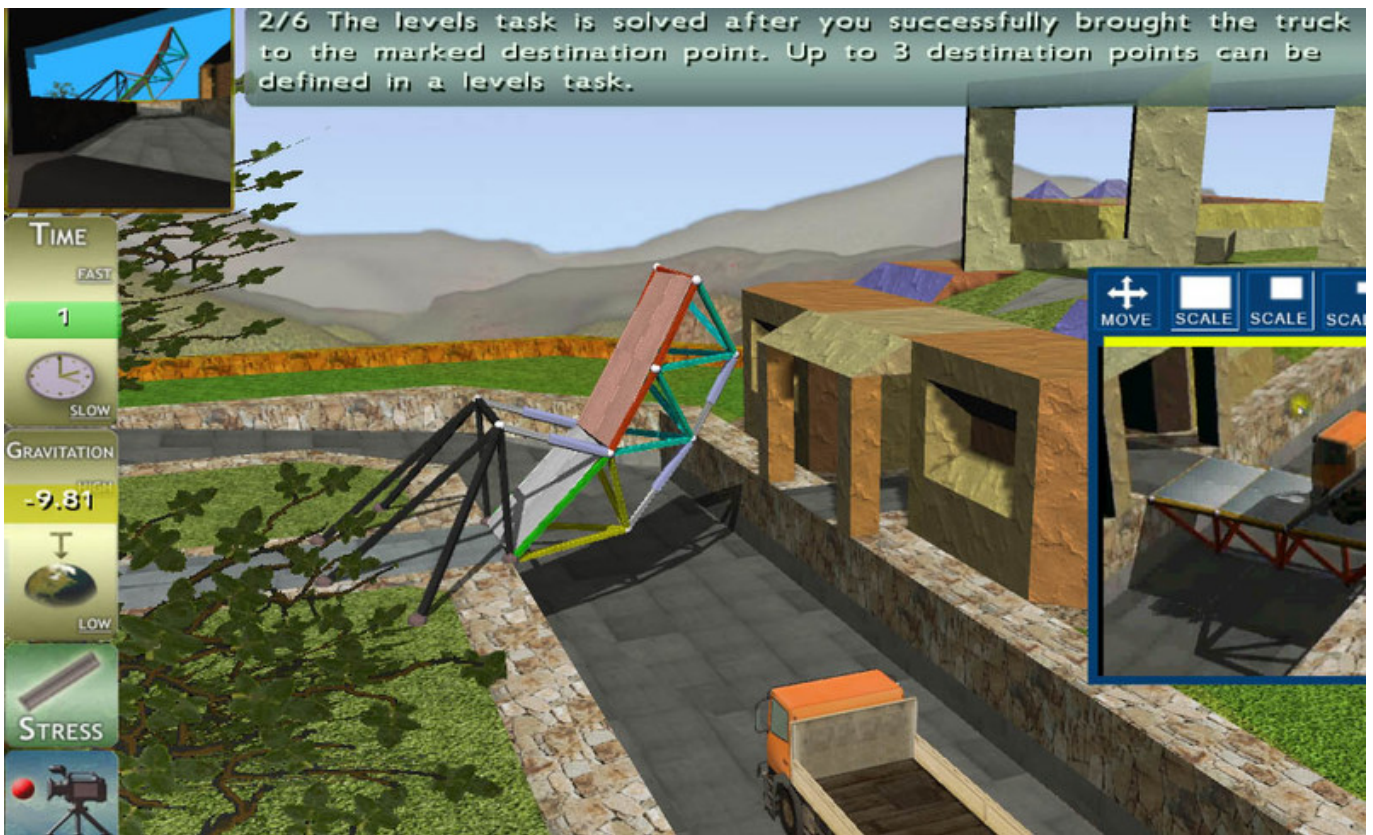

Crusader Kings II: Warriors Of Faith Unit Pack Portable



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About This Content

Crusader Kings II: Warriors of Faith Unit Pack includes unique unit graphics for Holy Orders and Warriors of Faith for non-Christian religions such as Islam, Norse, Zoastrians and Azteks.

A total of eleven new unit models enhances the visual experience of Crusader Kings II when raising holy orders of the non-Christian religions.

This unit pack contains Aztec Eagle Warriors, Jomsvikings, Zoastrian Immortals, Bektashi and many more.

