
Grim Dawn Torrent Download [key]



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About This Game

Enter an apocalyptic fantasy world where humanity is on the brink of extinction, iron is valued above gold and trust is hard earned. This ARPG features complex character development, hundreds of unique items, crafting and quests with choice & consequence.

Key Features

- **Dual Class** - Combine any of six distinct classes with over 25 skills and modifiers per class. Base classes include Soldier, Demolitionist, Occultist, Nightblade, Arcanist and Shaman.
- **Hundreds of Item Skills** - Augment your class build with a diverse array of over 250 unique skills granted by items and equipment add-ons.
- **Collect hundreds of Items** - Common, magical, rare, epic and legendary classes of loot. Plus over 20,000 possible magical affix combinations and over 200 rare affixes.
- **Quests with Choice and Consequence** - You will face tough decisions that leave significant impacts upon the world. Strangers on the road, desperate families and even entire villages may live or perish based on your actions. Currently over 35 quests with 75+ lore notes to be collected.
- **Friendly and Enemy Factions** - Earn favor with human factions to unlock additional quest lines, vendor discounts and special faction-based items and augments. Some neutral factions you can be turned into allies but aiding one will make

the enemy of another. Hostile factions will remember your deeds and deepen their hatred of you, sending out large packs and elite heroes to hunt you down.

- **Devotion**, an additional layer of skill customization allows you to acquire bonuses and powerful secondary effects for your class skills. These are unlocked from a giant constellation map with points acquired by finding and restoring destroyed or corrupted shrines hidden throughout the world.
- **Rebuild the World** - Help human enclaves survive and flourish by securing vital necessities, rebuilding structures and rescuing survivors who can then lend their services to your cause.
- **4 Person Multiplayer** - Connect with Friends or make new allies in glorious multiplayer. Multiplayer encounters will put your teamwork to the ultimate challenge.
- **Fast-paced Visceral Combat** - Enemy blood spatters, ragdoll physics and satisfying enemy death effects. Smash in doors and fight house to house, leaving a path of demolished furniture in your wake.
- **Rotatable Camera** - If you choose to survey the full beauty of the world and always fight from the most optimal angle. Levels are still designed so that players are not forced to rotate the camera; it is purely optional.
- **Secrets and Perils Aboard** - 200+ Enemy heroes and bosses, hand-configured with their own unique arrays of deadly skills. 20+ secret areas hidden behind crumbling walls, hidden gaps and mysterious locked doors. Explode obstacles or repair structures to open new paths.
- **Rogue-Like Dungeons** - Descend into special locked challenge dungeons that require a rare crafted key, where enemy levels increase as you progress and player teleport is disabled. There is no way out except to complete the dungeon or die trying.
- **Dynamic Weather** - The world is brought to life with region-specific climates and a variety of weather effects. A sunny day can cloud over with mild rain showers that builds into a booming thunderstorm. Variable wind gusts blow grass and affect objects like windmills.
- **Recipe Based Crafting** - Collect over 250 crafting recipes that allow you to combine salvaged components into unique crafted items and then, later, use those basic crafted items with higher-tiered recipes to complete items of amazing power.
- **Reclaim Skill Points** - The ability to pay to reclaim points alleviates the fear and frustration of having to make early, uninformed skill choices that could permanently gimp a character.

Crate Entertainment is a small indie studio founded by the lead gameplay designer of Titan Quest and includes veterans from such companies as Blizzard North, Irrational and Harmonix. Join the Grim Dawn community and provide feedback on the ongoing development of the game. Help shape the future of development and be among the first to receive news about Grim Dawn by participating in polls and discussions on our forum. <http://www.grimdawn.com>

Title: Grim Dawn
Genre: Action, Adventure, Indie, RPG
Developer:
Crate Entertainment
Publisher:
Crate Entertainment
Release Date: 25 Feb, 2016

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Minimum:

OS: Windows XP / Windows Vista / Windows 7 / Windows 8 / Windows 10

Processor: x86 compatible 2.3GHz or faster processor (Intel 2nd generation core i-series or equivalent)

