
Free Download VEmpire - The Kings Of Darkness .zip



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About This Game



VEmpire - The Kings of Darkness is a vampire themed digital deck-building game, inspired by one of history's most influential royal dynasties - the house of Habsburg.
And: It is an honest & complete product, 100% Pay2Win free!

There are no microtransactions or payments within the game & there never will be!

OVERVIEW

VEmpire is a turn-based card game about building an empire that is stronger than your opponent's!
To win: Knock down the empire-points of your opponent to zero before he does!

The player can choose to play against the AI, invite a friend for a casual game, or play a match against a server-selected opponent.

Save & Load AI-games whenever you want to train yourself!

VEmpire is a deck-building game like Dominion or Ascension, just to name two popular games of this genre. It provides innovative mechanics and an exciting, atmospheric theme that is about the resurgence of the Habsburg rulers as terrific vampires!

VEmpire includes more than 100 unique cards with amazing artwork in four factions!
All cards (vampires, locations, artefacts & spells) are drawn based on real historical characters, famous ancient buildings and gory battles!

GAMEPLAY

- **DESTROY YOUR OPPONENT**

It is the goal of the game to destroy the Empire of your opponent.

Look out for Attack-Cards to build up your dark army, but do not forget to protect & strengthen your own Empire of blood!

- **SELECT YOUR KING**

Decide the king & faction you want to battle with. Depending on this choice you get your start-deck and your private-deck in the Market-Place to acquire cards from.

- **COLLECT GROUPS**

You collect and play Groups, the most powerful entities in the game, which are designed after its historical examples (e.g. Pairs like 'Sisi' & 'Franz Joseph'). They count twice if they are completed in your Empire!

- **HOLD CARDS**

Location-Cards not only provide you with permanent guildens every turn but also with 'hands', which means holding-ability, this gives you more strategic flexibility and control!

- **PLAY POWER-CARDS**

Play Power-Cards for fast and surprising play!

Depending on your chosen king & faction there are different types of Power-Cards available for you at the Market-Place.

- **ACQUIRE OR ATTACK, ACQUIRE OR EMPIRE**

Attack-Cards can be played for acquiring new cards or they can... you guess right: **ATTACK!**

Empire-Cards can be played for acquiring new cards or they can be played into your Empire to increase your empire-points.

- **PLAY SPELLS**

Use offensive or defensive Spell-Cards, depending on your strategy and all for one goal: knock down your opponent!



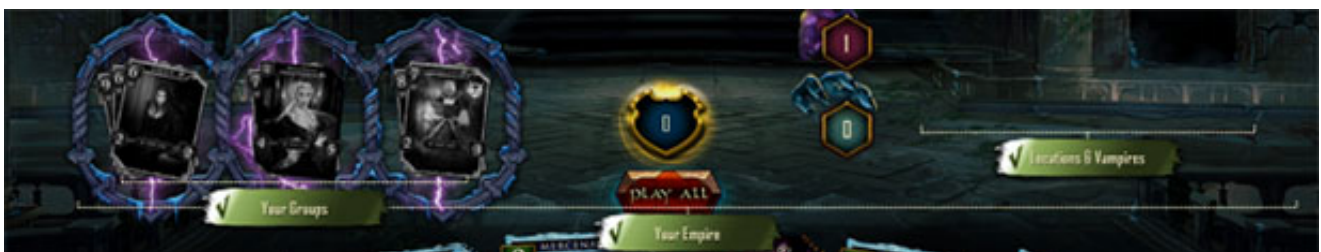
HOW TO WIN

In VEmpire it is the goal to destroy your opponent by pushing his Empire-Points to zero!

Buy Attack-Cards at the Market-Place to build up your army.

Buy Empire-Cards at the Market-Place to protect and strengthen your Empire.

But: Once played into your Empire, the cards stay there, they are lost for buying!



GAME START

The game starts with the flip of a dime.