Title: Crusader Kings II: Warriors of Faith Unit Pack

Genre: RPG, Simulation, Strategy

Developer:

Paradox Development Studio

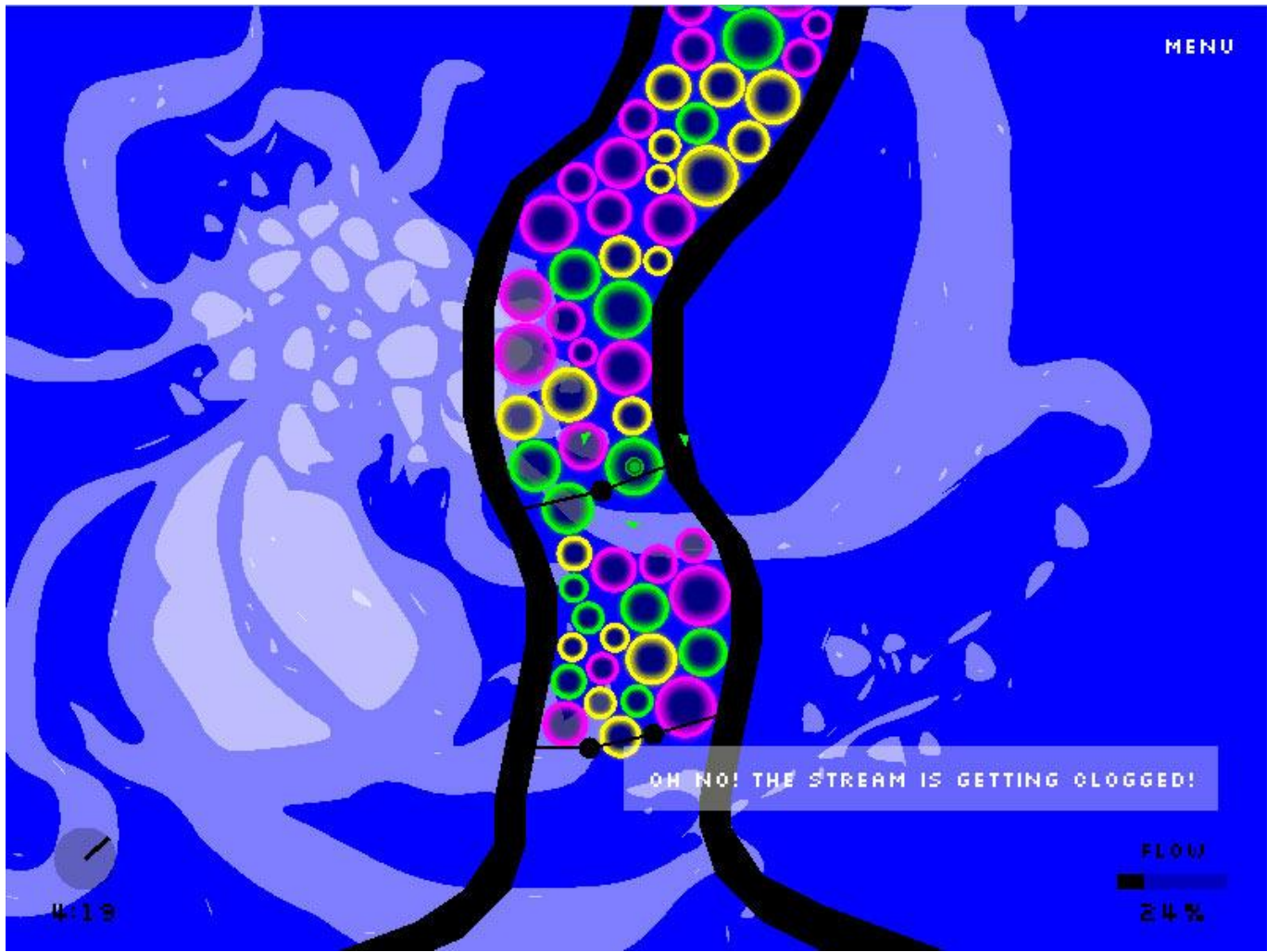
Publisher:

Paradox Interactive

Release Date: 18 Nov, 2013

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English,German,French







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Pros -

- *Absolutely stunning artwork
- *Unique and fun battle system
- *An amazing balance of story and game play

