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## Castle Torgeath: Descent Into Darkness Crack 64 Bit



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### About This Game

The darkest journeys often have the smallest beginnings...

Called upon by an old friend, you find yourself on a mission to discover the whereabouts of a missing Expedition sent to the ancient ruins of Castle Torgeath. Upon your arrival a cave in seals your exit, also sealing your fate. Knowing that no other option remains, you begin your descent into the depraved depths of Castle Torgeath.

The journey will not be easy, for Torgeath has a long and bloody history. Monsters, curses, and even starvation will impede your progress. Many who have ventured into the castle's depths have never returned.

Along the way you will have to master the sword and the spell if you hope to survive. As you venture further into Castle Torgeath you will discover the story of the Expedition and the dark fate that befell the castle's inhabitants.

### Features

- *Enjoy the artistic style of a 3D free motion first-person dungeon adventure.*
- *Feel the retro experience come to life in modern form.*

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- Play an interesting mix of several genres that creates a unique dungeon crawler which rewards quick reactions, good stat management, and careful exploration.
  - Experience an eerie ambiance that puts you on edge.
  - Enhance yourself with a RPG system that allows you to choose what your character specializes in and how you approach combat.
  - Survive by scavenging food, potions, and other supplies.
  - Combat a reanimation fog that morphs fallen enemies.
  - Barter with the Phantom Trader for 3 different special power-ups.
  - Challenge yourself in Rogue Mode where you only have one chance to live.
  - Fight intense battles using up to 6 different weapons against over 20 types of enemies.
  - Discover an in-depth story that explains the events that previously occurred in the castle.

Castle Torgeath was influenced by games such as Hexen and King's Field and aims to maintain a dark and eerie ambiance. We've combined elements from past dungeon games along with a small brush of horror and our own design to bring you an exciting dungeon adventure. Castle Torgeath is bringing back the 3D dungeon adventure and we hope you will come along for the ride!

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Title: Castle Torgeath: Descent into Darkness

Genre: Action, Adventure, Indie, RPG

Developer:

Dungeoneering Studios

Publisher:

Black Shell Media

Release Date: 22 Jan, 2016

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**Minimum:**

**OS:** Window 7 or higher

**Processor:** Dual Core or better

**Memory:** 4 GB RAM

**Graphics:** NVIDIA® GT630 or Radeon® equivalent

**Storage:** 4 GB available space

**Sound Card:** Window Supported Sound Card

English







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I know it looks like a cool game from trailers or lets plays and the concept itself is great and that's what sold me but...

it really isn't that great. It is pretty linear despite almost always having 3 tunnels to go through they all feel the same and you end up in the same point anyways. The tunnels themselves feel boring uninspired and lacklustre. Nothing interesting to see inside. Grimrock was much more fun in that case. Rooms are bland and boring too.

Game stutters in close combat as if you are playing an MMO with high latency. Therefore, I had to max out will power so I could play the game using ranged spells.

However, when I talk about spells I really just mean 1 spell that is called fireball as wind and earth balls are completely useless (they consume twice the amount of mana but the damage increment is so low you'd rather stick to fireball and then you will actually deal more damage using the same amount of mana)

There are plenty of items but most of them are useless. Old gear? Junk? tools? all these are items to be thrown away so dont bother picking them up and save space for food, ore, coin type items and potions.

As for the game length, devs say it should last 10-12 hours. Well I sprinted everywhere while thoroughly exploring every lacklustre location in the game going back and forth through every tunnel (I explored all ways available to get from point a to point b) and it only took me 6 hours. I didnt rush too. I took my time. So I'm guessing that devs meant that if you only walk really slow-like. Like a snail. But there is enough food to run. So why bother not sprinting in empty corridors? If I were to rush through only 1 tunnel (not exploring all others) it would prolly take me 3 hours to beat.

Don't expect this game to be anywhere close to Grimrock. It is a pretty straightforward and clunky game. I wish devs all the best in making their next installment a much better game, this game has promise but it just doesn't deliver. It looks like it still should be in Early Access. Maybe next time?. Game is so annoying and boring in unbelievable levels! Endless flat/cubic/empty/similar corridors without any plot or design. But worst part that gameplay is terrible unbalanced. Health potions are very rare, but monsters always will chase and hurt you. But if you will not die because of it - you surely will die because of starvation/end of food. And you will die for sure - because as i said before - corridors are endless long and even without monsters you will spent all you stamina/food for running through these eternal hallways in search for stupid keys. Very poor game in all aspects. Not recommend at all. Avoid!

