

The Kings' Crusade Crack And Patch



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About This Game

The crowned heads of Europe launch a new military campaign to re-conquer the Holy Land. The time has come for you to assemble your armies and take back the land as Richard the Lionheart. Or assume the role of the great Saladin and defend your people against the oncoming invasion. Lionheart: King's Crusade gives you the chance to make the dreams of the past a reality.

The King's Crusade is a real-time strategy game that places you in the era of the Third Crusade, spanning the years 1189-1192. Control and upgrade the leaders and their armies, lead your men into fierce battles, complete the objectives of the campaign by guiding various historical factions through political events, collect relics, and unlock new content on your crusade.

Key features:

- Play through two single-player campaigns – Crusader and Saracen
- Oversee hundreds of soldiers in real-time epic battles
- Command your forces, conquer territory, and expand your realm on a fully 3D map
- Strategically manage your army between missions
- Rewrite the past with famous historical characters serving as the main heroes

Title: The Kings' Crusade
Genre: Strategy
Developer:
NeoCoreGames
Publisher:
Paradox Interactive
Release Date: 8 Oct, 2010

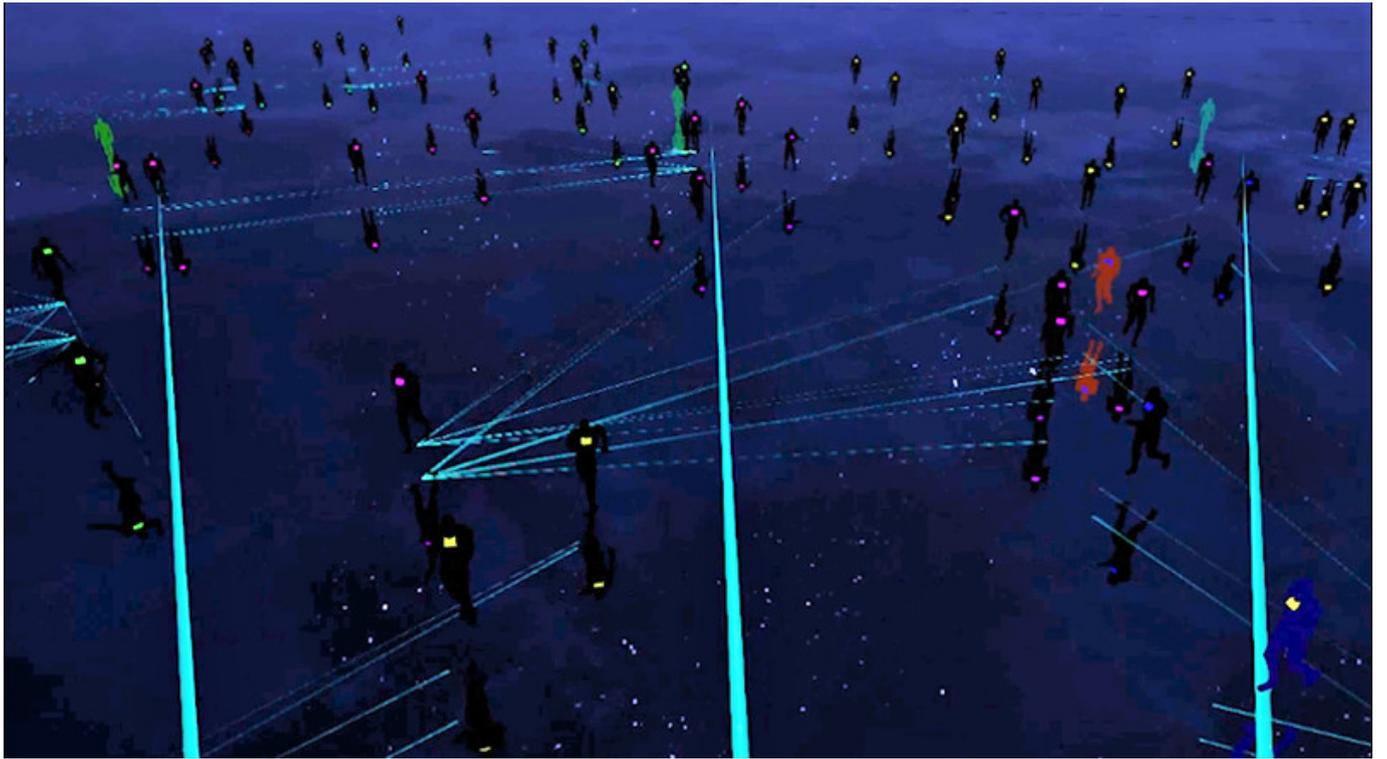
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Minimum:

OS: Windows XP SP2/Vista/Windows 7
Processor: AMD64 3500+ or Pentium IV 3.2 Ghz
Memory: 1 GB RAM (XP)/ 1.5 GB RAM (Vista/7)
Hard Disk Space: 8 GB
Video Card: Nvidia 6600 (256Mb) / ATI Radeon X700 (256Mb)
Sound: DirectX 9-compliant sound card
Direct@: 9.0c or higher
Additional: Nvidia (AGEIA) PhysX
Multiplayer: Steamworks system

English





Personal Pirate Page Return to Game

Independent Pirate
Stowaway in the Shatterstone Island Navy in the Nerya Archipelago

Reputation

- Aspiring
- Aspiring
- Aspiring
- Eminent

Houses

-

Hearties
[Manage your Hearties](#)

Chumley







[View Trophy Collection](#) [View Gallery](#)
[Edit Gallery](#)

Piracy Skills

- Novice/Able

Carousing Skills

- Novice/Able
- Novice/Able
- Novice/Able
- Novice/Able
- Novice/Able

PUZZLE PIRATES



House Ye Booty
Crew Ahoy!

