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## Castle Torgeath: Descent Into Darkness Download Windows 7 Ultimate



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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

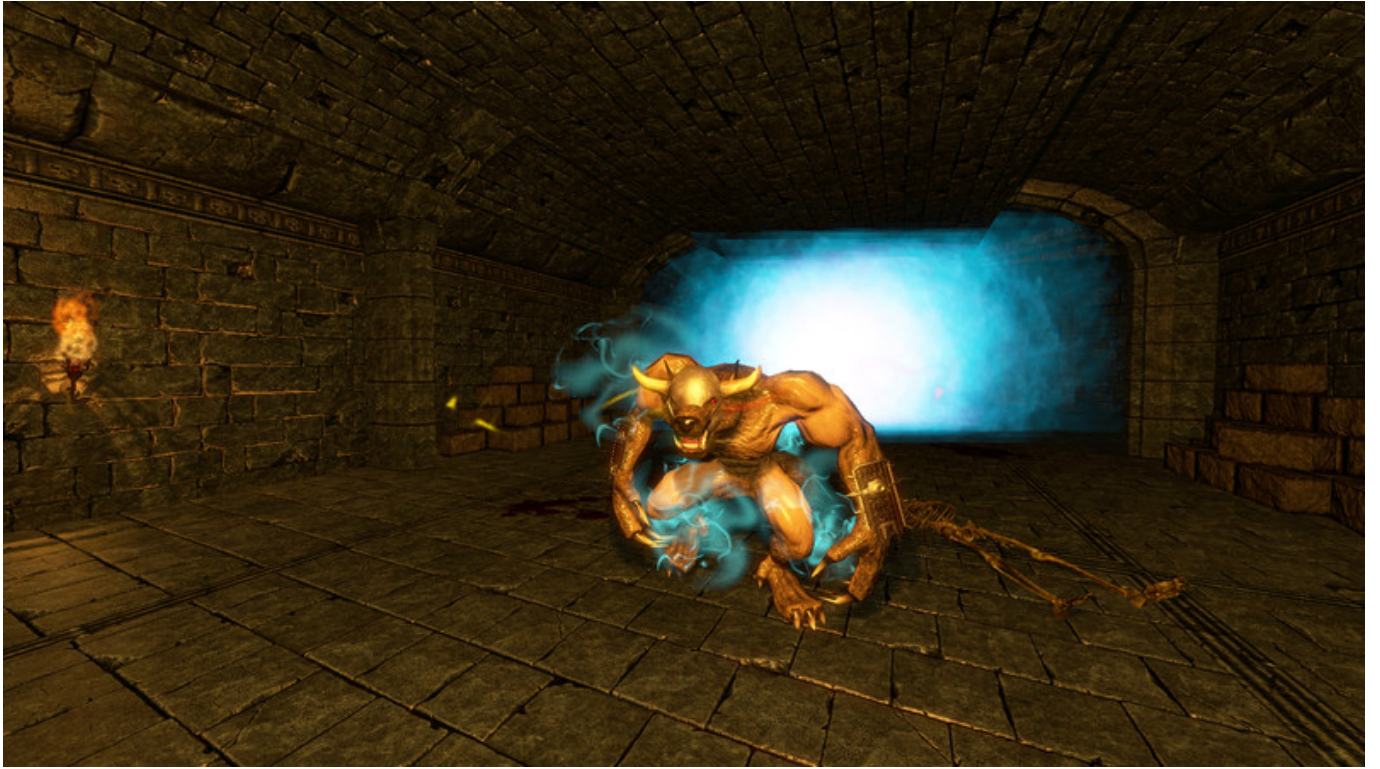
**Memory:** 4 GB RAM

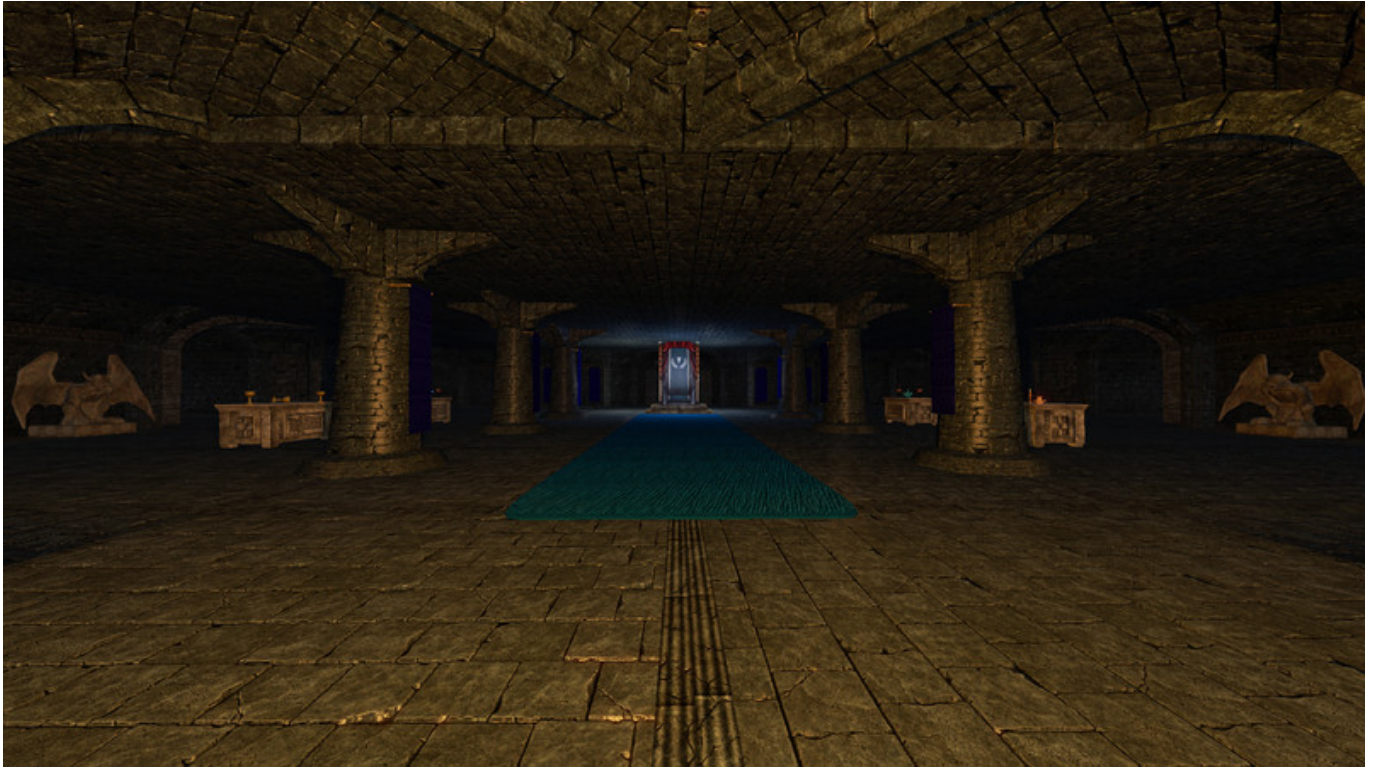
**Graphics:** NVIDIA® GT630 or Radeon® equivalent

**Storage:** 4 GB available space

**Sound Card:** Window Supported Sound Card

English







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Castle Torgeath 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. Inspired by King's Field. Plays like King's Field.

For anyone who hasn't played that series it may feel clunky. The graphics aren't that great, but it doesn't affect gameplay adversely. For only \$5 this is a neat little thing.

I was wary about putting down my money after seeing the front page negative review going into detail about the game, but at this point most of his complaints are not as he described and have been fixed.. 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.. Decent times in a dungeon. A bunch of weird things about this game, but they eventually grew on me. At least I can move around unlike some games I know. 7/10. 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.. 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.. First i want to say that this game is a really good Dungeon crawler game. It has alot of things that i really like. But one thing that i feel is missing is the option to look at a map. Since many areas are so so big, then there are alot of hallways that look almost the same, many places look the same too. And i feel like when playing i'm going in circles many times, or are total lost. And the worst thing is that if you can't find you're way then you run into the problem with food, the food system is alright but when you are lost and can't find the way it becomes a bigger problem.

If you like a good dungeon crawler game, buy the game. But keep in mind you are properly gonna waste alot of hours finding you're way.

