
The Dungeons Of Castle Madness Full Crack [FULL]



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About This Game

Key points

- Innovative genre mashup of first person dungeon crawling & top down action RPG.
- 19* levels - 2 of which are different on every play through, the rest are hand designed.
- Grid-based movement.
- Levels are loaded with secrets
- Dozens of spells - even shapeshift into a werewolf!
- Craft new weapons & armour, repair & upgrade damaged & wrecked items
- Traps for the unwary...
- Unique artifacts to assemble.
- *Bonusses added since release, all for FREE: Ancient Maps that show entire levels at once, Bear Claw spell, Forcemail spell, Force Axe spell, numerous new magical items, a gem bag to increase the inventory space, maps persisting when

returning to a previously explored level and last but not least... an entire extra level!

- Highly original - there's nothing else out there quite like this game.
- More free content included with every update.

Full Description

To create a brand new experience in the RPG genre, The Dungeons of Castle Madness is a unique combination of old school first person dungeon crawling with new school fast paced combats. In this game you will go up against an unstoppable Baron and storm Castle Madness to save a village in dire need. As you progress, the levels grow to become labyrinthian, battles get bigger and even more exciting. The tension builds for what might be around the next corner...

Featuring grid-based movement for exploration and old school level design which rewards those who want to find every secret hidden within the game, the Dungeons of Castle Madness provides a challenge for everyone. On 'hardcore' difficulty the automap is disabled altogether, forcing you to map out the levels on graph paper like in the old days - and the monsters are tougher. A unique system powers the game with a more realistic inventory than typically found in most RPG's (you won't be carrying everything and the kitchen sink around with you). Armour can be damaged and even destroyed in battle, but not to worry though, it can be repaired, upgraded, crafted from scratch and even conjured from thin air. With 19 levels to fight your way through - 2 of which are different on every play through - you'll be tested to the limit.

You are not without your own considerable powers in this quest against tyranny. You can tear foes limb from limb as a shapeshifting werewolf... Blast enemies with infernal magics as a powerful wizard... Craft magical items as a highly skilled blacksmith... Charge headlong into the fray as a warrior of the blade... Fry those foolish enough to oppose you with terrible lightning as a storm priest! Or why not mix these abilities up, and more, to play the character you want to play... your way.

Gather treasures to you, gain long lost magics and become strong enough to face the Baron! Assemble the unique artifacts of legend from separate pieces that lie scattered and hidden in dank and dusty chambers and unlock your destiny. Secrets abound for the curious hero - but be wary - for there are traps too... as the Baron of Castle Madness is a cruel and vicious man.

Title: The Dungeons of Castle Madness
Genre: Adventure, Indie, RPG
Developer:
Third Impression
Publisher:
Third Impression
Release Date: 7 Aug, 2016

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Minimum:

OS: Windows XP Service Pack 3

Processor: Dual Core 2GHz Intel or 2.8GHz AMD

Memory: 2 GB RAM

Graphics: ATI Radeon X1600 or NVIDIA GeForce 7600 or better (256 MB graphics memory or more.)