P.S. Game went in full release and new screenshots are looks promising. But i am too lazy to check that out again... Cheats please:). A great game for nostalgia and worth getting if you enjoyed the old dungeon adventure experience.

Castle Torgeath harkens back to the olden days of dungeon rpgs such as Shadow Tower with the attempt to recreate that experience for more recent times, something the game does very well for people who remember or liked those kinds of games. Combat is somewhat slow at first and takes a bit getting used to but then becomes modestly enjoyable for at least a short while after. The story that I uncovered so far was fairly interesting although I wish more than just the npc dialogue was voice-acted, however it doesn't really affect your ability to get into the game so long as you don't mind pausing and reading for a bit here and there. The little I've seen of the rpg system is somewhat basic and bare-bones but it seems to get the job done if you really stack your points into one particular stat or another. The game does a good job of keeping you in suspense and forcing you to consider whether it's wise to engage a group of enemies for xp or not. I had my reservations for the strange monster types that seemed to randomly spawn after killing enemies sometimes, but the system ended up feeling exciting and interesting rather than frustrating so long as you kept your wits about you and roamed carefully most of the time. As it stands the game is fairly decent for what it is and is more than likely to satisfy that dungeon crawler itch if you're the kind of guy who is into dungeon-themed games. More than anything else it was the low price point of the game that made me feel like it was very good for what it was. So with all that said I can resoundingly say the game definitely gets a positive recommendation from me.

tl;dr: Game is pretty decent for the price especially if you're really into dungeon games.. A pretty decent dungeon romp.

Might not have the greatest replayability once beaten as from my current attempts on Rogue it seems each playthrough will be nearly the same.

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The pit traps affect the baddies as well as the player. Always nice when such is the case in this kind of game as it does allow for more tactics. I do wish some of the other traps worked on the baddies as well, but the pit traps were very useful. Especially in Rogue mode to avoid Morph fights.

Overall, one of the few to make it out of Early Access and be a good game. Does what it says on the label and has been enjoyable.

A lot of reading if you want to get into the backstory (not really necessary).

I appreciate that the developer put the effort into detailing theories on magic and the planes of existence and how it relates to the game universe.. You set out looking for a job down by your local noticeboard. The usual jobs are listed, but one stands out (biscuit salesman/clown/\*EXPLORER OF CASTLES\*). So you accept a job as an Explorer, and you set out on the quest to rummage through an old castle by the name of torgeath. What awaits you is wondrous (in a old bric-a-brac jumble sale sort of way). And dangerous (in a milk one day after use by date sort of way). Now don't get too excited because this is only the tip of this dishwasher flavoured ice pop..

<https://youtu.be/7Iq15aqj4DE>. A good dungeon experience. Liked the free motion on this particular game as well as the story which seems well written. The combat was pretty basic, and I wish there were a few more things to do but overall I'd say it's worth it if you're into dungeon games.. Not bad story, though much boring reading. I didnt find out how to rest and to refill hit/mana points only with potions proved insane. One of the biggest stupidity is that morph monster thing, when time from time after killing a usual weak monster there will spawn a powerful something. Combat weird= I almost never seemed to block enemy attack. Overall I just dont see anything worth mentioning that would stand above average. Sorry to say that but there are millions of games, why to bother with another one?

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The game can be a bit hard at times, but still makes for a solid dungeon crawler. Definitely gets my recommendation.. Barely touched this game, but I'm already done. The lousy effects, poor tutorializing, and instant-kill traps I could forgive. But this "morphic fog" nonsense is completely contemptable. Why would I want to play a game which has a core mechanic that actively punishes exploration?

Morphic fog, for the uninitiated (as I was the first time it happened to me) is a mechanic wherein a "fog meter" gradually tics up over time. In addition, every time you kill a monster there's a chance of it filling up even more. When it fills up, a minotaur teleports in over the last thing you killed and tries to rip you apart. I received no actual heads up about this before it happened to me 15 minutes into the first level and I promptly died.

