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## About This Content

Something stirs beneath Castle Aldrheim...

Deep in the sub-dungeons, long forgotten by the Wizards, the demented ancestors of the Aldrheim Order have awoken an ancient evil. The fate of the world has yet again fallen on the shoulders of our haphazard and colorful wizards. Will the Wizards survive as they stumble upon Aldrheim's most secret of secrets?

Explore never before seen places in the fantastical world of Magicka. Test your mettle against new enemies and try to avoid getting slime all over your robes. Where does that even come from? It's everywhere! If we could reveal the super-secret hard mode, it would attract even the most battle-hardened wizards. Unfortunately, it's a secret, so we can't talk about it.

## Key Features:

- Rush headlong into a new epic tale in the Magicka universe
- Venture deep into the dungeons beneath castle Aldrheim
- Discover untold horrors and hints of a looming threat to the world of Midgård
- New monsters and challenges await
- Test your mettle in the chapter's hidden hard mode
- Innovative and dynamic spellcasting system with thousands of possible combinations
- Up to four player co-op in all game modes as well as single player



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Title: Magicka: Dungeons and Daemons

Genre: Action, RPG

Developer:

Pieces Interactive

Publisher:

Paradox Interactive

Release Date: 11 Oct, 2012

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**Minimum:**

**OS:**Windows XP/Vista/Windows 7

**Processor:**Intel® Pentium® IV 2.4 GHz or AMD 3500+

**Memory:**2 GB RAM

**Graphics:**NVIDIA® GeForce 8800 or ATI Radeon® X1900, Integrated Graphics (laptops) are not supported

**DirectX®:**9.0

**Hard Drive:**2 GB HD space

**Sound:**Direct X-Compatible sound card

**Other Requirements:**Broadband Internet connection

**Additional:**3--button mouse, keyboard and speakers. Supports up to 4 gamepads for local co-op.

English







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==Contains minor spoilers==

This was a fun DLC. It is very short though. The map design is a lot more fun combat-wise compared to previous campaigns. For instance there are places where to duck and take cover. The fights are often intense, but still doable with two players. But you need to be pretty familiar with the game. We did not find any spells except haste. Might be a few other spells hidden there somewhere. For us, the boss fight was the highlight in this DLC.

I believe Dungeons & Gargoyles is a sequel. I have not bought it yet.

That said, the DLC is very expensive if we take nothing else into consideration. I would not buy it at less than a 75% sale.

If we take other things into consideration, whoever is behind the sales of Magicka are generous. You can often find Magicka in cheap bundles, sometimes with DLCs included. So if you got your Magicka for instance on Humble bundle, then buying this DLC is no big deal.

. if you finished the adventure without dying or you think you could finish it without dying you probably can get EXTRA AGED BLUE CHEESE for vlad's party as well as some achievements for yourself  
you have to be REALLY good at this if you want those shiny rare achievements though!. yep yep its good dlc. Don't buy this. The devs don't care about Magicka, so they wont fix any of the game breaking glitches (games crashing, unable to actually start the game, no MP working etc).. Really Really Good DLC So Much Fun And AWesome 26V10

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I was unable to finish this game due to a bug at the end of the DLC

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