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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 don't 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 didn't 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 probably 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?. 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 dishwater flavoured ice pop...

<https://youtu.be/V7Iq15aqj4DE>. It's a decent dungeon crawler adventure game with a focus on action and combat. The game is simple but fun to navigate and if you're into an underground setting it feels pretty good. Being able to smash enemies with traps laid around the map always makes for a fun experience, at least it did for me xD

[Overall for being so cheap Castle Torgeath is a nice gem in the rough for fellow fans of dungeon crawlers.. I don't usually review games, but this game has recieved a few bad reviews lately. I can relate to them. But an hour will only get you so far in this game. There is a lot to explore. Which might I add is saying a lot for a game that was just released, and being developed by 3 people. For what it is I say it is worth the price.. A nostalgic trip back to the RPG days of yore. For \\$8 I was suprised with what I got but what you get is good if you enjoyed games like Kings Field.](#)

[Combat is your choice of 3 weapons and spells \(you find more along the way if you explore\) with a thrust/sweep/overhead melee attack.Takes a few encounters to get a feel for how to engage and dance around a foe but after that you will be a master at it.](#)

[Lots of item drops to the point you will not know what to do with all your potions, gold, food and junk, finding the right balance to hold and drop gives a more realistic feel to the doungen dive though hope is had in future updates more trade features/encounters will be added.](#)

[A good way to spend an even enjoying a simple but fun and very nostalgic game.](#)

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