
Wardens Of The Amber Cage Free Offline

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About This Game

Wardens of the Amber cage is a cooperative action dungeon crawler.

Become one of the heroic warmage's spirits who fed their soul to the mystical Amber Cage, and swor 5d3b920ae0

Title: Wardens of the Amber Cage
Genre: Action, Adventure, Indie
Developer:
Gembasher Studio
Publisher:
Gembasher Studio
Release Date: 1 Mar, 2019

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1+, 8, 10, 64-bit versions only

Processor: S

English,French

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Review is currently based on my first time playing, single player in desktop mode. Simplistic dungeon runner game. Either try to run like hell or fight your way through. Does not appear to be a ton of depth behind it, but I only made it to level 4 and completed two runs. Currently only four weapons to choose from, would love to see upgrades and new weapon types! Character leveling is linear and Im not exactly sure what you get for leveling up. Cant say I would buy it again at the current price. Like a lot of these games, the potential is there. just keep going with it! I am excited to try the boss battles in VR though! Will update

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Patch note : 0.3.5 : There is now more variety in the mazes. The range of the teleport spell has been increased- it is now more consistent with its equivalent spells in the other mage specs (which are currently unavailable). The necromancers have been modified. You can reassign the input bindings in the option menu. You can now invert the vertical axis on the mouse and the gamepad. Xbox gamepad rotations have been improved. You can now spin around more quickly. The Discovery mode has been added in the difficulty settings. Monsters are slower and you have a lot more hit points, so even the newbies can have fun in the game without having to go through the die and retry learning phase. From now on, the checkpoint doors are locked until you activate the checkpoint.. Progression update and game guides available : All monsters can now reward small amount of souls for your progression. You now gain level immediatly when you reach the progression threshold. We added four guides on the community hub.. Patch note : Free Alpha Preview 0.1.13 : - Monsters now loot healing orbs. - Healing orbs should ensure you are full life when pulling boss (ghosts will still oneshot you from behind). - Boss cinematic improved and now have a short version once you wipe. - Direct boss teleporter when dungeon is empty should be more visible. - Spell reflects should be more visible (and frequent, sorry). - Various bugfixes and minor visual improvements.. Patch note : 0.3.2 : Leaderboards screen added Multiplayer leaderboards added Voicechat added Checkpoint system visuals updated Automatic session ending after boss kill ended.. Patch note : 1.0.1 Hotfix : Movement using VR controller now take in account your hand orientation which should feel more natural. You can now kill ground based necromancer adds, making close range combat possible. The vengefull spirit on necromancer death still require you to flee away.. Official Release : First of March 2019 : We are happy to announce that our game will officially be released on the first of March 2019.. Wardens of the Amber Cage : Closed Beta Gameplay test begin : Closed Beta 0.2.1 is out with the first iteration of the difficulty settings balancing.. Wardens of the Amber Cage Successfully Released o/ : Welcome to our news players, we're pleased to announce the game release went well :) We are still patching some last minute issues we identified thanks to your feedbacks and game should work well. If you experience an issue, please contact us via steam forum, by mail at gembasherprotonmail.com or by steam messaging a developer (you can find me in the forum). We are now looking for player feedback to improve the game. A first request which came up a lot will be about the experience system : starting next patch you will now automatically level-up in dungeon, without having to come back at the leveling station in the start hub. We will also soon post explanations about how to use the differents mage specializations.

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