Memory: 2 GB RAM

Graphics: 512MB NVIDIA GeForce 6800 series or ATI Radeon X800 series or better

DirectX: Version 9.0c

Storage: 5 GB available space

Sound Card: DirectX 9.0c compatible 16-bit sound card

Additional Notes: 4GB of memory is required to host multiplayer games

English,French,German,Czech,Dutch,Greek,Japanese,Russian,Simplified Chinese







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I have never written a Steam review before, but I felt like I should for Grim Dawn. I love ARPG; POE, diablo, diablo 2, even diablo 3 which isn't great, Torchlight 2, Titan quest, etc, and I really wanted to like GD but I just can't. The story is ok but pretty generic and there is not too much of it, the graphics are mediocre (which isn't a problem for me), and the skill trees are rubbish. The gearing and loot in the game is done really well. All the stats and in game skill damage calculators are fantastic. The UI is done well. Crafting is not great but acceptable. The game's atmosphere is nicely done. Sound is ok. NPCs are boring and forgettable. The worst part of the game though is the character builds. Ive tried a few different characters; pyro, druid, necromancer, and Death Knight, and none of them felt good. This game really punishes you if you want to use multiple skills. If you pick one skill and just upgrade it fully with just passives you wreck through everything on veteran difficulty, but then you are just pushing right click through the entire game. Then if you spend your points on multiple skills and try some diversity you do almost no damage at all and are just standing still spamming all skills forever trying to take out basic enemies. Ive read on the forums that it is typical to just use one skill till level 50-65 then it gets a bit more interesting, but that is basically end game at that point. So you go through the entire campaign right clicking till you fall asleep. There are only a few movement skills and not all classes have access to them, and the speed increase is capped at 35% so you can't even speed through the grind. There are devotions that you can unlock to add power to your skills but once again they are just passives and rely on you right clicking enemies. My 2 highest characters are 40-50 and it just didn't seem to get better. The game skill system is just dry and boring and not fun at all.. My first ever review, so please be gentle!

I'll try to keep this brief, and based more around my experiences, notable elements and how it fits into my gaming time.

Be me, an early 30's gent who's earliest gaming experiences revolved around the loot-based Hack N' Slash genre, Diablo & Titanquest were MY games. They were all i played until the PS2 era. There was nothing else which cured the "itch" for a loot-\u2665\u2665\u2665\u2665\u2665 like myself.

Fast forward to today, and you name the aRPG and i've played it. Was a Beta player for PoE, back when there was only 2 acts, there for the error 42 launch of Diablo 3. Thick and thin, aRPGS have always been there in my library on top of any other genre.

This is the first game since then to not only cure that, but consistently give me something back without the need to trade. I can log in for a few hours (a big deal nowadays!) and feel like i've either progressed, learned or set my mind off on another tangent of theorycrafting while carrying on with the daily grind.

It's the little things in this game which keep me going, like the "War & Peace" length tooltips akin to D2, making you read to see if it's a viable upgrade. The excitement of an ever-so-slight delay upon the loot-spllosion of a marked rock or an ornate chest. I mean to say the loot is impactful on many scales.

Character building and customisation is right on the button. Just enough to keep you feeling in control of a build you're aiming for, but with juuust enough on the outer periphery of stats to make you want to min/max or have a little search for a more optimised build.

The story isn't much, but let's knock on the door and ask for Ronny Real, who play's these games for story? I don't mean to belittle anyone who does, but it's not the key driver for the purchase now is it? We want shinies, and this game offers them at a rate which not only makes them feel rewarding, but without the feel of them saturating you, giving you that little rush we all crave when playing.

To conclude, Grim Dawn has evolved over the years into an amazing title, and seeing the jumps in quality and re-playable content from expansion to expansion i know this game will be on my SSD along with D1, D2 and TQ for years to come..

Amazing game with a ton of depth, and a great story. A lot of the lore you actually have to look very hard for. This game has secrets within secrets, which is fun, rather than frustrating as in other games. Be aware that this game is much slower than other ARPGs, but this doesn't mean that the combat is any less intense. Add to this that the devs are dedicated, and listen to the community, without caving to whiny kids. Also one of the nicer communities since it tends to attract a more mature audience. People are going to be playing this for years after they stopped releasing content, because there is just so damn much to try out. After spending a fair amount of time on this game, I decided to give it a thumbs-down due to various aspects that I really don't like about it. However, I will begin with some positive impressions.

Firstly, I like the idea of combining two different classes in order to get a unique build, it largely encourages players to try out different combinations. The design of maps, enemies, skill animations, and the overall theme of this game are pretty sick. Although the game is released several years ago, the developers are still updating and providing more content, which is cool. Nevertheless, the game just contains too many problems that ruin the overall experience. The most stupid part according to my opinion is how a game with DLC is not compatible with a game without DLC. Since the compatibility between versions of this type of game has already been shown possible, I personally would just think it is an extremely greedy way for the developers to force players to spend more money in order to play with friends who already owned DLC. In addition, I don't mind only one player can interact with an NPC at a time, but the real concern is nobody else can see the dialogue and understand what is happening. Since the story is the primary motivation for me to continue playing, it sucks really much to play in the Co-op mode. Also, I don't quite understand the legendary drop rates in this game, not to mention keep getting the same legendaries over and over or getting legendaries for other classes, I can still get an Lv.75 legendary item in a Lv.85 map which turns out to be completely useless. I remember when I was playing Torchlight II, the game gave me two guaranteed legendaries for the class I played after beating the final boss. However in GD, the game just randomly throws me a garbage instead which turns my satisfaction of finishing the game into pure frustration instantly.

