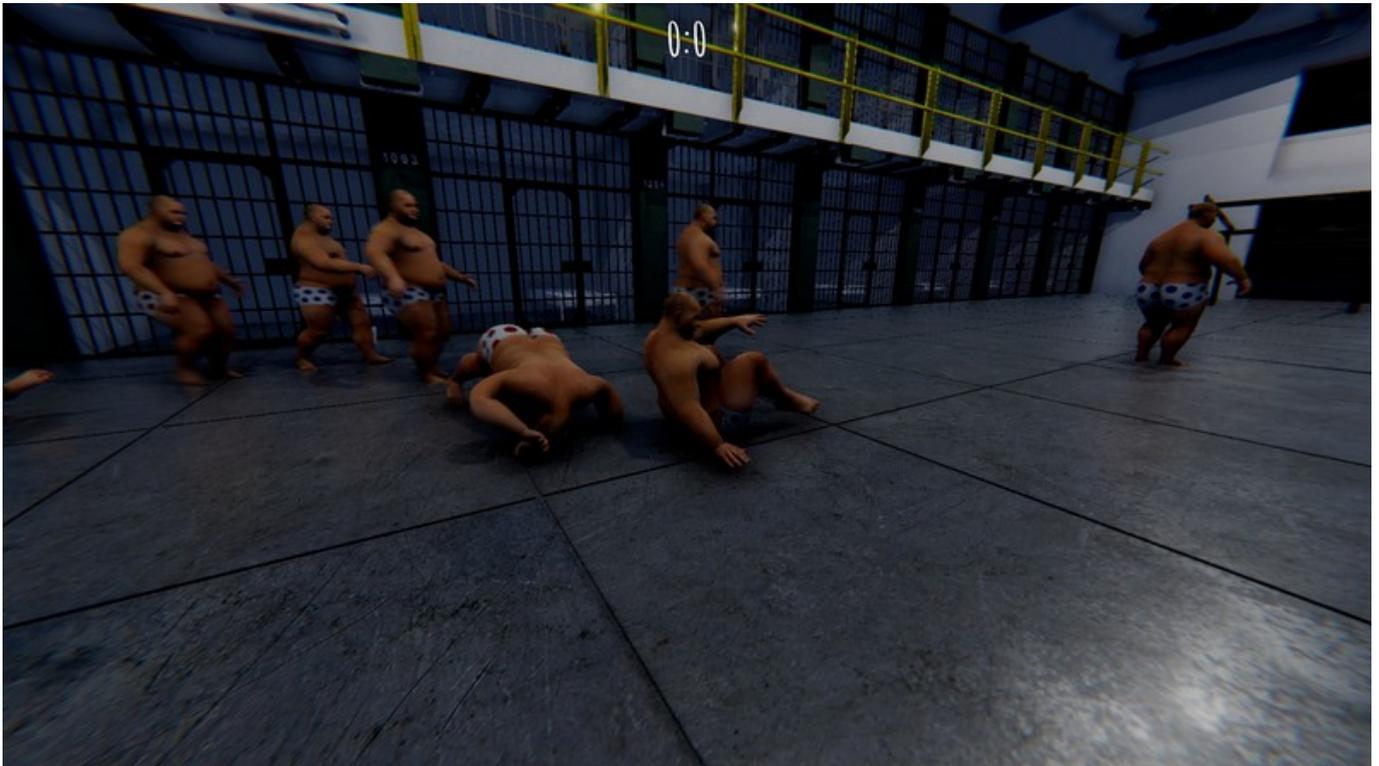

Blackguards Ativador Download [PC]



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About This Game

What happens when the only hope of a threatened world lies not with heroes in shining armor, but in the hands of a band of misfits and criminals? Blackguards, a new turn-based strategy RPG, explores this very question. You will discover over 180 unique hex-based battlegrounds within a dark and mature story of crime, drugs, and murder.

Play as a warrior, mage or hunter and customize your character's skills as you see fit. The challenging campaign delivers a story of doubt, treason and loss. You decide the course of the story at key turning points and determine its outcome.

Key Features

- More than 180 unique battlemaps provide ever-evolving and novel challenges.
- Make sure you have plenty of snacks, as this dark fantasy adventure has 40+ hours of exciting play time.
- Lead up to five characters in your party to glorious victory or devastating defeat.
- Enjoy enchanting hand drawn backdrops. They're beautiful even when your party members get their asses handed to them.
- Your choice of spells, skills and abilities determine your battlefield tactics. Aggressive? Defensive? Tactical? It's your call how to tackle each challenging encounter!

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- Use interactive objects like bee hives or barrels to your advantage in combat, or blow yourself up by carrying a torch into flammable swamp gas.
 - Dish out some serious damage with 40 special abilities and more than 90 spells... or find yourself on the other end and get obliterated.

