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## About This Game

Wolcen: Lords of Mayhem is a beautifully rendered Action-RPG. Join this dynamic hack'n'slash and its fast-paced combat based on weapon combos. There are no class restrictions, you can choose your path as you level-up and play your character the way you want. Thanks to our resource opposition system, you can adapt to any kind of situation!

In Wolcen you can face challenges alone, with your friends, or in a random group thanks to our Matchmaking system. Choose your NPC to launch the challenge that fits your taste of difficulty, the harder challenges will grant you the most awesome rewards!

### Gameplay Beta Key features (not exhaustive):

**Multiplayer mode:** Co-Op/Multiplayer. Face challenges alone or with friends.

**Dynamic combat system:** fast-paced combat system with weapon-based combos. Dodge, Dash, Hack, Slash and unleash devastating spells on your enemies!

**Weapon combo system:** each weapon has its own game style, including various gameplay effects and animations. You can choose up to 14 different weapon stances!

**Tons of Loot:** Weapons and Armors with randomly generated magic effects for more gameplay diversity. And tons of Unique items!

**Free character development:** No class limitation. You have three resources: Rage and Willpower interact with each other, using Resource Opposition System. Stamina allows you to use a dodge-roll to avoid danger or travel faster.

**Gems:** Use gems to improve your gear for offensive, defensive, or support attributes.

**Fight vicious and intelligent foes** featuring many different attacks, combat patterns and defensive abilities. Crush the

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weaklings, and prepare to fight impressive, pitiless elite bosses.

**Active skill tree:** Improve your skills through combat, unlock and combine modifiers to deeply customize your gameplay.

**Status Ailments:** each status ailment has its own trail and effect on your enemies. Burn, Freeze, Shock, Poison or inflict various weaknesses that will make you victorious. Choose wisely and combine these effects for more deadly attacks and spells.

**Rotating Passive Skills Tree:** A deep and innovative way to customize your play style with various specialization that you can combine for unique hybrid or specialized builds!

**Asymmetric Armor System:** We love asymmetric armor! You will be able to equip different shoulders and arm protection on the left and right side of your character, bringing a great number of personalization options!

**Mandates of the Purple Phoenix:** Execute mandates for the Host of the Purple Phoenix, come back alive to earn your rewards.

**Expeditions of the Purple Phoenix:** Choose your challenge difficulty and join a 6 level dungeon to earn greater and greater loots. Select a higher difficulty for more awesome rewards.

**Deep lore:** Discover Wolcen's universe and story through items, skills and talents.

More content will be added during the Beta phase, you can see our internal planning on this news:

<https://steamcommunity.com/games/424370/announcements/detail/1745615744852238195>

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Title: Wolcen: Lords of Mayhem  
Genre: Action, Adventure, Indie, RPG, Early Access  
Developer:  
WOLCEN Studio  
Publisher:  
WOLCEN Studio  
Release Date: 24 Mar, 2016

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**Minimum:**

**OS:** Windows 7 64-Bit SP1, Windows 8.1 64-Bit, Windows 10 64-Bit

**Processor:** Intel Core i5-4570T 2.9 GHz / AMD FX-6100 3.3 GHz

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 560 Ti / AMD Radeon HD 6850

**DirectX:** Version 11

**Storage:** 14 GB available space

English, German, French







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Was fun initially. Came back to have a look at the progress and can't start a private game and can't find a public one either. Will update if/when I can play again.. Extremely bad game and even worse developers. Every step they take for the longest period has been a step backwards. I have never seen a game that charges this amount for an alpha and provide so little. Deadlines and launch dates given by devs are not actually "deadlines", or even "guidelines". They are dates that devs randomly pluck out of the air and have no intention to honour. Time and again, promised deadlines or launch dates never materialize, and devs will push these dates back, and back again, resulting in an endless wait for pretty much no content.

Avoid at all costs. Do not purchase or waste your time on this.. Of all the games I have in the library this is the first I really have to complain about.

I bought this game in december 2016 when it was in alpha and since then the progress was not to make some step forward but to make them backwards.

While the combat system felt clunky back then in 2016, when they overhauled the animations in beta 1 I thought it would get better.

No.. it got worse.

It felt a LITTLE bit less clunky BUT the character moved while doing normal (no skills) combo attacks: basically the first attack keeps the character where it is intended to be, the second attack, since it's a combo, will make your character move a bit forward (or backward depending on the weapon used), and the third one again a bit forward.

A stupid example: if you keep doing "lock-in-place-attacks" (using the shift button + left mouse button) you will find your character in the other edge of the map...

This mechanic is REALLY annoying, frustrating and without any sense to even exist because in an isometric ARPG if I want my character to be in a certain place it MUST stay there.

For me this was the worst thing I ever found in a game of this genre.

I played both Diablo 3 and Path of Exile and while Diablo 3 has a perfect fluid combat system and Path of Exile was really clunky (at least before 3.7), Wolcen is by far the worst: in comparison PoE has a super fluid combat system.

Other than this, there is also the problem that this game has been redone 3 times now and I cannot see the light at the end of the tunnel.

I really hope this game gets better and finally release but I'm very doubtful.

My review will stay negative until I see a good game, so for all of you who wants to buy this game, please don't do it. Don't waste your time and money at least until it releases and gets good.. This game has gone downhill in more recent months.