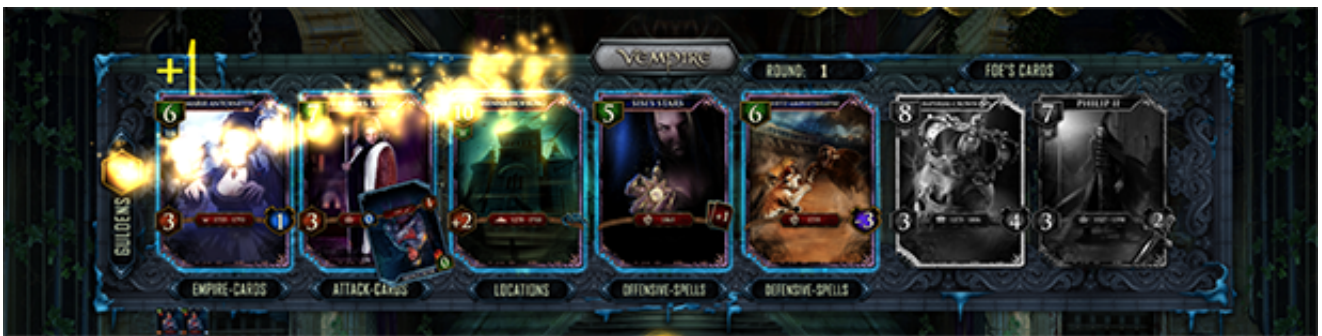
The winner will choose its King of Darkness first and play first!

The opponent will therefore select his King from the remaining ones.
Each player starts with a start-deck of 10 cards: The chosen King and 9 Mercenaries!



THE MARKET-PLACE

You could buy new and better cards from the Market-Place with the gulden-values from your cards by playing them from your Hand for 'Spend'.



As the game starts, the Market-Place is built out of the cards from both selected factions.
The two leftmost cards are your private-deck and consists of attack- & empire-cards which are under the spell of your selected king, therefore only you can acquire those cards!

The two rightmost cards are the private-deck of your opponent. Only he can buy those cards.
However with spell-cards you can banish cards also from your opponent's private cards.

The three cards in the middle of the Market-Place are available to both players, those are the location- & spell-cards from both factions.

This means that each king-duel combination provides a fresh and unique collection of cards, which offers different tactical and strategic challenges and possibilities in every game.

TURN-BREAKDOWN

At the beginning of the game and at the end of every turn both players draw 5 cards from their Deck. In the very first round the player in second place draws 6 cards!

If your newly drawn Hand does not have enough gulden to buy a card, you can recruit additional Mercenaries in order to be able to buy the cheapest or even the most expensive card from the Market-Place.

Be aware of the Mercenary-Limit. At the beginning of the game you can only “Empire” one Mercenary per turn.
A completed group however increases this limit by one!

Before the cards for the next turn are being drawn from the player’s Deck, all played cards (except the “held” ones) go back into the players Discard-Pile.

This means that played cards will stay in the game and will appear again later because if the Deck is empty the Discard-Pile will be shuffled and becomes the new Deck.

This is not true for cards which were played into the Empire or cards which have gone into the Graveyard!

During your turn, you can:

- Attack your opponent from your Hand with attack-cards
- Play cards from your Hand for acquiring new cards from the Market-Place
- Play cards from your Hand into your Empire to increase your power
- Play location-cards from your Hand into your Empire for permanent guildens and holding-ability
- Play spell-cards from your Hand for immediate effects
- Play power-cards and surprise your opponent
- Hold cards until the next turn

HISTORY & DARK TIME-TRAVELERS

All cards in the game belong to one of four specific factions.

This means that every card is under the powerful spell of one King of Darkness.

A King controls the affiliates of his specific time-period, meaning just he can acquire them!

But you guess very right, the mighty habsburg rulers are just bound to their king – by no means are they bound to a specific time – they could be seen as dark & ancient travelers of time, appearing all at the same time – again, but bloodier then ever...

At the beginning of the game the player can select his king resp. his faction!

Therefore, both players have their own private-deck available for acquiring at the Market-Place exclusively.

But you can use the spell-cards from both factions and this brings great freshness and new challenges into every game!



THEME & HISTORY

They have been known throughout the centuries as the lords and ladies of Habsburg. European high-born. Influencers of men, manipulating the very fabric of human society across the four corners of the Earth. Sometimes for the good, sometimes for the detriment... always to their own ends.

In time, as man and the world evolved, their dynasty, like all dynasties before it, dwindled as the last vermilion rays of the setting sun.