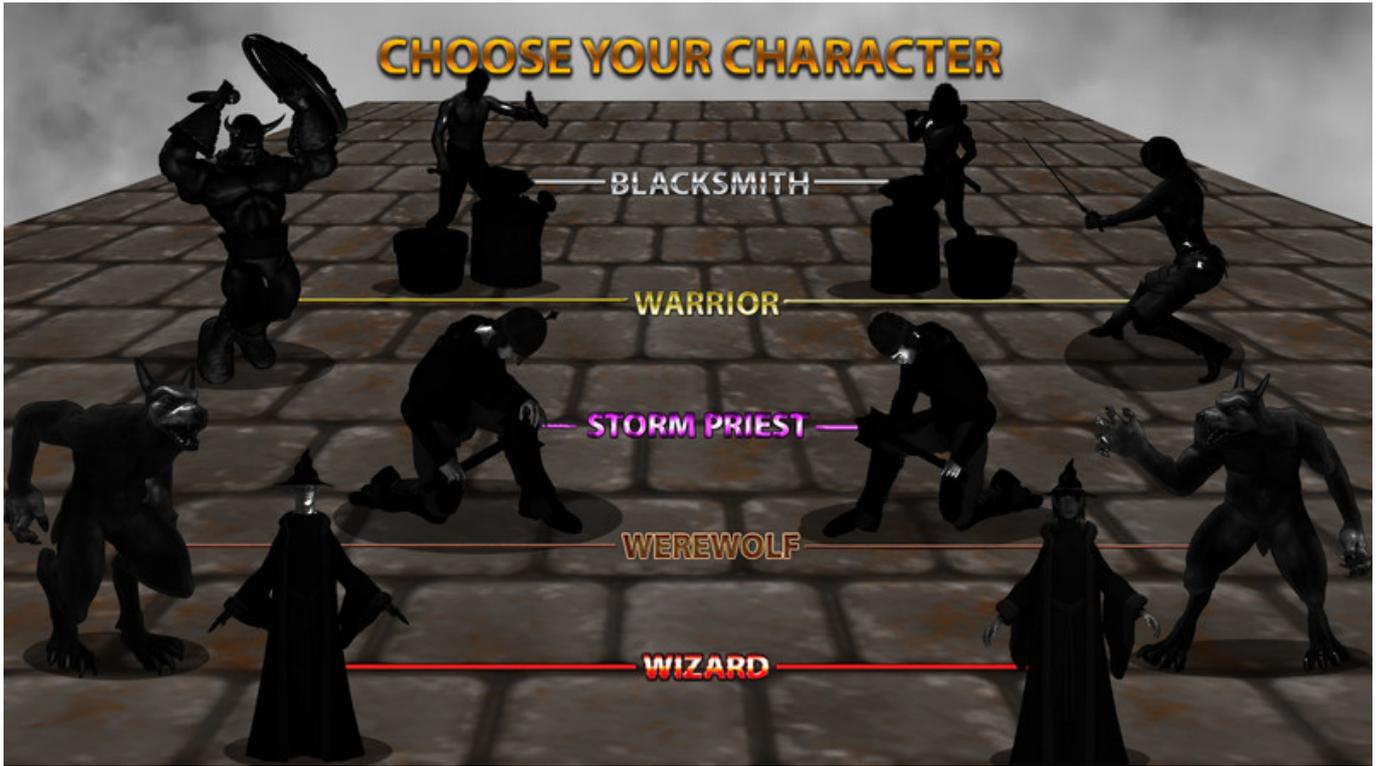
DirectX: Version 9.0

Storage: 1 GB available space

Sound Card: DirectX 9 compatible

English







the dungeons of castle madness. the dungeons of castle madness gameplay

Ideas

- original combination of grid-based RPG and top-down Gauntlet-like combat
- not enough points to invest in all skills, every walkthrough can be radically different

Tech

- graphic is really ugly (both artistically and technologically)
- despite above fact game suffers massive slowdowns, especially at the beginning of combat
- crashes due to Adobe projector technology
- bugged skills (some of them aren't levelled up despite point investment, for instance mana regeneration)

Gameplay

- playing with weapons and armor means constant micromanagement of resources, especially when not using exploits like taking the same document over and over again from the same NPC and converting it into gem
- not being able to save anywhere is especially nice when killed due to slowdown or crash
- you get totally random stuff when buying or forging
- game almost constantly closes path to previous levels (for instance to be able to return to the village you have to play several hours, mostly without being able to buy anything)
- game is not balanced playing wizard. Random scrolls in pots (you get powerful spell on Level 4, after loading useless text scroll you have found several times already), not being able to buy spells at all, not being able to predict the behaviour of spells when levelling them (for instance trajectory), some spells auto aim nearest enemy which is a pain when trying to kill some other more powerful etc.

2V10. I like the story line, I enjoyed fighting the beetles however I died at that first dragon! pretty cool how the game switches from 3D to top-down.