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They remove more and more until it's now just a crap game. I just re installed it to see the newest updates and now I can't even create my own character anymore!!! I want my money back.. The devs seems to still struggle in figuring what they want to do with their game and also can't seem to focus on one thing at time, which has lead to countless delays and the game being redone from scratch twice since the early access started 3 years ago.

It feels like they don't really know what they're doing at all... instead of focusing in completing the core features of the game, like adding new acts and skills, they go around adding random stuff that is totally pointless to bring at the current state of the game... Who the hell cares for a Housing system or an Arena, when the game is STILL under development, our characters don't even have access to the complete passive skill tree, and our characters will get wiped every now and then??? It's like they can't really decide what they want to do with Wolcen at this point, and I wouldn't be surprised if they simply gave up on this game.

If you're looking for a cool ARPG, then I recommend you to look elsewhere, because this game will take forever to be finished at this pace... if it ever gets finished.

I guess the "Lords of Mayhem" in the game's name stands for the developers themselves.. After the last update game changed a lot and that is not a good change. All they need to do was add more creative story to old version of this game and maybe more equipments the game was ok but now IDK.. After reporting the same game breaking bug multiple times over the last couple of months there still seems to be no plan in fixing it. I can't recommend a game that is broken while the devs make it as hard as possible to give feedback.. I have been looking for a game similar to Diablo 3 for awhile. This is it. I love the art style and the viseral gameplay. Also as you level up, the enemies really start to vary in some cool ways and cool mechanics that add some difficulty. Have no idea why there are so many negative reviews.. This review may change...

At this point the game completely changed from something unique that was promising, to a Diablo clone. I had high hopes for this and about a year ago it was good. They shifted direction so much that it's not even remotely what the vision used to be. I'm still hopeful but to be honest it's probably just gonna be a failed Diablo clone with the direction it's going.

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Pre-beta it had promise. Now, it looks and feels like a phone game with the locked camera and close zoom. It's pretty but feels shallow. Return to Alpha state please and go back to the drawing board.. This game's great, the devs care and have really been working hard on it. Unfortunately there's far too many muppets that have no clue about game development. To summarize it have left poor reviews, because they were too stupid to know better, and penned opinions in the form of reviews fraught with ignorance.

If you like Diablo, then this is the Diablo 3 you were expecting (not the shovelware Blizzard put out), if you like Grim Dawn solid chance you will like Wolcen too. If you have played none of those, try PoE 1st (it's F2P), and if you like that style of gameplay chances are you will like Wolcen.

#### **TL;DR**

**Like any game in EA, there's a lot of mouth pieces that we would all be more intelligent for not having ever heard. Solid game, graphical beauty (It is on CryEngine after all), that is a great addition to the genre, with it's own set of personalized tweaks to make it it's own.. This game is trash, it's not Early Release, it's a complete pre-alpha joke. The fact that it costs \$30 is just flat out dumb. This game has zero content, zero things to test. They are basically asking you to fund their pre-dev stages. Don't pay for this, don't support this type of crap.**

**With that said, the concept is great. At the rate they are releasing product and updates, I'm sure it'll be done and ready in about 3 or so years. Then it may be out of date, but it will be a really nice game.**

**Until then though, I really don't recommend this at all. You're going to be really depressed at this game.. I would not have purchased this game if at the time it had the description it has now. All of the features that interested me are now gone from the list. Super disappointing.. The more and more this game progress, The more I think features will be missing from the game. Also Cosmetic dlc on release.. I wanted to like it. Got bored after a bit, too repetitive.. I've never written a review before, but for this I will make an exception. It's a waste of time.**

**Having had the game for a while, they had 1 step forward, 2 steps back. Where it used to be stable, I can't launch a game without it crashing not only in game, but steam as well. The new beta has been a complete failure from a compatibility perspective. If you want something that potentially will kill your system everytime you launch then this is the product for you.**

**I only positive thing I will say is that I learnt to use windows + ctrl + Shift + B. How to restart your gfx card after crash.. Game WAS good, now it's just monotonous and I can't sit past the opening sequences. Combat is clunky and slow now, completely opposite to what it was before. Combat feels dull, opposite to the learning curve the game had, that curve being the passive/active skill tree, not fully fleshed out but atleast it existed in that build of the game. The game now is, walk in, hit something for 5 seconds, wait till it dies, repeat for your next common enemy. It's just boring. The way the animations work now as well, it causes this feeling of delay, adding to that monotony of the game. Abilities are somewhat the same but no longer provides the, Wow I can't wait to use this, gotta make space for it now feeling. It's not worth it at all, do not buy in this state unless you really feel it's going to be worth your money.**

**Sorry if this doesn't help, just look for reviews talking about the gameplay, that's what this game is about, you're not looking at any cool aesthetics, not the environment, or not nearly as much anymore, it's just a simple black dark dungeon. Use to have a world to explore, that comes later when it's released but they use to have it.. When I first played a bit 2 years ago I thought it was a game that needed a lot of work but had potential. Now after over two years of additional work it is quite possibly the worst game I have ever played. How you have managed to put this much work into making the game go from playable to unplayable we may never know.**

**If you are looking for a good ARPG I would suggest Path of Exile or Grim Dawn. If you are ok with early access you can also check out Last Epoch and Pagan Online. All of those options are far better than this.**

**As for this game it is a stripped down, watered down, janky mess. It is seemingly in development hell with every update making the game worse.. Literaly unplayable.**

**Tries to create private game to play solo**

**Game take 5 minutes "creating game"**

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**"game failed to be created"**

### **12V10 failed loading screen emulator**

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