But even as the lords of Habsburg seceded power in the early 20th century and slipped into a slumber far removed from the public eye, their name and influence remained.

A peculiar, unrelenting resilience.

One that's led me to my exhaustive studies for over twenty years academic pursuit which reveals a terrifying truth...

The lords of Habsburg are immortal.

Nonhuman stewards of the secret of blood-the knowledge of its memory and power, and the dark magic to wield it.

They are creatures of the night

Nosferatu.

Izcacus.

Vampyr.

And their sleep is over.

Four lords of Habsburg have returned from the grave, intent on rebuilding their once great empire.

*By sheer luck, or perhaps divine will, they return in disaccord.
Recalling the power from four distinct eras of history, each lord seeks to rebuild the empire in their own image.
They beckon forth kin of old to sit beside them, and use blood secrets from battles and events of days remembered.
I fear they will stop at nothing to attain their desires.
With God's grace, they will destroy themselves in the process.
If not, I pray the world will believe my journals and witness the truth behind...
VEmpire: The Kings Of Darkness.*

– Jakob, The Chronicler '3 October

The history of the Hapsburg dynasty is the inspiration for our extraordinary theme. Our artists did an amazing job in turning mighty rulers into terrific vampires. Our cards are subtle interpretations of historical characters, places and events.

We love to look at VEmpire as an atmospheric blend of game-mechanics, artwork, story and music. Hopefully you will enjoy this experience as much as we do!

Title: VEmpire - The Kings of Darkness
Genre: Casual, Indie, Strategy, Early Access
Developer:
Wolfgang Lueger
Publisher:
Vempire Entertainment
Release Date: 3 Oct, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 8, 8.1 & 10