Chumley

- Hats**
Sawyer hat
- Torso**
Plain shirt
- Legs**
Pair of pants
- Feet**
Pair o' boots
- Equipment**
- Weapons**
Skull dagger
- Charts**
Yer known world
- Decor**
- Outfits**
- Parrots**

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100% terrible. Game used to be vaguely fun for about half an hour of playing, then a bunch of updates came in that nerfed the fun, then the devs gave up. meh its a good game but has lots of room for improvement but the list is too long to explain still with indie (intendant) games you can expect some down sides. though after completing all of the maps i can say the game is a bit over priced still i have played worse game titles i wont mention. it did however remind me of game (Cinderella Escape!) only cuter. still at least i enjoyed this game personal rating 7/10. Just finished the first chapter and i must say i really enjoyed playing it! I was playing it with an xbox360 controller and i felt so comfortable with it while moving those blocks around.

-> may add official controller support (; ?
overall 8/10 would recommend it to my puzzle amused friends.

Best Regards

Kyusung. Another masterfully implemented mod of the source engine, No More Room in Hell will give you a lot of fun. The game uses a more realistical approach on the zombie survival genre while offering two game modes: survival and objective missions.

While the survival missions are quite simple, they are very enjoyable and fun, holding the zombies while you wait for extraction at wave 10.

The objective ones are more broad and offer variation within big maps, and while some are easier than others they are still a good adventure. Another fact is that such maps possess variation between rounds, so you will have another route of objectives to execute.

Most of the maps also contain secrets and special features.

You are not a superhero: you will bleed, you will be infected and you can also suicide yourself for the greater good of the group.

Overall review:

Pros:

- Free game.
- Extremely fun with friends (the more people you play, the better).
- Realistic gun mechanics and decent melee combat while keeping a good gameplay.
- Nice graphics (taking in account the fact that the game was made in 2011).
- Extremely well made animations of itens and weapons in first person.
- Very good optimization (very few bugs, and no performance issues at all).
- Good gun and attack sounds.
- Characters possess a varied soundbank of quick chat commands, giving you quick communication with your fellow survivors.
- The VOIP inside the game simulates real conversation, the far you are from another player, the lower is your voice (you can use an in game walkie talkie to communicate from afar without issues).
- Lots of maps with good level design.
- Two map types with lot of variation.
- Very good amount of guns and melee weapons (arround 20 firearms and a bow, and 20 melee weapons, there are also 3 throwable explosives).
- People still play this game to this day (so you will find people to play with you without a problem).

Cons:

- Few zombie models (you will kill the same zombies all over again).
- Some animations of ammo checking are wrong.
- Playing alone is difficult in most cases (not recommended to play alone, this is a cooperative game after all).
- Sometimes the zombie attack animation can be quite poor (depending on you position).
- The music is quite boring (my personal opinion, maybe you will like it).

While the game has minor flaws, it is a very enjoyable experience and will bring you and your friends lots of desperating moments and agony (the good kind of it).
A good adventure.

Overall score:

91V100. Carenado's Cessna 172N Skyhawk II is a great first-payware plane. When the 172N was being produced, customers were able to customize the 172N's panel however they liked it. Whether basic 6-pack gauges for basic VFR flying, or full blown IFR set with full radio and autopilot. However, Carenado decided to make this a VFR plane. Right off the bat, I will warn you that there is no autopilot, and it has basic navigation instruments and a basic radio. This is basically one of the perfect hands-on VFR airplane. But considering how damn stable the airplane is, with the right amount of trim, she'll fly just fine without control inputs and without autopilot either. I haven't flown IFR yet (IRL and in FSX), so I don't know if this plane is IFR suitable, but it might just be able to perform IFR flight, considering it has nav frequencies and a VOR/OBS instrument.

Pros:

- Beautiful model and textures
- Very stable and forgiving
- Wonderful for VFR flying, especially cross-country
- Some features in the cockpit are movable/clickable such as the windows, sun shades, passenger seat, baggage door, etc.
- Excellent sounds
- Easy to fly
- Goes great with accu-feel
- Wheel pants are added, and you can choose a texture that doesn't have them
- Haven't found any bugs with the plane yet

Cons:

- Basic gauges and radio stack
- No autopilot
- Can't swap radio frequencies
- No heading bug on heading indicator (this drove me insane a first)
- Panel night light is too bright
- Flies almost too stable, and has a flying-on-rails feel to it sometimes (accu-feel can kinda fix this)

-
- If you put the plane in a intentional spin, it will spin out of control and basically goes crazy if you hold it into a spin too long.
Overall this is a great first-payware plane and I highly recommend it if you are the type that loves VFR hand-flying and cross-country trips. This is also great for basic training.

