
Wardens Of The Amber Cage Free Download

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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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Alpha Preview Available : A demonstration preview is available to download, including multiplayer and a short level with a boss. Matchmaking is currently totally public, we will add a friends-only lobbying in the future if needed.. We will be at the Toulouse Game Show 2018 (France) : We will be holding a stand during the Toulouse Game Show 2018 (and show Wardens of the Amber Cage.. Patch note - Tutorial Upgrade : - The tutorial have been upgraded and is now mandatory. - French Localization now available.. Patch note : 0.3.4 : The two last patches focused on improving performances and stability especially on multiplayer. The game is also more balanced, mana and health evolution should feel better. Expert mode should also be more accessible especially during the boss encounter.. 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 : 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.. Patch note : 0.3.6 : The game speed have been increased a lot. You can now use teleportation for free while no monsters are in range. You can now use the black gate to get to the deepest purificated checkpoint. The old teleporter was disabled. You must now purificate a checkpoint in order to unlock it's doors. You can now rebind all controls on gamepad and keyboard. VR : you can now use the keyboard to play while seated with a VR headset.. 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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