Processor: 2.2GHz Dual Core

Memory: 4 GB RAM

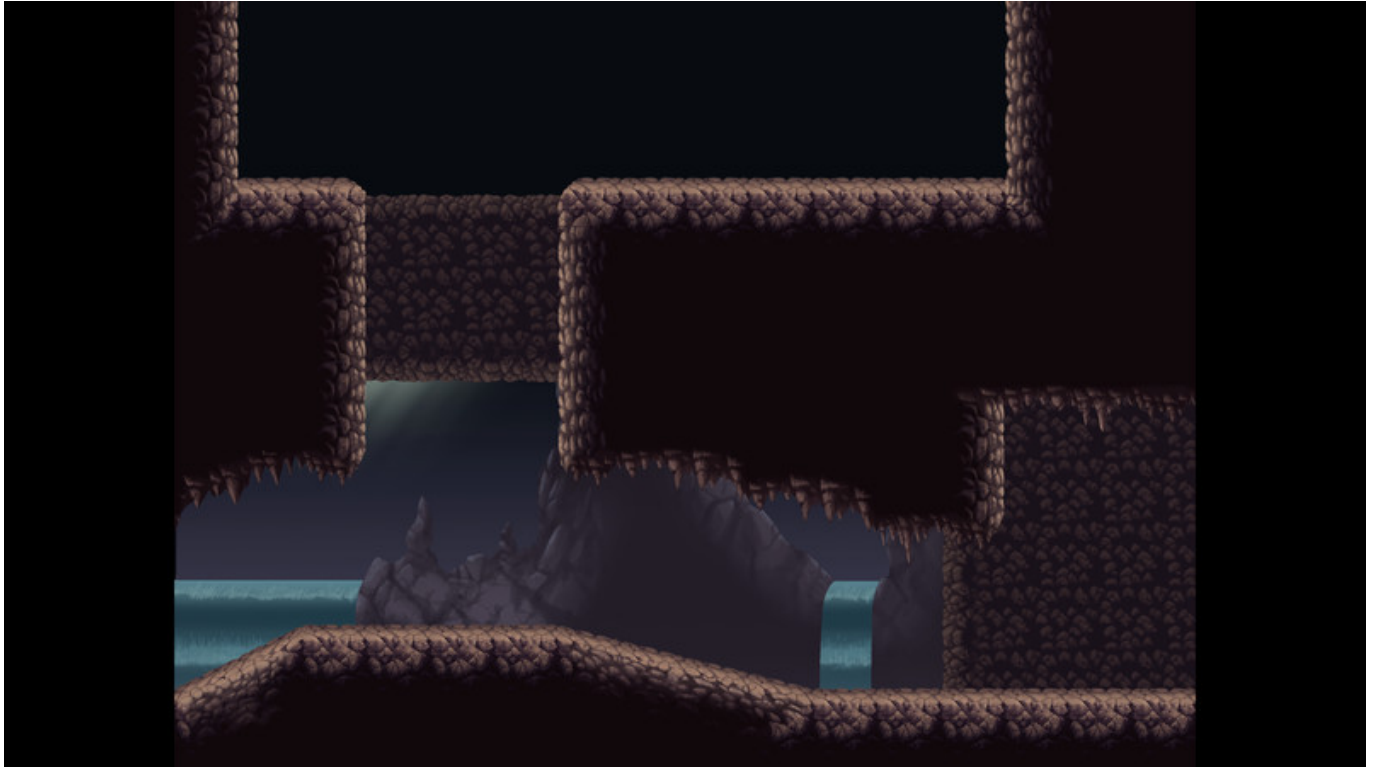
Graphics: 1Gb VRAM

Storage: 3 GB available space

English







vampire the kings of darkness review. vampire - the kings of darkness

This is a game for fans of the german Late Night Show "neo magazin royale". It's the sequel to "Game Royale - J\u00e4ger der verlorenen Glatze" (Hunters of the lost bald head). They made a short, LucasArts inspired point and click adventure. It includes the host Jan B\u00f6hmermann as the main character and also his sidekicks. It's stuffed with inside jokes, that you may only get, when you know the show.

The game is sort of funny but could be funnier. I enjoyed playing it though. I would only recommend this to fans of the show.. Game breaking bug prevents me from even starting the 1st dungeon in act 2. Requesting a refund. Hope I get it.. \u2665\u2665\u2665\u2665ing sweet. Amazing soundtrack. So much fun.. Bought this while it was 70% off, well worth the \$9 I spent on this. I cannot say it'd be worth the full \$30 if you want it. I mainly got this program for the 3D text feature due to not having PhotoShop. It is very nice and I am enjoying it. It does take a bit of learning for all the features but it isn't that hard and you pick it up quite quick.

It's fun just playing with the animated things, I wish they had an option to animate your text (if they do I've not found it sorry if this is true).

Just hours of playing around with the stuff within this software is grand, if you can get this on 70% off or more do it, you'll not regret it. I used it to make an outro for youtube and I love the way it looks. Did some animated bits. If you find an image outside online that has a transparent background it'll allow that BG and you can do lots of fun with the icons from the web.

Still playing with this but as I said I'm enjoying this.. Specs:

Ryzen R7 1700

Gtx 980ti Classified

20gbs of ddr4 Ram

HTC Vive

First Impressions:

Overall this is a very well made game and will be in my view for a while as it grows and progresses. However, there are some problems that I have found with this game which are not completely the creators fault, but does not help with the problems of VR right now.

Level 1:

This is probably the first level people will try and the biggest issue is that the art style really shows the screendoor effect that pops up with VR. This causes it to be difficult to see the items that are coming and get a good understanding of the difference between what is coming since you have good and bad items. Also the items I would like to see either a bit bigger or more colorful since they are very hidden in the background until they are right on top of you. Like I said though not completely the creators fault, but should be something to think about.

Level 2:

Very laggy compared to the other two. A lot of wasted resource hogging effects going on. The confetti and the models on the side and such really start tearing down the framerate. Not sure if they used a particle system or what, but might be good to look into a different system to lower this since VR is very reliant on high FPS. Also with the level being as dark as it is I had a hard time seeing what items were coming my way since they are fast and can be difficult to tell apart. However the theme was great.

Level 3:

I really do not have much to say about this level except that it was an astounding piece of work and for sure the showcase of the project. I even buckled a little when the tram started to take off and really felt like I was moving. The lighting was great and the items were easy to tell apart. So I would say this is a great starting point to looking into the other two levels.

Final Thought:

All in all this is a great game and worth more than \$2 for sure. I am hoping to see more games from this developer in the future and hoping that they might even let a modding community start as this would be an amazing game for even say beginners that want to get into modding try their hand at it with the simple nature of the game.

