and there are two different actions you can choose to do at the end of fights. Each has their pros and cons, and the player may have their idea of what is the best action to make, but your partner(s) will choose something first. If you decide to go with them, your relationship grows stronger (which has the in-game purpose of eventually making them "level up" and gain more health); if you don't your relationship grows weaker, eventually leading to a break up.

To me, such details reinforce the idea of having a relationship that evolves and that you have to take care of. All of this makes Roguemance a game about love without having dialogues or being (too) explicit about it <3. The fighting system is original and clever. Having the enemies's and your partners' actions wheels always cycling and not being able to use the same action twice (until you've used all actions in your wheel) forces you to think ahead. The management of abilities, money, health and relationships between fights is a fun challenge, without being overwhelmingly complicated.

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