I will keep fighting the good fight.. I was sceptical about this game, with only a few "free" steam reviews.

While it has some nice ideas, there is no polish whatsoever. Also, the engine is unoptimized to the max, being slow and clunky even on lower setting. I don't mind low quality graphics, but low + slow :(The map is super basic and also a bit buggy, resets when you revisit a level, and so on...

Wreckable\dismantleable armor is a good idea, but there are just not enough materials\heat sources around to repair it or make a new one (and i chose a blacksmith character). Not being able to repair\upgrade armor or weapons while having them equipped is just silly, considering the inventory is so small and always full.

Not to make this any longer, I have deleted the game after 7 levels and won't play it again. I surely don't recommend it, not for 13 euros. Try it when it is 50% off and patched\polished enough.. Well, first thing, the idea of this game is not bad, but it's not polished, need ehancement.

The grapichs are kinda bad, and the game is buggy and slow.. But for RPG lovers like me, with a big discount u can have some fun for a while.

But if the DEV keep upgrading it, this game could be really nice.. I don't usually post reviews because I often can't define what I like (or don't like) about a game. I'm not new to games but the lingo is usually beyond me but here goes. First - it's worth the price. I don't usually buy anything over 6 bucks because of budget contrainits but this one looked like most of the RPGs I've liked in the past so I decided to give it a try. I'm glad I did. Also worth noting is that the devs are on top of things and have been incredibly helpful when I've had a question or a problem.

Gameplay is pretty straight forward. I use the arrow keys to move around (simply my preference) - it's first person when you're exploring then top-down real-time when you enter a battle. My personal preference isn't top-down or real-time but I've found it easy enough to adapt to the combat system.

The shop system is different than most games in that you don't sell stuff back to the merchants to gain gold to buy better stuff. You either make your own, find it or trade it for crystals that you find as you explore. The crystal drop isn't phenomenal nor is it horrible. The catch is that you also need crystals to save your game so it's a good idea to try and keep one on hand. Also, you

don't necessarily need to go back to town to trade your crystals but I'll leave that for you to discover on your own. ;)

Your storage is limited but that's okay because you don't really need to carry around a lot of stuff in order to sell it. I've found that if I equip two weapons (there are two weapon sets available that you use the mouse wheel to change) and keep a spare in my pack, I'm in good shape. Armor is another thing altogether. Spend some of your skill points on Reforge and Smith - you'll need it. Armor breaks, if you don't have a spare, you'll need to fix your own.

There are a lot of little things that are just different enough to make this game interesting.

My complaints - and they're minor because I'm a big baby...LOL - I would like to see more crystal and food drops. The spell system confused me at first - I couldn't figure out how to set my quick spell or how to use it - when you learn a new spell, you need to reset your quick spell...RMB uses the spell (yes, that should have been obvious). That's the end of my complaints.

Seriously, the game is really pretty good. I like the look of it, the music is good and the atmosphere is cool.

One final tip - check the walls carefully - some levers are really obvious but there are a few that are nothing more than switches that are a little hard to see.

Hope this helps - it's one of the few reviews I've written - and that alone should tell you how much I like the game.. not that good. not that good. This game is very peculiar, it merge two close but at the same time different genres, ARPG and top down shooter. This game is rad thanks

This game is very peculiar, it merge two close but at the same time different genres, ARPG and top down shooter. This game is rad thanks. I'm enjoying this game quite a bit. Combat is fun, especially with some of the newer updates that have been pushed out by the devs. It seems to be a harder game if you want to play as a pure wizard but then maybe I'm just better as a warrior type or some type of blend in between. The retro look works well, on some levels better than others, and there can be a few frame rate issues sometimes but nothing too bad. The game seems to be getting frequent updates so I think any issues will get resolved (if they haven't been already). The new gem bag is great, it means less items taking up space in the backpack. The crafting skills do pay off in this game so I'd add a point or two into them as you level up. All things considered I would say, recommended. And good value, too. I've still got a long way to go before I finish it.

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