Would I Recommend?:

Hell yes. This is a perfect game to get into VR for a great price. Planning to let me 6yr old niece try her hand at it since the other games I have are out of her league.. Initially wouldn't run but after I got the game to start, it was ok. Tutorial wasn't fully flushed out so there were some game mechanics I had to figure out on my own. The UI is weird because sometimes you hover and release to grab an item and other times you click. After about 3 minutes of farming resources my inventory would be full and I couldn't pick up anything even if was an arrow that I just used said resources to make. Since there was no "Inventory capacity %" or weight value attached to the items, I had no idea when it was full or not.

Also there was no hot bar to easily switch to frequently used tools (pick axe, hatchet, etc.). That made it harder to go out and farm or build.

Overall, I'm glad I bought it on sale for like \$2. Wouldn't have wanted to pay anymore for that. Still, there are much better survival/sandbox games out there.. One of the best war strategy games that has a great deal of focus on realism over the otehr arcadey stuff. Tough to get into. I myself played it and abandoned it lots of times (been playing a non steam version for the past 3 years). However, the developers dont really support the old games when the new AGEOD titles come out. Thus, dont expect paradox/taleworlds kind of mod support or dev support. This is the only dissapointment. The developers actually make no attempts to make it more enjoyable for th community. They probably believe that people who're hooked into strategy wargaming to this level of realism (I havent found anything more "real" till date) have no option but to eat out of their hands.. well i m not a big fan of ben 10

but this game is very awesome due to its graphics and its super easy controls

this game is very cheap on pc and is very costly for consoles

Probably the worst balanced game I've seen in a while. It's basically designed to force constant save-scumming even on Normal mode for several reasons, one of which there is no setting for (skill checks; which, btw, are harder than they should be and don't have any of the assist\take-10\etc mechanics from tabletop that ease the pressure, and often only one character gets to try even if several have training).

Every single enemy is buffed beyond recognition unless you set the enemy power to the minimum, there are super high tier encounters in low level areas with no indication of whether you should be there or not, and even in the areas you should be the quantity of foes is often quadrupled compared to tabletop. It's like they expect you to cheese resting, and even if you do the bloated stats make all but the weakest fights potentially deadly as a marginally lucky string of rolls on the enemy can 1-round your tanks (cheesed 4-class builds taking advantage of certain overpowered class abilities notwithstanding). Oh, and sneak attacks are broken as hell. You get them essentially constantly in this but they didn't reduce the damage they deal, making sneak attacking builds (and enemies) vastly more deadly than they should be.

If the game were turn-based perhaps the above wouldn't be so bad because you could act a lot more tactically, but as it is any form of tactics falls apart really quick (for example, you can't place an AoE in a safe spot easily because by the time the cast finishes your party members will likely have auto-pathfinded their way into the blast radius). By the time you pause or slow the game down enough to make it sort-of manageable the sheer quantity of encounters ends up making the whole thing a big slog (as the real-time design means amping up enemy quantity to pad out the time).

Note that Pathfinder (the tabletop system) is at least *reasonably* balanced, but even if faithfully implemented can be unbalanced in a video game. And this implementation is unfaithful largely in ways that make the experience worse, not better.

In short the game ends up feeling tedious rather than fun.. This game does not support Coop.

Steam is misleading clients with it's game description

There are NO servers to connect to, which means you CANNOT play COOP

You can however play LAN COOP, but that is NOT what it says.

Steam has it listed as SINGLE PLAYER AND COOP

The game should READ.....

SINGLE PLAYER and LAN COOP

I purchased this game for friends, only to find out we cannot play it at all.

I will be contacting Steam for a full refund

. i love you guys so much <3. if you get the bad ending in episode two you get hit by a car and die 10/10. This game is just horrible. From the lousy camera controls to the random and ugly ways the trees grow and the slow speed of the game, i just hate it. Thought it would be a relaxing game but it just stresses me out.. I'm a huge fan of Bad Religion

I even bought a brown Fender Precision

Signing to Atlantic was a really bad decision,

Now they're back on Epitaph, hey!

I bought Suffer and then I bought a thesaurus,

Then Graffin sang on "S&M airlines" chorus

Now they hang out and party on their tour bus

'Cause old bands know how to have fun

Great DLC.

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