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About This Content

"No man has entered Castle Drachenfels for 20 years, but as you should know by now, the vermin are no men."

Explore 3 stunning new adventure maps in this DLC for Vermintide, where you travel outside of Ubersreik's walls to the Grey Mountains. Fight your way through the halls and chambers of Castle Drachenfels, adorned with the bones of victims long gone. Make your way through The Dungeons, sections of which are so dark, a torch is required to illuminate the trap riddled passages.

Quell the Skaven reinforcement efforts by destroying the ancient portals on Summoner's Peak.

The Skaven are on the move, beady eyes set on the dreaded abandoned castle of Drachenfels. In this DLC for Vermintide, it's up to our heroes to once again stop the Skaven army from fulfilling their vile agenda.

Title: Warhammer: End Times - Vermintide Drachenfels

Genre: Action, Indie

Developer:

Fatshark

Publisher:

Fatshark

Franchise:

Warhammer

Release Date: 26 May, 2016

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Minimum:

OS: Windows 7 64-bit, Windows 8/8.1 64-bit, Windows 10 64-bit*

Processor: Intel Core2 Quad Q9500 @ 2.83GHz or AMD Phenom II X4 940

Memory: 6 GB RAM

Graphics: NVIDIA GeForce GTX 460 or AMD Radeon HD 5770 /w 1GB VRAM

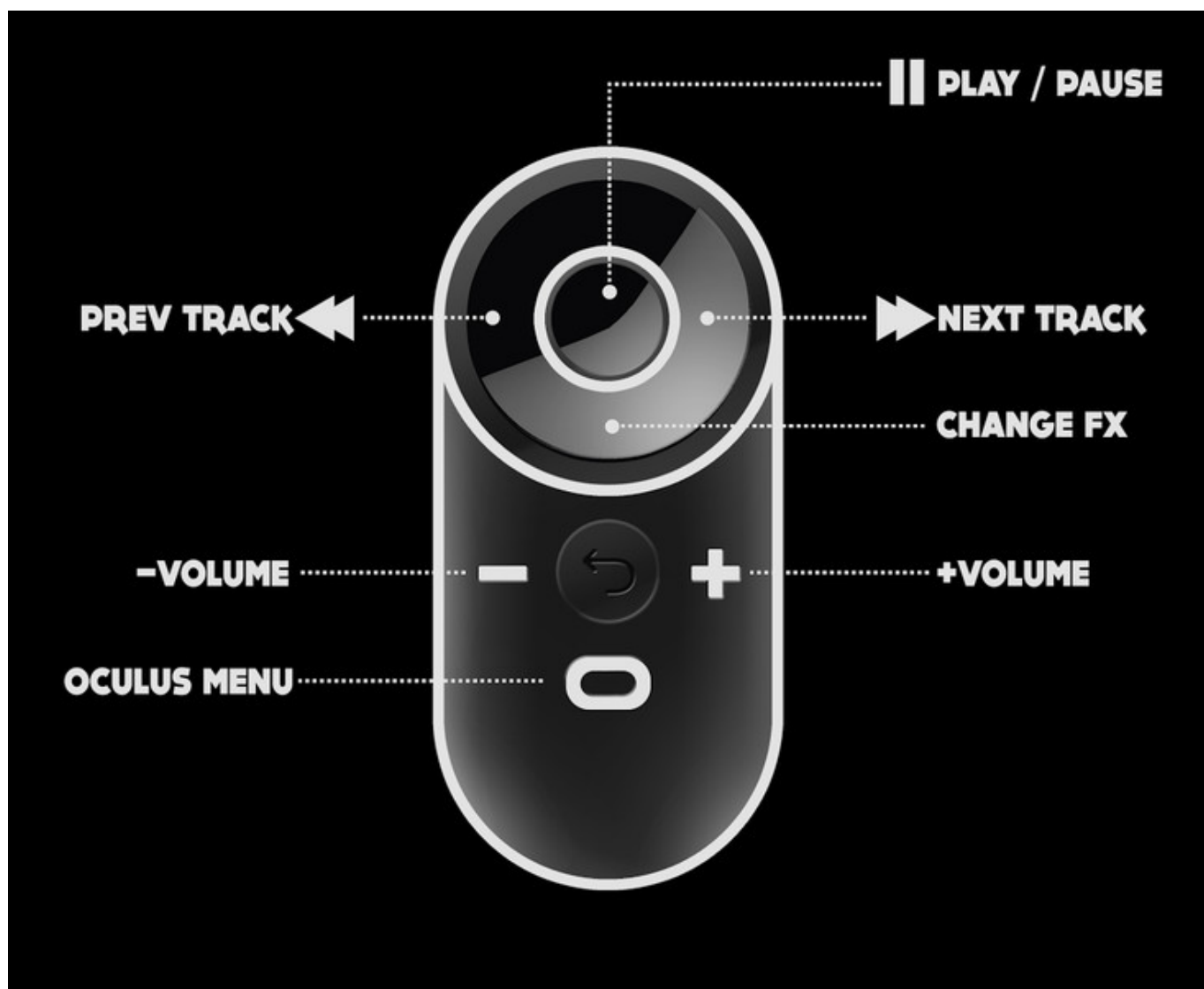
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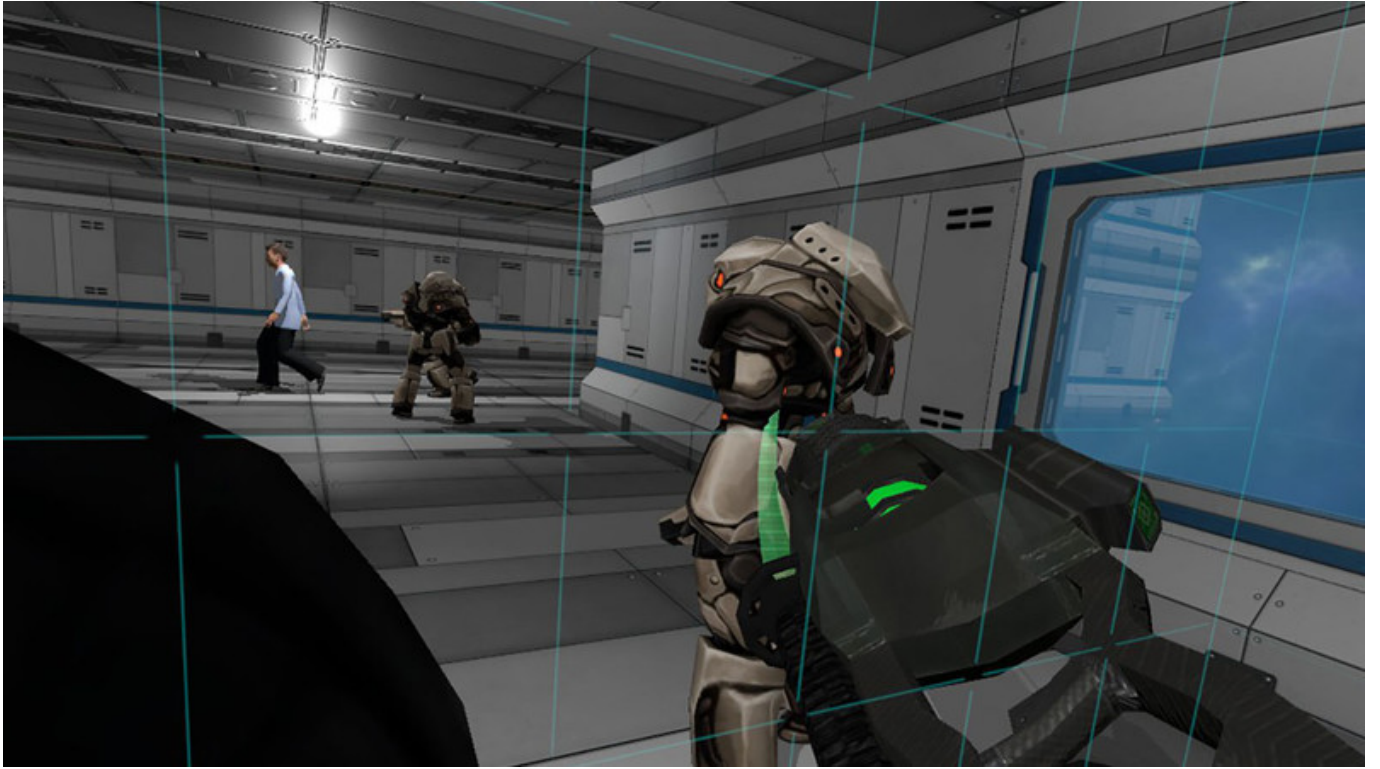
Network: Broadband Internet connection