. Still being actively developed and improved, definitely worth it at 70% off. This game is amazing. It's been a long time since I've truly enjoyed one of these games

(My all-time favorite is Dungeon Siege 2, and this is definitely my 2nd now...)

I held off playing this game for so long even during the free weekends and stuff, but I finally gave in, and haven't regretted it since.

I was hooked from the very beginning with the intro, and the more I played the deeper the story got and more involved I became.

If you like games like Dungeon Siege/Diablo/Titan Quest/ Path of Exile, GET THIS GAME!

A good game. A really good rpg.. but sometimes I could use a hint to find the quest area.... Well, gameplay-wise, Grim Dawn is just a slow and simple hack and slash/ dungeon crawler/ adventure RPG to me. The gameplay, execution here is closest to Van Helsing actually, i\u2019d say. Btw. not designed for co-op, was added later...

As a dungeon crawler/adventure, GD is fine, tempo and atmosphere, just great, so, the dungeons are fine and fun. but in open world... it just doesn't work.

aRPG...

The gameplay/matter of action RPG is the combat... playground and toys. Is GD designed for an open world action/ combat RPG? A walking simulator. Walking dead ! As an action RPG, it just gets generic and boring, combat and generic shallow looking skills. Pushing couple of samey skills to push you thru the entire game. The matter of action RPGs is the repetitiveness. The more toys and s.hit, the more options on-the-fly, the better aRPG.

Path of Exile ?...

just different to PoE, Torchlight, Diablo 3. Well, apples and oranges. It's like comparing Division to Warframe. Generic to playground. Inferior to PoE, if you want.

RPG...

The gameplay/matter of RPG is the learning and progress on your own... trying out and changing... building, exploring. The matter is all the RPG crap, overloaded, management and time sink. Here the progress and hero building seems fine, everything feels like a real progress, that's just perfect, but after all it gets boring too and gimmicky. Basically an RPG full of RPG crap, management and time sink, if you like. But the progress and gameplay is just not that good.

Better modded, Nexus mods.

Solid game. Maybe needs more playtime, maybe next time.

Starting a new character is pain though.

As the game is slow by design and generic, samey skills, a lullaby.. An ARPG with controller support and rotating camera by design (ie: not by mod). The rest of the game just raises that awesomeness to a higher level.. OK. This is a game that is worth every money. This game's DLCs are worth your money. This game is better at being Diablo than Diablo 3. This game won't lick your\u2665\u2665\u2665\u2665\u2665telling you how great you are. You live in an apocalyptic world where people struggle to survive. You are not a hero at the beginning, just a normal person, scum. You must fight with your weaknesses and overcome your fears to climb onto the pantheon of celestial heroes who left this corrupted world. You start as a normal man who was close to be burned alive. You fight some zombies: rotting, possessed tissue by aetherials who want their revenge upon Cairn. You kill some of these and get level 2 and there you see 6, 8 (with AoM) or 9 (with FG) masteries. So you study spells and bring the devastating force upon your foes. You realize this world are not just empty walls. The world of Cairn lives. It breathes upon its wounds caused by chaotic forces of monstrosities we were only knew legends about. You feel Grim Dawn and its dark, hopeless and corrupted atmosphere. You do some quests, talk with people and get to level 10, where you can choose a second mastery. This opens a lot of build possibilities, especially with AoM transmuters, where you can change certain skills to be way more different. Summon a beam of aetherial forces that will disintegrate your foes or study the dark arts and convert that beam into chaotic force of devastation. You go through this land of corruption. This is not a game anymore, this is journey. You are

interested of how Grim Dawn started through dialogues and lore notes. You collect powerful items that will enhance your powers to the unbelievable level. Some items can completely change the way how the class is played. You save the world and you are victorious, or it is an illusion... You start the next difficulty and explore once more this world, but with knowledge from previous playthrough. This game becomes hardcore difficulty where you must study items, skills, monsters and mechanics to proceed further. Climb into the peak of endgame and dominate your foes with expert wisdom and quick fingers. This is Grim Dawn. This is a living world like the tissue used by aetherials. This is the game you will definitely want to play as a ARPG fan! SCORVAAK, SAVE ME!. How Diablo 3 should have been.

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