
Download Rune Classic



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About This Game

Rise, warrior. The time to [wishlist Rune on Steam](#) is at hand.

The classic Viking third-person hack-and-slash melee action game is now available on Steam. This release, known as Rune Classic, contains the original Rune content, plus the multiplayer expansion pack Halls of Valhalla. Experience an exciting single player storyline where you thwart Loki and his minions from bringing Ragnarok to Midgard that will keep you entertained for hours. Eat meat and lizards, drink mead, as survival food. Call upon the power of the gods to enchant your weapon with Rune powers.

Key Features

- New enemies added
- Some levels have been redesigned for more enjoyable play
- Experience multiplayer in vicious, fun "up close and personal" melee action with swords, maces, hammers and axes (or your opponent's head or arm)
- Includes Deathmatch, Team Deathmatch, Arena and Headball
- Over 35 multiplayer and singleplayer levels

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- All the music tracks from the game and the original audio CD will be available as part of this release in OGG format

Title: Rune Classic
Genre: Action, Adventure
Developer:
Human Head Studios
Publisher:
Human Head Studios
Release Date: 18 Nov, 2001

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Minimum:

OS: Windows XP

Processor: 1 GHz

Memory: 512 MB RAM

Graphics: DirectX 7.0 capable card

DirectX®: 7.0

Hard Drive: 1 GB HD space

English, German, French, Italian, Russian







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If you enjoy eating lizards, traps or just beating your enemies with their own limbs, this may be for you.

This was just going to be a quick nostalgic blast to the past. I played this back around day of release after downloading it from Kazaa or the such (sorry btw). I will definitely be making this my somewhat go to game for multiplayer thanks to the community AND continuation of support from the human head dev team on their discord channel (crazy for a game made in 2001?!)

Now this game has a lot for everyone BUT is not going to be everyones cup of tea being that it is almost old enough to start leaving for university.

If you can look through the ageing graphics and have a bit of time to get yourself set up to play on the games servers (check out communities for help on this subject) then you have an AXCELLENT platformer, hack and slash, story driven adventure game on your hands.. Sadly, the unplayable frame rate ruins what would have otherwise been a fantastic game.. The enemies in this game are annoying, tedious and not fun to fight. Theres no stunlocking when you hit enemies and enemy attacks are never telegraphed, so you're just instantly damaged. Because of this, the combat consists of you spamming move forward and move backwards really fast a certain distance away in front of an enemy to bait them into swinging their weapon thus exposing themselves for a quick moment and then you move in, hit them once then immediately back off, rinse and repeat until they're dead. They should have made it so that small enemies move fast and attack very quickly but do little damage and get stunlocked by your attacks, while big enemies don't get stunlocked and their attacks hit hard but their attacks are slow and nicely telegraphed. Due to these flaws in the combat and the stupid enemy AI I would find myself cheesing the game, for example there was a rectangular table that was in a corner of a room with both ends touching the walls, I jumped over the table and then would slash the enemies with the very tip of my sword as they were stuck running into the table on the other side, there would also be situations where I would be crouching ontop of a handrail that was tall enough that enemies weren't able to attack me, meanwhile I would be slashing the top of their heads as they were stuck running into the handrail.

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