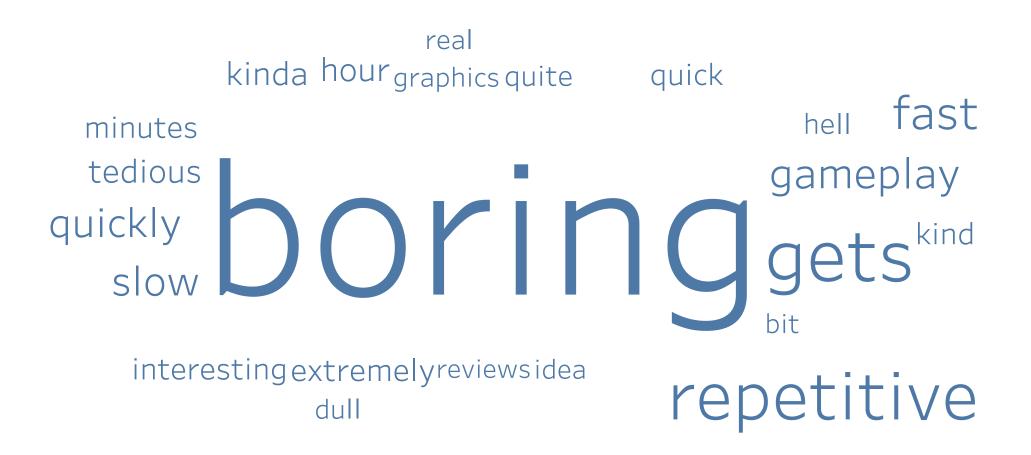
run

thinkfeel storybosslonglove didn say randomexperience difficult bitenemy end progress times mechanics kill different damage makes difficulty characterhaving gameplay characters enemies fardungeon interesting better level hit combat die items weapons played player know may be new save enjoylevels right

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



F1. Size shows sum of 1. The view is filtered on sum of 1, which includes values greater than or equal to 0.040.



F1. Size shows sum of 2. The data is filtered on 2, which includes values greater than or equal to 0.05.

wanted dark prison challenging normal souls

superSucks
hatedifficult
frustrating
impossible
loveannoying

challenge
unfairlevelenjoy
damn

easierstupid
die understand
beat difficulty
easy mode
know win

F1. Size shows sum of 3. The data is filtered on 3, which includes values greater than or equal to 0.05.

turnheavilySkill loseheroes battle stupid entirelylucky matter chance dungeons party

difficulty stress chance dungeonwin based grinding enjoy strategyfail bullshit roll timesunfair team miss

F1. Size shows sum of 4. The data is filtered on 4, which includes values greater than or equal to 0.05.

problem wonttry fixed fix devs black minutes crash crashing developers bugs doesnt played works minutes crash crashes Online friends know working refundissues multiplayer mouse working bug keyboard controls tried controller unplayable bought steam screen brokenneeds workeddlc computer didn issue launch

state updates paid years

spent current released released release bought released plant released release bought released release bought released released repetitive release bought released released released released repetitive released waste repetitive research released re