Title: Blackguards
Genre: Indie, RPG, Strategy
Developer:
Daedalic Entertainment
Publisher:
Daedalic Entertainment
Release Date: 22 Jan, 2014

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Minimum:

OS: Windows Vista SP2, Windows 7 SP1, Windows 8 (32/64 bits versions)

Processor: 2 GHz Dual Core

Memory: 4 GB RAM

Graphics: nVidia GeForce 8600 GT, ATI Radeon HD 2600 XT

DirectX: Version 9.0c

Storage: 20 GB available space

Sound Card: DirectX 9.0c Compatible Sound Card with Latest Drivers

English, German, French, Russian, Italian, Japanese, Korean, Czech, Turkish, Polish, Simplified Chinese





Fantasy Grounds

LIBRARY

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RIPPERS

- RIPPERS GM GUIDE
- RIPPERS PLAYER GUIDE

SAVAGE WORLDS ESSENTIALS

- SWEX GM GUIDE
- SWEX PLAYER GUIDE

NEW HINDRANCES

All of the standard Savage Worlds Hindrances are appropriate for a Rippers game, and function normally with the following exceptions:

Poverty and Young: In Rippers, your hero's starting Status is modified by -5 as well as the usual effects.

In addition, you can choose from the following list of new Hindrances.

- DISOWNED (MINOR)
- ORDERS (MINOR)
- OVER-SENSITIVE (MAJOR)
- RIPPING PSYCHOSIS (MAJOR)
- SUPERNATURAL WEAKNESS (MINOR)

POSSESSIONS

Your hero starts play with a change of clothes and ES (which may have been modified by your Edges and Hindrances). Your starting clothing is appropriate for your Status--cheap if the hero has a Status of 0 or less, common if the character has a Status of 1-5, and fine if your hero's Status is higher than 5. Any other gear you want, you'll have to buy.

Of course, your starting funds will soon run out. Rippers are paid a monthly stipend by their lodge (see Lodges) as long as it can afford to, so ideally you should find yourself a well-funded lodge. Otherwise, unless you are independently wealthy (if you took the Rich Edge during character creation, for instance), your hero is going to have to find a way to earn some more cash. Some typical monthly salaries are listed below to give you an idea of how much you might earn.

Key for travel expenses you know where your like you!

NEW EDGES

All standard Savage Worlds Edges are available in a Rippers campaign except for Arcane Background (super powers). However, the following Edges have different requirements from the standard Savage Worlds versions or operate differently in the Rippers world:

Champion: In the Rippers world, this Edge does not require an Arcane Background or the Faith skill.

Noble: A hero with this Edge also gains +5 Status

Rich: A hero with this Edge also gains +2 Status

Filthy Rich: A hero with this Edge also gains +3 Status

PROFESSIONAL EDGES

- ACCOMPLISHED SURGEON
- ALIENIST
- ARCANE CHEMIST

BACKGROUND EDGES

- COMBAT EDGES
- FACTION EDGES
- LEADERSHIP EDGES
- PROFESSIONAL EDGES
- SOCIAL EDGES
- WEIRD EDGES

GM

0 DAMAGE

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

INIT TOOL
PCF PICF
MOD PREF
+/- FX

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One of my all time favorites, I used a spreadsheet to calculate demand/supply and programmed an algorithm to optimize trade routes based on my calculated values.. It's like Anthem, but only worse! I've never played a game that has so many issues! And lately it's only gotten worse! Either the sonar doesn't work, causing me to use the radar mast, exposing my sub, or the noise maker doesn't deploy, or, and this just happened, the computer sets my depth at 50 feet, but somehow I'm at 20 feet, giving off a nice big signature to the DD's and cruisers to lock onto! If the issues didn't ruin the game this would be a great naval strategy game, but it does! Oh and I forgot about the intel reports too! Saying there's a wolfpack or a surface battle group that's PREPARING to set sail, but as soon as you get out to sea, at flank speed, you fail the mission because the enemy has Captain Picard and the Enterprise and they used warp speed! -_- . It took me 5 hours to download this game on the day it was released but it was so worth it! Graphics are great just like the new emily games and the levels are challenging. I especially liked the bonus levels they added. If you liked the Emily series then buy this!

Cons: that damn mouse and can't get the theme song out of my head. One of the best puzzle platformer games out right now. It is CHALLENGING! Don't let the cartoonish looks fool you, this requires you to use your brains at times!. It was an interesting one time 90 minute experience, but not quite interesting enough to bother with the achievements or unlocking "secrets" - ie learning a piece of mundane character backstory.

I love this amazing game. Lego bricks flying here and there, destruction everywhere. Its amazing. And online works UNLIKE LEGO WORLDS OVER THERE —>. There isn't a game.

