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## About This Content

**Wrath of the Nagas** is the first expansion for Warlock 2 and with it developer InoCo introduces the greatest threat Ardanian has ever seen.

Lurking on the fringes of our world for centuries. Waiting for an opportunity to strike, invade and conquer. The Nagas have returned!

Aided by ancient beings not seen in Ardanian since the age of the Great Kings such as gorgons and harpies, they seek to blacken the skies, poison our lands and wipe out all trace of human existence!

Will you fight the tidal wave of death and destruction or will you be consumed by it?

### Main features:

- **The “A clear threat” campaign:** Battle Naga threat on the shards of the broken worlds. Find and destroy them before their waters engulf everything
- **The Naga race:** A new unique race that builds the majority of their buildings on water and have amphibious units.
- **New Great mages:** The mighty gorgon Sfeno & the Naga general Rhin-gaa-rook are playable as leaders for the Naga

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race.

- **Two new lords:** The swift Ace Harpy and the powerful Secret Physician can be chosen as starting perks or encountered in game.

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Title: Warlock 2: Wrath of the Nagas

Genre: Strategy

Developer:

Ino-Co Plus

Publisher:

Paradox Interactive

Release Date: 21 Oct, 2014

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**Minimum:**

**OS:** Windows Vista 64-bit, Windows 7 64-bit

**Processor:** Dual Core CPU with 2,66GHz clock speed or higher

**Memory:** 4 GB RAM

**Graphics:** nVidia GeForce 8600 GT or ATI Radeon HD 6570

**DirectX:** Version 9.0c

**Storage:** 2 GB available space

**Sound Card:** DirectX 9.0c compatible

English,German,Russian







**DYNAMIC RECREATION OF THE OLD WORLD**

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Nice fun difficult shoot em up. Decent atmosphere but cheap scares with noise are pretty common. It also has a lot of bugs and ways to break it where the only solution is to reset the game. No progress save and no checkpoints either so if you ♥♥♥♥ up, especially on the final boss, then it takes forever to redo. I only played this as much as I did for a video.. Bought it a few years ago, it's telling me now that it only is a trial version and wants to push me to buy an upgrade. Can use it only for 30 days now. I have stopped using it now because of that.. So i thought i couldn't become any more lesbian after playing Double Peace.... I was wrong.. Unintuitive menus.

Super informative videos and low res pictures.

Relive the 13th century through a 90's lens.

Another game from the past that should have probably stayed there.

[https://youtu.be/u\\_uhitznA2w](https://youtu.be/u_uhitznA2w). Love it. Fun hacking sim. Nice play on words and stuff. The cases are challenging but not impossible. Really make you think. Totally, love this game!. Horrible tutorial. Quest text nearly impossible to read and doesn't explain anything. Was supposed to train, couldn't choose what I was supposed to train, quest text was no help. Made it 15 minutes into the game, and that's because EVERY single step of a quest has to require you to click an npc 2 times for each step. Tedious and worthless.. This is an amazing game with an amazing dev team. I had an issue with the game and the dev got back to me within the hour.. If you've seen and loved Dorkness Rising, this series will not disappoint! Perf is a lot like Rincewind from Discworld; a horrible wizard and runs from everything.. Poker solitaire is simply boring

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For diehard Blitzkrieg fans, it may be worth the few dollars. I'm enjoying it. But otherwise the engine is just too dated for me to recommend to someone who has no rose colored glasses.

Also, after playing a few levels of the Entente campaign, I've noticed that unlike Blitzkrieg there are no persistent "core" units that gain experience and can be upgraded through the campaign. This makes it more of a series of set piece battles.

There is a (free) Spanish Civil War mod for the first Blitzkrieg that has a campaign for both sides and as I recall does include core units and I would recommend that over this stand alone WWI mod.

