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## Warhammer Quest License



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## About This Game

Based on the classic tabletop game, **Warhammer Quest** is an addictive mix of role-playing and strategy.

Lead your group of brave adventurers through the perilous dungeons of the Warhammer World in the search for wealth and glory!

Level up your party of heroes. Loot weapons, armour and mysterious artefacts from fallen enemies. Crush Orcs, Goblins, Trolls and more ferocious enemies!

What perils lurk in the darkness? Only the mightiest warriors will survive.

The standard edition includes 4 heroes, 3 game areas and a special Vampires and Zombies tileset & enemies pack. There are additional in game options to buy up to 7 more heroes, 5 extra weapons and a Skeletons & Necromancers enemy pack. The Warhammer Quest Deluxe pack includes all of these extras.

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Title: Warhammer Quest  
Genre: RPG, Strategy  
Developer:  
Rodeo Games, Twistplay  
Publisher:  
Chilled Mouse  
Release Date: 7 Jan, 2015

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English,French,Italian,German







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all about random events and spawn new pack of monsters.. positives:

1. a faithful reproduction of the original board game. if you liked the board game, you'll like this version.
2. it can be enjoyed only using only the four free characters, which is all that existed for the original board game anyway.
3. the game can be enjoyed in small doses or larger chunks of time.
4. difficulty selection allows you to decide if your characters face permadeath.

negatives:

1. a faithful reproduction of the original board game. ergo, it plays slow so if you need things fast paced i wouldn't bother, lol.
2. the extended cast of character types cost \$3 a pop. this cost can be mitigated, however, see below.
3. there's a repetitiveness to random encounters, both in towns and in dungeons.
4. you'll find your acquisition of experience far outpaces your ability to pay for training.

bottom line:

1. if you don't like slow, you're not gonna like this game.
2. if you liked the original game, you'll enjoy the convenience of the digital version.
3. don't buy this game at full price, it's often on sale for \$2-3.
4. get it on sale, and spending another \$6 on a couple of extra character classes won't feel so bad.
5. i bought this game for \$3, used only the free characters, and it's been fun.

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### **Throwback Thursday: The Comeback of the Immersive Sims:**

If you are not too familiar with the 'immersive sim' genre, check out this edition of Game Maker's Toolkit on its revival and what you need to know about it!

<https://youtu.be/kbyTOAlhRHk>

Come on over to the discussion forum and let's talk immersive sims!

<http://steamcommunity.com/app/692840/discussions/0/2765630416810100233/>. **July 9 Weekly Update - Backer Alpha, A Spoiler and Playtest:**

Morning everyone!

We noticed there's been a lot of discussion about the Backer Alpha and your suggestions for how we can improve the game before the final release, and we're catching up on reading those now!

There have been some big discussions slated for this week and the next, as well as sprints dedicated specifically to tying together the narrative, quest loop, level design, and more, all while tackling some of the problems brought up by many of you. Keep in mind that some things, such as object highlighting and narrative VO being cut down, is much easier to remove and toggle because we are already planning for that.

Many of you have also expressed suggestions that are already in the game, but not present in the Backer Alpha:

- \*Steel doors that can only be lockpicked
- \*Wooden doors have now been tweaked so swords cannot bash them down as quickly
- \*Weapon durability
- \*Player torch is being fine-tuned
- \*Runic spellcasting is nearly finished
- \*Maps are getting a new pass, etc.

For those of you worried about the hub, I would encourage you to think of the hub as just another level with specific NPCs you can interact with, rather than a safe zone. In fact, depending on how dire the situation is, it may be a hard fight just to return to Marcaul at all...

[It's a spoiler, do not click if you do not want to see it.](#)

We've been quiet because we're hunkering down on the game, and most notably coming up on external playtesting soon. There's a lot of things we're experimenting with based on your feedback, and we'll need your input soon, so keep an eye out for an email either by the end of this week or the beginning of next week. If you are interested in possible opportunity to participate in that playtest, be sure and join our Discord: [discord.gg/underworldascendant](https://discord.gg/underworldascendant)

Thanks,  
Dev Team

### **. "Exploring Underworld Ascendant" with PCGamer featuring Paul Neurath and Warren Spector:**

Did you miss our panel "Exploring Underworld Ascendant" with PCGamer featuring Paul Neurath and Warren Spector at SXSW last Friday?