The tutorial is littered with typos, the gameplay is HORRIBLY SLOW, there isn't any directions, and there apparently isn't any goal either.. This DLC was unplayable at launch because of bugs and poor level design. Now it's just fun. The devs were very responsive and fixed most of the problems (and the worst of the problems). I'm leaving them here crossed out so you can see what was fixed.

Bad design:

- * The first level introduces a new mechanic, where you have to collect money to buy dog food to disable otherwise unkillable dogs. Unfortunately, this is also the trap button and (more importantly) the enter shortcut button, which means if you kill people by stairs who have money, you're more likely to take the stairs than get the money.
- * New hiding places have been added that function like shortcuts. They have the exact same icon as shortcuts and there's no visual clue that you haven't gone anywhere. (It's more obvious in the second level than in the first.)
- * Dialing into a phone does not have an effect in any level.
- * Gangsters in level 3 look very similar to normal NPCs.

Bugs:

- * If a cop is chasing you but he is killed by a trap, you are paralyzed and can't move until you restart the game.
- * If a cop is chasing you he may no longer set off the gumball trap (level 4 rooftop).
- * The game minimizes itself at random. The game does not pause while minimized. After running a stopwatch app while playing the game, I've determined this typically happens roughly every 7 minutes and a few seconds (with one outlier at 6m30s and one at 2m48s)
- * You now set off some proximity traps you did not used to.

The good:

- * All of the new levels introduce new gameplay
- * I actually liked the boss fight
- * Most of the new mechanics/puzzles are easy to adjust to.
- * New music on every level.
- * Like the original, when you're not being screwed over by bugs, the game is really fun.
- * Devs are very responsive to problems.. For me, while I enjoy visual novels in general, and have played RPGs (it's essentially a visual novel with rpg elements) , this is my first foray into card based combat, I haven't finished yet and will update this review once I have, but so far I'm enjoying it. Good story, voice acting on cutscenes (narrator), nice graphics, etc Combat is reasonably challenging, but if you find it either too hard or too easy there is an option to adjust the difficulty in the game settings. The game also has dialogue choices, and while some change how certain situations are solved/people dealt with and/or the objectives in a confrontation,I'm not sure how or if others change anything besides the immediate conversation. or if any affect the overall story at all, so you do get choices, but as of yet not sure that any hold any real consequences in the long term or not. Guess I'll find out when I finish. Overall I really recommend giving this game a try

Just two things to point out.

One, which seems to be throwing some people, is that only the first chapter is free, if you want the full story you will need to purchase the other chapters. I know it says free to play, but that's probably steam displaying it that way by default because the first chapter is, and, essentially being episodic, the other chapters are listed separately as downloadable content, not sure what the developers can really do about it (other than make the first chapter a purchase too), and there is a clue in that you have to pay for the season pass. I was slightly surprised as well at the end of the chapter, because I just saw "free to play" and thought "cool" and downloaded as well without looking further, but I should have looked and read properly, so my bad, and the free first chapter does at least give you chance to get a feel of the games story and gameplay and to see whether or not you'd enjoy it before purchase.

Secondly be aware if you play on a laptop. The game runs just fine, but the fan goes haywire on this game. The first time I was happily playing with headphones on, suddenly my laptop switched off. When I touched it, it was really hot. Its not an old laptop, and has never overheated with any other game I've played, and I really wasn't expecting a visual novel to cause it to. Laptop was just fine once it cooled down, but just be aware and keep a check on it, and maybe use a cooler if you have one.. Pros:

The missions add so much to the base game in replayability

Different ships cater to different play-styles
Steam Workshop integration means you can add 100's more ships.

Cons:
Some ships are balanced poorly.

Overall: 9/10- Makes the original game feel shallow (when its not) in comparison to all this adds. **Online Coop Mode**
Bought this game solely to play coop, but the server constantly disconnects players *and* sometimes also kicks the host off the lobby without even commencing gameplay. Unfortunately, this is a known issue that hasn't been *properly* addressed by the developer (a huge disappointment!) in which some players get disconnected/DCed in the character selection menu or just minutes (a few users have reported ~30 minutes) within gameplay.

Couch coop works properly, though that means you have to summon your friends to your place to play this feature!

As much as it hurts saying this, I truly don't recommend buying this game if you intended to use the coop feature until after it has been fixed.

Single Player Mode

This feature works beautifully with high replayability factor, not to mention the enchanting soundtrack that accompanies your journey.

The characters, their backgrounds and the game plot are unique -- you would find yourself seeking more information about them as you play on.

The only downside is that my character got stuck in some rocks a few times (one time when an enemy pushed the character into the structure and another when the character ran into it), unable to move, and I had to restart the whole day. This is not a major issue, but it does mean being more careful positioning your guy.

Overall, I do enjoy playing this game (currently still stuck in single player mode) and I genuinely wish the devs would squash bugs and fix the connection issue soon!. ITS NOT GIVE ME THE DLC

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