On the positive side there are 3 campaigns (French, German, Russian) and a lot of unique (to the era) units modeled with numerous guns and armored cars and tanks. Also are a number of different cavalry units that function like faster infantry which I thought would be useful for flanking and attacking artillery behind enemy lines but they seem to have difficulty attacking.. When the kid said "the old man might make us a visit" after Markus said that the "tavern" was in honor of the "old man", I realized what truly is happening here. The poor kid, going by the name of Cid was constantly abused by his parents at the age of 6 in ways unimaginable. Whenever his parents weren't looking, he would run off to visit his grandfather, the "old man". He found safety in his warm embrace, and for 2 years he would visit him almost every day, even though he had to run half a mile to reach his house. But then, when he reached the age of 8, his grandfather fell prey to prostate cancer. He never got news of this. When he ran off to see his grandfather but couldn't find him, his parents found out and drove him into the city, next to a dump, to live his sad life there until he met his demise. He was soon found by Markus, the leader of a hardcore drug ring, who offered to take him into his care and teach him the ways of the world. Markus was a co-worker of Cid's mom before he got fired for doing drugs during his night shift. He heard about the kid's grandfather from her, and Markus felt touched by her story, even though the heartless monster of a mother did not care one bit. Markus decided to not tell Cid about such events until he reaches the age of 18, him being 13 now.

10/10 story

mediocre graphics. This game have really much potential, In my option you should buy this game now for 3€ b4 it goes to 9€. Awesome game. It's like Super Hexagon but even more... fun!

I barely even made it to the second stage in like 30 tries. xD. It's alright. A little boring. The atmosphere is good. Can't fault it for the presentation.. Great short movie worth watching. No reason not to recommend, but its quite demanding on the system. Went smooth on my i7 6700k, 1080ti and vive pro (runs on higher res then vive) after I turned down the graphic settings. Pretty crap game. Really easy to just cheese the entire game for achievements thanks to what seems like a lack of playtesting. Badly-Drawn fanservice in the background. Meh soundtrack.

I only reccomend this if it's on sale, you like achievements, and wanna kill about an hour of time.. I would like to write a good and informative review about Manifest 99, but after experiencing this masterpiece I'm somewhat speechless and there seems to be something in my eye...

Anyways (no spoilers):

You're riding on a train through a surreal world, changing your position by staring into the eyes of crows. Therefore everything around you appears rather large. You learn something about each passenger in very nice theater sections.

For the best experience I highly recommend not to watch any gameplay videos before.

I really hope that the developers are going to make more such experiences.

- No controllers needed
- Nice visuals and story
- No stress or pressure
- Gloomy atmosphere (some people might get a bit uncomfortable)
- Needed time about 20-30min.. At first glance, the game looks as if it's a successor to Dungeon Keeper ..If you go in thinking that, you'd be wrong.

Sure, it seems to have the look that could be perceived as a spiritual successor to Dungeon Keeper however only the atmosphere and humour could be loosely based on Dungeon Keeper.

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To summarise, you play the role of a demon known as "Baal-Abaddon", whom of which is summoned by a not so smart sorcerer named Oscar, into the lowly form of an Imp. The gist of the game is helping Baal to gain his lost powers and to terrorise the surrounding land of Ardania in the ol' "Evil is good" sort of way.

You start each level with a handful of workers and Baal, building up your dungeon with pre-laid out rooms and creating\summoning units to form squads to go raid for materials\gold\food and to defend from hero invasions from the front and\or ladders (With the addition of choosing random\fixed\no ladders, thank god!).

The game can get tedious and rather monotonous as the general tone of each level is essentially build up dungeon, build up troops, raid, rinse and repeat until you're strong enough to go into the main part of the level. The main part of the level is usually the same (With an ending "Boss" of sorts) however getting there can change from level to level. The most part is the same, however on some levels there are some puzzles which can be somewhat challenging to start with.

With the patches that were released since the release of the game, it seems to be a lot more stable compared with release. Fortunately there doesn't seem to be as many crashes\problems\bugs which was ultimately frustrating for those that first had the game as there isn't a save game as such.

On the whole, I enjoyed the game. Sure, it gets a bit repetitive but I enjoyed the cheesy humour.

TL;DR - Not a successor to Dungeon Keeper but is loosely influenced by its atmosphere and humour. Game can get very monotonous and tedious but is fun at times. A lot better than what it once was on release due to bug fixes.. This game still needs a lot of improvements. First thing annoyed me was how buggy the gui and the menu screen was. When I typed it would go crazy and glitch letters accross my screen. I ignored that and tried out the gameplay to see if the gameplay would make up all of this but the game was very hard and pathetic. The teams were 4v1 with me the only person on the team. There should be a team balance or something of that sort. When I quit the game I tried to quit the game but I could not find any exit or quit button so I had to shut it down using the task manager. Overall this game is alright for a free game but still needs improvments.

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