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About This Game

You are no hero ... no prancing knight or scholarly wizard but a champion of the dark gods. As their chosen, you have command of legions of barbarians, beastmen and demons. Wield unholy strength, necromancy and hellfire to bring ruin to the civilized realms. Honor your gods on the bloody fields of battle in a quest for power and ascension.

Demon's Rise: Lords of Chaos is a turn-based, tactical RPG set in a brutal and unforgiving fantasy world. Taking place amidst a horrific war in the cold north, the campaign will see your party fight innumerable enemies, huge monsters and powerful sorcerers. Victory will require the tactical use of terrain, morale, formations and magic. Build an increasingly powerful war band, command demonic allies, and crush those that stand against you.

- Tactical Choices: Use terrain effects, cover and line of sight to gain an edge over your enemies. Employ spells to hinder powerful enemies, area effect damage to clear the field of lesser foes and buffs to strengthen your allies.
- Build Your Party: Choose from 20 diverse character classes to build your war band. Your warriors will improve with every victory, becoming stronger and unlocking new powers and skills. Acts of courage and savagery on the battlefield will bring favor from your gods, which can mean the difference between glory and defeat.
- Collect Gear: Equip your warriors with powerful weapons, arcane objects, runic armor and legendary artifacts. There are thousands of items to find and collect, each with their own stat effects and background lore.
- Campaign: Fight through a lengthy campaign and numerous side quests that span more than 40 hours of play time. No level caps and the ability to replay levels at a harder difficulty add to the longevity.

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- Engaging Lore: Immerse yourself in the history of Tarren, the world of Demon's Rise. A land of broken empires and shattered kingdoms where armies of humans, demons and other races fight for bitter survival.

Title: Demon's Rise - Lords of Chaos

Genre: Action, Indie, RPG, Strategy

Developer:

Wave Light Games Inc.

Publisher:

Wave Light Games Inc.

Release Date: 24 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows® 7 & Later, 64-bit

Processor: Intel Core i3-3217U or AMD A4-5000 APU

Memory: 2 GB RAM

Graphics: 512MB Video Memory

DirectX: Version 10

Storage: 4 GB available space

Sound Card: DirectX compatible sound card

English

Card Encyclopedia

Legends of CALLASIA

All Races

All Professions

Navigation icons: Skull, Purple, Green, Yellow, White, Black, Grid (selected)

Steal	Summon Tuskler	Woods of Goblins	Pyrrhic Deposition
To the DEATH	To the RESCUE	Traitor	Trample
Reinforce Troops	War Industry	Wooler Harvest	Zombie Plague

15 Territory

Dwarf Fury

All Friendly Defenders and Tunnelers on target territory gain Rampage (+50% ATK while defending) for 1 turn.

Companion

Bottom navigation: Checkmark, Crown, Shield, T





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Odd, little gem here, works great. Has nice control of self-chosen team for turn-based rpg combat.

The characters are interesting in their evil types, and graphics are good. A bit slow of a tool-tip, and not enough about what is what, although not hard to understand or play. Characters level with experience, and can buy and sell equipment in the camp, also where you can manage your team.

Decent enough tutorial, which gives you a good idea of some of the characters abilities. Play area has cover use and potions are on the battle field, as well as dropped gold or loot. Mana for powers has to build up, while basic attacks are always ready.

Havent played enough to tell how good the A.I. is, but seems adequate, it may have lots of playability, but cannot say for sure. Has campaign and quick battles as well.

Its a good price for what is given.. Just not enough of a game for me. Interesting mechanics and the developers thoroughly explore the gameplay potential of the design space of the mechanics through the various characters.

Every map looks the same after seven missions. All the text in the game uses a really really really ugly ugly ugly font. The shop menu doesn't scale correctly to 1080p.

Game is like a "toy that's amusing". It's not a "videogame that's fun". If they'd at least used a normal font they might've kept the sale. Recommended as a toy.. I agree with the previous reviews. It's OK, but nothing special. Graphics are OK, sound is good. No changing camera angles is annoying, but doesn't break the game. There are a few minor bugs. Game is rather short - complete play through in about 20 h. Plenty of characters and equipment. Fair for the price.. Great game. Lots of fun.. For £3 I still think its over priced. Everything is just painful. From choosing 6 of 20 champions/heros/characters with nothing but hit points and action point numbers to go on (is this a mage? a healer? a tank? a melee damage? a support? what abilities do they have?) to the tutorial (where minimal stuff is covered) to the controls which are clunky, and ill designed. I have paid my money, played my 2hrs, and will now promptly uninstall.. Demons Rise is an unpretentious tactical turn based game. Overall I enjoy playing it, I'll list what I like and dislike about the game below:

- + Surprising tactical depth

- + Good amount of enemies to slay or allies to pick from

- + Sound effects and music fit the game

- + Game is very cheap

- = There are some bugs with skills

- = The difficulty swings wildly between battles, some were a cake walk and others really, really were a challenge.