Cons -

- *Laughable Difficulty
- *Very, very short (From what I've seen, about a 4.5-5 hours of play)
- *Predictable character personalities and mediocre character designs.
- *Side quests that lack creativity

I enjoyed this game quite a lot as I am a fan of visual novel type games but there were a few glaring problems on my first play through. My one big problem with this game is how short it is. I was able to breeze through the four hours without a second thought partly due to the laughable difficulty the game presents. The puzzles are not much to talk about, you standard clearing the stage of runes and destroying set objects to continue and its only those two types of puzzles. Yes I do recommend this game but only for fans of visual novel games, I don't think hardcore puzzle game fans will enjoy it as much as intended.. Addictive ! :D. I have spoken with god, and he has abandoned his creations.. Great game. Some of the puzzles really gave me headaches.. Disciples, Sacred Lands. Interesting, very old game. Same type of game as Heroes of Might and Magic, really, except instead of running hero faces into things to claim them as yours, every city you take expands a land of influence that takes gold mines and magic crystals for you. Unlike most old games, it doesn't suffer from horrific UI (looking at you, X-COM) though that is probably lent to by its simplistic nature.. Game looks like it might be fun if they fix the controller support. Xbox 360 controller here, no excuse for getting THAT controller support wrong...patch it please so I can play and I will recommend as long as it's a decent game.. hey hey heya heya hey hey heya heya

cue bag pipes

repeat

10V10. I love love love the Fighting Fantasy game books from the 80's/90's The "choose your own adventure" books were incredible and seeing them transformed on all types of platforms really makes me happy.

Please make Warlock of firetop mountain and City of Thieves as well!. I am not an arcade guy. The destruction feeling was great. I loved the ultimately high tempo and time limit instead of health-bar is an incredible idea. The last boss... Endless tries and finally worth the challenge. Congratulations Aussie mates, waiting for the sequel already .)). I really wanted to like it but there are just a few elements that bother me that I can't get past.

It's completely fine that you have to die a lot to figure out how to get through a level. Everything that can kill you is quick and thereby you have to be quick to avoid them and it's trial and error. But if you have to die a lot, why is there a death counter? It's bad enough knowing you keep dying but seeing the number feels like it's shaming you for your incompetence. It really irks me and just makes me want to quit tbh.

There's no story or element of world building at all in the game. Your character is a cute little grim reaper type being but for some reason, when you die you explode in an ungodly cloud of blood. It's just an odd choice. I want more of a narrative with my games, whether they are simple or not.

I don't have any issues with the graphics overall. The controls are simple. It's a fine game and I probably would complete it if it weren't so frustrating how often you die and have a death counter to remind you of that fact. For the price, it wasn't a major loss or anything. I'd give it 5V10 for what it is.

it's like one of my japanese animes. A remake, but good.. Got this game for 0.50\$ on itch.io

> It's a nice casual game, but not my kind of game! :D

> There are some confusing mechanics and this game lacks a tutorial, but otherwise it's quite fun! c:. This game was adorable and incredibly charming. (Quality content with this price, it's a must have!) I almost immediately grew attached to Corrine, the kind store owners, and the ghostly patrons of the B&B. There were so many heartfelt moments throughout the game; I may have cried a little because it was so touching. I'm looking forward to future games that bad Chalk comes out with.. Its fun gameplay and almost no lag but theres just one problem:the lack of players playing at all times. i bought this just today and joined multiple times. maybe its just because its in the middle of the week and ill surely play this again soon, but its just not as fun shooting bots, mainly because you dont get kills for shooting them and theres no bot only mode where they get you something other than 5hp. But that set aside, i really enjoyed it and i hope this gets a bigger playerbase so that erveryone can find a server when they want to. Its a cool concept and good execution with just a lack of people but that cant be fixed by the devs.. Everynight I cry myself to sleep at night over the 20 dollars I lost paying for a half done game with little to no progress posts from the devs. Finally they upload to Facebook a teaser trailer and IT LOOKIN' GOOD, KEEP IT UP! I have full faith in Riding Out, and some of us broke B's out here can't be spending dolla dolla on starstable's weak\u2665\u2665\u2665\u2665\u2665. Overall a really fun game. There are a few glitches, but other than that I really enjoyed this game. It exploits all the finest qualities that an RPG Maker game can have, like classic, turn-based battles, puzzles, and a storyline that is both funny and interesting. I was never bored while playing this game. Would recomend it to any retro RPG fan.

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