Storage: 30 GB available space

Additional Notes: *WARNING: 32-bit OS is NOT officially supported at this time

English,French,German,Russian,Italian,Polish







warhammer end times - vermintide drachenfels. warhammer the end times - vermintide drachenfels

Really enjoyable. Seems to have all the expected functionalities for a VR museum.. PLS DONT BUY THIS WEIRD GAMEPLAY, AND EVERYTIME I COMPLETED A RACE THE CONNECTION TO THE SERVERS IS LOST(yeah the game is totally online. If you dont have a great network connection then pls go elsewhere).ANYWAYS, THE GAME SO BAD, I ASKED FOR A REFUND AND GOT BACK MY MONEY.

NOTE-PLEASE DONT BUY THIS GAME,YOU'LL REGRET IT. *WARNING: This game has been reviewed by Unity standards. Normal player discretion is advised.*

To put it simple, Task is to Survive is your typical indie FPS made with Unity that features endless waves of zombies (and assets)...

POSITIVES

- + Runs smoothly...
- + At least 4 weapons...

NEGATIVES

- Bland visuals
- Horrendous zombie models
- Generic setting
- No real objective
- No sense of progression
- Only 1 map

Verdict: Feels like an improved version of The Slaughtering Grounds (2014) and The Last Mission (2017) but that's not saying much...

https://www.youtube.com/watch?v=rO9yMUhP_2A&feature=youtu.be

Rating:

[1.0 V 10. NO WORDS TO DESCRIBE THIS GAME BUT AMAZING. I was looking for this game a few months ago and I saw it on steam by chance. Nostalgia away!](#)

For anyone curious to know what the PC changes are compared to the Android V IOS version...

PC Version:

- Removed the stamina system
- Removed training time, now you can stat up instantly in training mode, as long as you have the gold.
- Removed all in-app purchases
- Shops had their gacha system removed from the game
- Reworked diamond rewards from quests, completing entire area now grants 5 star guardians instead of gems.
- Does not require an online connection, however, your "friends" tab while exploring will be randomly generated.
- No more boss modes. (You can farm guardian shards from normal levels through the treasure system)

For what it's worth, it's a fun RPG puzzle game. After going through a quick tutorial, you can customize your character's name and appearance. You can not make multiple characters, however. Gameplay is a match 3 game, fairly simple if you're familiar with puzzles and dragons. You are given a fair amount of time to create matches. And...

Matching...

- 3+ sword icons causes your character to attack
- 3+ paw icons causes your current active guardian to attack (and fill a bit of it's special attack gauge)
- 3+ star icons fills up your own character's special attack gauge
- 3+ heart icons restore a portion of your HP
- 3+ gold icons rewards you with a bit more gold at stage completion.

Sounds simple enough, though to gain chests in battle, there are certain matching conditions you have to fulfill, and some of those corner matches can be a giant pain. If your mouse cursor ever leaves the grid, it will consider it as releasing your hold and end the turn. This can be troublesome later on when the matching conditions get tremendously tough.

All in all, a fun puzzle game, is it worth it's current price though? Your mileage may vary.. this game sucks so bad even the developers don't wanna play it. This is a fun and cute little platforming game with great music and lovely backgrounds, and it has some challenging levels and interesting puzzles, the ones where you spin the room around the character are my favorite ones. The co op levels are a lot of fun as well, I played it with my friend on the same keyboard and had a lot of laughs.

I recommend this game to anyone that wants to relax with a light hearted game.. Best LSD trip without illegal substances. Plus for animated visuals in time with your own choice of music.

Ah, \u2665\u2665\u2665\u2665 it, it's simply the best game, ever.. Cool.

Like Alien Swarm but real.

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