- = Playable units imho are not balanced, some are much stronger then others

- = Spellcasters are imho unfairly held back. Their spells have a failure percentage while others skills, which are not less powerfull, do not.

- = Despite their being a nice variety of enemies there is no bestiary to read up on those enemies. Pity.

- The story, while interesting is railroaded so hard it almost made me stop playing. It literally means nothing what you did in the previous battle. As an exemple (fictional to avoid spoilers) You have to guard a sword. In the battle you slay all comers and no one even gets near the sword. Still, in the next battle the sword is still stolen and you're facing the consequences of the theft.

NOT FUN. I wish other reviews had mentioned this point especially as it shatters immersion.

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- Customization is non-existent. You can't even rename your characters, equipment changes don't show.
 - Despite the tag this game does not feel like an RPG due to the above two points. Levelling up characters does not make an RPG alone for me.

I'd recommend the game to those seeking a nice turn-based tactical game where you can do a mission or quick battle in 10-15 mins, but if you seek a compelling story or an RP I'd look elsewhere. In the end I recommend the game because it delivers what it promises and is cheap.. The graphics may be unimpressive but it is a surprisingly fun tactical RPG.. Game just released and developer already pushed a patch with QoL enhancements for PC. I was a bit unsatisfied at first with some things being too vague. First patch implemented popup windows to show stats for skills what made things much more clear and enjoyable.

Your character slots level up at the end of a mission based on actions they did. Not sure of the exact math but attacking more and getting more kills seems to give me exp. Leveling up gives that character straight stat boosts. Also you get loot from winning missions or from the shop to that you can equip. Loot gives straight stat boosts as well and is how you would tailor your characters (e.g. more damage or more defense).

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I have put little time into this game but I feel that it is more than enough to understand at least the combat. Firstly I'll keep this short. Touting this game as a true strategy game is a little misleading. It plays similar in combat to games like Expeditions Vikings complete with hex movement, every unit having skills, and a semi tactical map. On the surface it seems to be a solid strategy game, but the lack of attack of opportunities and zones of control that are standard in games like this means that to block off a 3 wide area you must have 3 units, rather than 1. This severely hampers strategic play forcing you to bunch up your infantry so as to protect any missile units. At the same time it forces you to focus heavily on infantry, as the HP gap between archers and mages to infantry is massive and an enemy can easily slip through a single slot in the frontlines to decimate your archers. On top of that most ranged unit, from my experience thus far, are underpowered compared to the infantry meaning that they feel underpowered and useless.

I personally think the game is pretty good the inventory system is interesting and compelling, the fact that you can switch your troops out to try different strategies at no cost is quite nice, and the variety of troops, as well as the fact that you play as the evil side rather than the good guys is always refreshing.

As stated above I believe the combat itself could be improved as of now it feels that you just beat the enemies till they fall, as blocking enemies off is tedious and ill rewarded. That being said the game is 7 bucks so I feel that for the time I plan on putting into it it is worth it, just don't expect the combat to feel incredibly rewarding. This is a nice find.. Turn based combat, tons of characters to choose from, a merchant that you can buy/sell from between battles, 6 characters to control per game, good variety of abilities, etc.

The game is fun to play and runs great.

This is a definite buy; especially at this price.. Seems like a very cool game. Still need time to learn it, but I really like that it has 20 very different characters that you can use right from the beginning. No need to wait to unlock certain characters or anything like that.. Refreshing game to play a tactical game without some rubbish story shoe horned in to sit through countless boring Cinematics.

Mechanics before Story.

Games aren't movies.. For the price, it's a good game. Any more expensive and you may expect more.

Basically a turn base strategy game with some familiar / new characters where you fight through scenarios. Not much for storyline, pretty basic world. Interesting to play as the evil folks over the humans and dwarves. Love it.

Good, simple strategy game with lots of different classes. Best \$4.19 game of the year! One could easily play while at work. Only issue is when trying to pan to the left with a mouse the camera pans right. Not a big deal because I use the keyboard.

All in all, will be buying the next one being released on 4/30. Good job Wave Light!

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