As the appearance of the minotaur is the only thing that resets this meter - making its appearance a matter of when, not if - the gameplay implications of such a mechanic are clear: exploration is bad. Deviating from the critical path takes time and leads to fighting more monsters, both of which build up the meter. Running through areas as quickly as possible is made the most optimal solution. This is absurd. Why would I want to play a dungeon crawl game that deliberately punishes dungeon crawling?

Terrible mechanic that's indicative of either clueless or malicious game design. Don't play this.. At first it seems like the game has potential. It doesn't. The combat is basically button mashing until the mob dies. There really doesn't seem to be any finesse in melee. Mobs head straight at you so the ONE spell you get isn't hard to land. The traps are thoughtless. Some don't even give you a chance of noticing them. I am one of those players that searches every nook and cranny. This game seems to have ZERO reward for that. Just head for the exit while holding down run... After five and half hours I finally got my first equipment "upgrade"; an axe... It is worse than the sword you start with. Seriously, there is no gear to be had in this game! I find gold bars every now and again and I am still at a loss as to what good gold is for. I guess at certain parts of the game there are dudes that sell you \*temporary damages buffs, but I haven't seen the point. There is tons of crap to pick up everywhere, but it is junk. Find a helmet? Don't get too excited, the game considers it junk in your inventory. Oh and then I guess if you take too long exploring in a DUNGEON CRAWLER, some super tough mob teleports in and it doesn't seem to be harmed with melee... Hopefully you didn't bother using spells... I can count on one hand the number of games I just quit before finishing no matter how bad they are, this is one of them.. Not bad for an adventure game like old times. I only wish it had better armor and weapon upgrades. Making the torch mandatory gets frustrating sometimes. I would much rather have a shield in that hand. Maybe have a light spell or something to give lumens.. Well, after playing the game for over 5 hours, I can safely say it's been an enjoyable experience. The game is not without its rough edges, but for the most part it turns out to be a good time.

Castle Torgeath's core gameplay revolves around exploring a dungeon while fighting and killing enemies and attempting to discover what happened to the group that was sent there before. Most of your time will be spent killing mobs or enemies with either melee weapons or the occasional spell, and while I did find this fun, it could get somewhat repetitive. When I started the game initially, some of the story was presented upfront, but I quickly noticed that most of the story afterwards came from books or letters. This does mean that reading a lot in the game can have a positive impact to your understanding of the story, but that depends if you like/are willing to read a lot. I personally found the trade-off worthwhile, as I really liked the story and wanted to understand what happened to the guys you were sent in to find, not to mention the older notes on the people who lived there long ago.

Further along, I noticed that the game had a form of survival through the use of a food bar over a traditional stamina bar. I found this to be rather strange, but I never really had any issues finding food, since there was nothing really stopping me from picking up anything and everything. Not long through the first level, I encountered some kind of blue mist that spawned on a previously slain enemy. My first reaction was to strike at it with my sword, but once I saw the strange shield around it I decided to back off and run for a while. Eventually, I used my magic to kill it, and would later find out that if you make use of one of the ghost-like npcs, you can empower your weapons with magic. You could then kill it with melee attacks, which I thought was a nice touch. For me, the blue fog was a good edition to the game, because it added a level of suspense and surprise that the game's combat otherwise didn't have. After playing for many hours at a time, having a mist creature come at you from out of nowhere can give you quite the jump scare, and break up any feelings of repetition or silence. I also very much enjoyed that it's existence wasn't just as a game enemy, as the story mentions that it was some kind of entity that was here from a time before.

As of the time of writing this review, I've successfully completed about three levels within the game. Given that it felt like I was only halfway through the story, I'd say there's still a good bit more I could get out of it. Overall, I felt like the game offered some good old dungeon exploration, and is a decently fun game for anyone interested in that.. Castle Torgeath

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is an interesting little dungeon game. Had fun playing with it mostly. It was an interesting adventure for what I played so far. I really enjoyed the surprises in the game as well as talking with npcs. There are some things I wish were done better like more RPG stuff but in general I'd say it was mostly good. Final score: 7/10

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