Free Download SpellForce 2 - Faith In Destiny Scenario 3: The Last Stand .zip

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About This Content

For the first time in SpellForce, you play not as the hero to tell his story, but rather as one of the NPCs. The stories of the scenarios are set before Faith in Destiny and are briefly mentioned there. The scenarios pick up these discussions of their past and tell these stories in detail.

The Last stand
Professor Twiddle is on a mission of exploration in Dun Mora. When his journey becomes too dangerous, he brings the parts for the Twiddlium Compensator to Queen Sansha for safekeeping. To be absolutely sure, he also informs Professor Undergant and tells him of his plans.

The Nameless launch their attack on Dun Mora, as mentioned in Faith in Destiny. The elves withstand the first wave of attacks. But it soon turns out that these attacks have a new dimension. So far, all they know is that the attacks come at certain intervals. Play as Caine and help the elves and Queen Sansha to defend their land against the Nameless!

Key Features

- Play as Caine and his allies Io, Wind and Sariel and help the elves to defend their city

- At least 4 hours of genuine SpellForce base defense

- Experience a thrilling story of elves and the Nameless

- 70 % RTS and 30 % RPG for real tactical skill.

Title: SpellForce 2 - Faith in Destiny Scenario 3: The Last Stand
Genre: RPG, Strategy
Developer:
Mind Over Matter Studios
Publisher:
THQ Nordic
Franchise:
SpellForce
Release Date: 15 Feb, 2013

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Minimum:

OS: Win XP, Vista, Win7

Processor: Intel or AMD Single-Core (2.5 GHz)

Memory:2 GB RAM

Graphics:ATI Radeon HD 2600XT or nVidia Geforce 8600GT with 256MB RAM and Shader Model 3.0 support

DirectX®:9.0c

Hard Drive:4 GB HD space
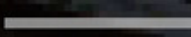
Sound: DirectX 9.0c compatible

English,German

149

Володя

Вот это я понимаю. Нормас.

spellforce 2 - faith in destiny scenario 3 the last stand

It's alright \u00af_(\u30c4)_\/\u00af. OLDIES BUT GOLDIES :)
The game offers you a trading simulator that has well prepared artificial intelligence.It combined strategy and city-building games with trading goals. On the other hand, I suggest the game for business administration freshman students:)
Graphics are very low but actually, it makes me excited because you can feel a 2000's again.
To conclude the game is worth trying, after all its size just 700 MB

NOTE: there is a possibility of error for the first start of the game.(S2.exe) You should click all test button and then accept to all process.. A bit challenging but i was able to beat all the different modes!
I feel like tracking is a bit off from where it should be based on the angle\/location of the bat.
Overall it's a fun experience that has a decent replay value and I will be coming back to every now and then.. Makers milked it for all its worth, left the moment they got some money. I payed 22 cents and still feel ripped off. Everyone else who paid $15 for a dead game with no multiplayer... :claugh: HA. Really enjoying this game. The game follows the order of battle for Gettysburg, but adds a random element to the order of troop movement and combat each turn. This keeps the game fresh, and prevents it from becoming "solveable" after learning some pet moves. As other reviews have noted, there are some minor bugs, which probably should have been detected pre-release, considering how long this has been in the works, but having bought other games from the developer, I'm confident the bugs will be addressed. More importantly, its a fun, tactical game, that keeps changing each turn. Since it is unlikely that gamers will repeat the folly of Sickles and Barlow, or Rodes' misadventures, the random order element forces you to react each turn, rethink your overall strategy, and handle the problems that crop up during a battle. Great game at a great price!. Banyu Lintar Angin - Little Storm -, a short experience but enjoyable nonetheless. I liken it to a digital comic, or something similar. Pretty neat.

If this had you interested you should check out this! http://store.steampowered.com/app/744810. Please see the one negative review and the response from the developer. Pretty much sums it up.. The guide book in the game folder has errors.The guide book on steam community pages is really useful.
The characters of this game really looks nice.

A fantasatic Roguelike! Super fun progression system, both within each run, and in the way of permanent unlockables.
But don't just take my word for it...
You can try the first Cardinal Quest for free at NewGrounds (link), and the phone version of Cardinal Quest 2 for free on both Android (link) and iOS! (link)
If you enjoy those anywhere near as much as I did, the Steam version (which has more content) will be a great purchase..
Probably one of the worst games I've played in a while.
Graphics are pretty terrible, especially for a game released in 2015, the controls are absolutley stupid (arrow keys to move, A S to fire) and I found no way to chnge them. The menus are confusing too, it took a while to for me to figure out how to get past them. My suggestion is to play Warthunder, it has better graphics, gameplay, and a lot of planes to chose from.. The developers made a quick cashgrap by making a 'sequel' software that is literally the same thing instead of keep updating this one.

THIS SOFTWARE IS ABANDONED.. cheap and fun af. This is what I have been looking foward to, people releaseing games on Steam based on MLP. Though, this isn't Exactly what I had in mind, I do hope other Brony devs use this as an example to release more Pony games on steam. That are less, violent.

EDIT: now allowing comments. Forgot to enable them.. One of the better "Beat'em up" games I've played. Crisp cartoon'y graphics with well-designed characters. The reward/upgrade/challenge ramp feels about right, with many different items to upgrade. The stages change quickly enough to stay fresh and the little bit of story doesn't drag on, but rather adds short humorous banter between stages for a few seconds.

On the down-side, I'm missing two things I enjoy about this genre:

Bosses: While some harder enemies are introduced every couple stages, and usually first show up as the last enemy of a stage, they don't feel very epic or boss'y. I've probably only progressed through half the story progression, but in that time, there were no comic-style intros or large health bars, arising out of the explosion that brought a huge boss onto the battlefield. None of that stuff, but maybe the games saves boss stuff for the end?

Interactive Environments: Sure, there's the generic stuff: trash cans, barricades, mall kiosks, cars... but they're all a single frame images, outlined with a black line, as if to say "destroy me for a couple coins". If items could be damaged (3 - 6 frames) or used on the battlefield (i.e. projectiles to hit towards enemies), that would add a lot of fun to this game. There's just not a lot to do, other than "Beat 'em up", whereas games like Turtles in Time and the SNES Bevis and Butthead game (among dozens of other good examples, I'm sure) had plenty of fun things to play with while you were doing the beating up.

Overall, a fun game which I'll probably put another couple hours into, to complete and three-star all the levels. (which makes me want to add "too easy?"). Amazing novel, worth the time (and money I guess). Just get some ambient\/zombie music and you're set.. This game is, much like Achievement Lurker, a title you should probably only pick up if - much like me - you get satisfaction from finishing or 100%ing things, since you can pretty much beat it in about 5mins.

It works like any clicker and is simple to understand. I did like the background music, even though it was a bit low quality.