I give this 172N a 9/10. Romero's zombies are faster!

Save your money. The game is dead slow and you can't increase the speed. The infantry takes forever to move from a tree to another tree nearby. To give an idea, it's like playing Banished at the slowest speed.

And if this wasn't enough, you can't save your progress in battle.

The speed thing alone it's enough to kill all the possible fun for me. I don't have all day to play a single mission/battle.

(in italian)

Gli zombie di Romero sono più veloci!

Tenetevi i soldi in tasca. Il gameplay è lentissimo e non si può aumentare la velocità di gioco. La fanteria ci mette una vita per spostarsi da un albero all'altro. Per darvi un'idea: è come giocare a Banished alla minima velocità.

E come se non bastasse non potete salvare il progresso di gioco.

La cosa della velocità di gioco nel mio caso esclude qualsiasi possibilità di divertimento. Non posso perdere tutto il giorno per completare una singola missione o battaglia.. No!This Game is not improving.It's lagging for me most of the time and my specifications are quite okay i guess

(i7 4790k , 17gb ddr3 , nvidia gtx 770 2gb)

This build is better than the older ones but it doesn't improve this game either.. I bought DROD on GOG a long time ago. I have played Journey to Rooted Hold for about 4 or 5 hours, not much really, but this is one of the finest puzzle games I have ever played, it's as good as Portal, except honestly this game makes Portal kind of look like a Chump. It's a lot smarter than Portal, the interactions are more complex, and fiendishly difficult.

Portal 2 lasts about 8 hours, 8 hours of pure fun, but Journey To Rooted Hold is more like 100 hours. If you find this game in a sale you can easily walk away with the base game Gunthro, for \$2.75, and then pick up King Dungan's Dungeon, Journey to Rooted Hold, and The City Beneath, for bloody.... \$2.75. DO YOU HAVE ANY IDEA HOW MUCH WIN THAT IS?!?! I'll do the calculations for you. 300 % 2.75, 109.0909090909 hours of gameplay, for every dollar you spend. Forgo your bagel, buy the best puzzle game series in existence. Sell your Physical Copy of The Witness on PS4, to buy all of the Smitemaster's Selections. Buy The Second Sky and get crushed so hard into the ground you become a fine powder, and respect that one day this game hopes you are capable of playing it.. 1 - didn't deliver to all kickstarter backers

2 - clearly designed for tablets and PC port as an after thought.All controls are gesture based, if you don't have a touchscreen, don't buy.

3 - super unintuitive to use.

It would seem, we are allowed to activate this product as many times as we like, why it needs activating, is beyond me

This software has some Great innovative things about it, like the OSD. 1 out of 10

WARNING. NO UPDATES IN 7 MONTHS IN EA, ABANDONED BY DEV. DON'T BUY, DON'T GET RIPPED OFF.

I have no idea why this is getting a thumbs up from other users, this game is so very boring, uninteresting and not very well made.

You'll be bored too and get a refund from Steam and move on with your life. I can't believe I've racked up over an hour, I probably fell into a coma. I didn't pay full price, I picked up this turd of game within a cheap VR bundle. Lesson to remember, indie VR game bundles are compiled of tedious, badly made VR trash.. This game isn't going to blow your mind and change your life, but what it does it does well. The combat is decent for a jrpg type game (and has actually provide a pretty good challenge). The story is pretty good so far, mostly serious with some dry bits of humor that is done pretty well. Character building\character progression is lite, but different. I have been enjoying the setting. Characters are good so far. I actually have been reading and paying attention to the story and what people say or what is written in journals, etc, I pick up.

The bottom line - is this game worth \$3 (or \$2.50 currently on sale)? Yes, definitely. This game has more going for it than a lot of the generic jrpgs\vrpg maker games that come out and sell for \$15 or \$20. I've already have gotten \$3 out of it, and I feel safe recommending it to people who can tolerate the graphics.

The cons, to me, are-

Controls, I can't rebind keys

Like most of these games the controller UI is awful on a civilized keyboard and mouse set-up and having to navigate the UI to do something simple is a huge pain in the\u2665\u2665\u2665\u2665\u2665(which is true for every game like this, from FF7 to Skyrim).

Thats about it, but for a pretty decent game at full price \$3 I can't complain.. Fast paced , takes skill to master but fun for the casual gamer as well. Surprisingly fun and addictive gameplay, fast-paced and exciting. Definitely keeps you busy! I like the music a lot and just love these Vive games for how interactive they are with the controllers. Really gets me into it!. This materpiece (alongside Age of Mythology, Age of Empires, Etherlords, and Gothic 2) brings an immense surge of nostalgia whenever I play it. I was only 7 when I first bought it. Nearly 12 years later, I found it on Steam.

Aside the fact the graphics are severely outdated and the compatibility with Win7 or newer versions is very thin, I still play it to remember the old days. *sobs*. I'd kill and die for Wanshi

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