

Gameplay/Misc.

run
thinkfeel storyboss long love didn't say
random experienced difficult bit enemy end progress
times mechanics skill different damage makes difficulty
character having gameplay characters enemies
far dungeon interesting better level hit combat
die items weapons played player know maybe new
save enjoy levels right

F1. Size shows sum of 0. The data is filtered on 0, which includes values greater than or equal to 0.36.