No worries! You can view it now! <https://youtu.be/VcueCGSndzg>. **Underworld Ascendant | Development Roadmap December 2018:**



Greetings, Ascendants!

Today we are sharing our post-launch development roadmap beginning with Update 1, which will plan to go live next week. Our goal is to address the biggest issues brought up by the community and to improve the overall quality of the game.

We have also included our plans for Update 2, which will go live early next year. Further details and timing are outlined below.

We have a discussion thread for the update here:

<https://steamcommunity.com/app/692840/discussions/0/3216031607494065970/>

UPDATE 1 - Next week (Pending QA Review). **BACKER BETA AVAILABLE NOW:**

Our Backer Beta is available NOW for JOURNEYMAN backers and above!

[Read our update here!](#) [otherside-e.com]. **TGG Interviews Joe Fielder, UA Director & Writer:**

The Gaming Ground ( [thegg.net](http://thegg.net) ) interviewed Joe Fielder, game director & writer, from OtherSide Entertainment about Underworld Ascendant. Please click below and learn cool things about the upcoming game:

"The game promotes experimentation and rewards creativity using The Improvisation Engine, a series of interwoven systems that oversee and direct the player experience to keep the game challenging and fun."

<http://steamcommunity.com/sharedfiles/filedetails/?id=1180432268>

Learn more here:

<http://thegg.net/interviews/underworld-ascendant-interview-with-otherside-entertainment-and-505-games/> **May 21 Weekly Update - E3 Judge's Day and Fire Arrows!:**

Walter and Joe are finally back from the Pre-E3 Judge's Day presentation we had last Wednesday, and things are looking positive! We were honored and excited to see several judges actually return to play the game after hours and some even challenged each other to improve. ("I finished the level in 20 minutes!" "Okay, but I played for forty minutes, unlocked way more Memora than you and already started investing in these skills. So I can fly now." "WHAT?!?!?! I want to try that...")

<https://steamcommunity.com/sharedfiles/filedetails/?id=1392169869>



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On the dev side, Chris M is back from his vacation in Hawaii, and we're back to working on optimization and tightening up the levels you'll see for the Backer Alpha build. One of our awesome contract animators has also been improving our puppetmaster system for the AI, which has been leading to some really interesting environment interactions. (People tripping over crates you chuck at them in the dark is ALWAYS funny.) I believe we're also working on upgrading to Unity 2018 because there's a bug we've been struggling with for awhile that can apparently be remedied by upgrading, so while we have a breather, that's the first thing on Will's to-do list today.

Lots of big stuff in the works that we can't share about yet either, but once those are further along, you'll be the first to see it! :)

Also, we finally got to share that .mp4 of using a fire arrow to set another object on fire!

<https://steamcommunity.com/sharedfiles/filedetails/?id=1392178991>

Next up, flarechess is going on vacation next week and won't be back until June 4, so there may not be a very fulfilling weekly update on the 28th. :( HOPEFULLY, you'll all be able to forgive us, since we're planning to post some content this week AND the week she's out to tie you all over... also, look forward to June! We'll have another big announcement coming then :D.  
Underworld Ascendant **Hotfix for Update 3:**



Greetings all!

We have a small (~30mb) hotfix that addresses crash bugs that a few players have been experiencing. We are still working to reproduce additional crash reports and will address them as soon as we are able.

If you are still experiencing crashes in an area, quicksave often and let us know the details so we can investigate.. **How About Some Concept Art Teaser:**

Welcome back! The OtherSide Entertainment team is hard at work developing Underworld Ascendant... What are you most excited for in the new game? How about some concept art?

<http://steamcommunity.com/sharedfiles/filedetails/?id=1133457653>

<http://steamcommunity.com/sharedfiles/filedetails/?id=1133458154>

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Do you like this? Would you like to see more? If so, be sure and follow the game for more information and updates as they become available!

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