Blades Of The Righteous Pack

About This Game

What is it about?

Darkness fell upon the world. Dark portals appear throughout the land. It is up to the knights to protect their kingdom and stop evil from spreading and taking over the world.
Expand your castle, hire an army and destroy the dark portals.

Game mechanics

Prepare your units for battle by choosing the skills they master and equipment they wield! The main map has lots of possible random encounters and events that you can participate in.

Engage the evil enemy in turn based battles and show who's the real owner of the land!

After one map has been completed - the game state is saved and player can choose the permanent perks (getting more resources from some events, unlocking new units, etc) before the next map is started.

There are 5 bosses, but you won't be able to easily defeat them unless you participate in side-encounters that will allow you to make your army larger.

Features

- Micromanage units by selecting what skills to train on them and what equipment to use

- Units get better at the chosen skills after they use them

- Turn-based battles with up to 16 units at once

- Over 25 unique unit types, more than 60 abilities total

- Hire heroes that give bonuses to your units and can be revived after death

- Unlock new map events as you progress in the game

- XML format items, easily editable and open for modifications

Title: Blades of the Righteous
Genre: Casual, Indie, Strategy
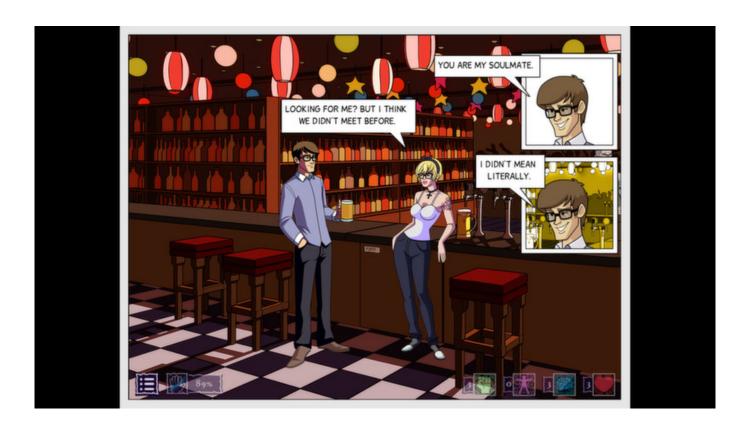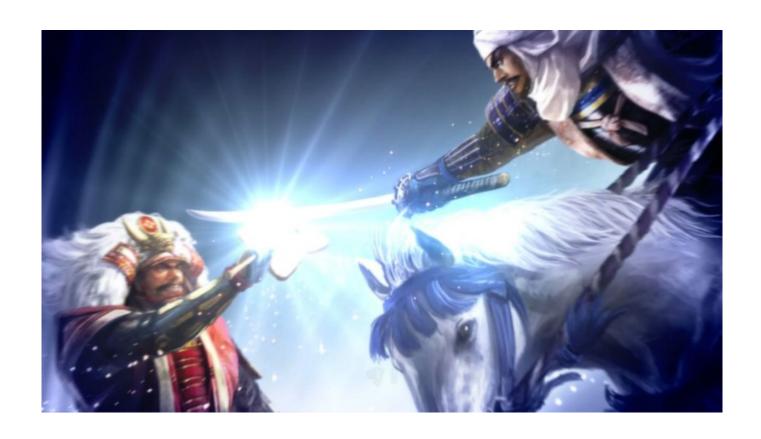Developer:
Vladimir Slav, Coldwild Games
Publisher:
Vladimir Slav, Coldwild Games
Release Date: 6 Mar, 2016

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English

blade of the righteous uo. blades of the righteous

im not easily scared from games or movies or what so ever , this game made me screem alot. Game is awesome, I played this♥♥♥♥♥♥everyday in Middle School. Only downside is the cost. Should have been at least 10 dollars or less seeing as it's an upgraded version of a free browser game.. Look, i've posted good reviews, i've posted bat ones, but this may be the only review that i've had trouble deciding on weather it's good or bad. FFOW is a game that i bought for $5 because it was on sale. Although made in '08, FFOW presents us with aspects ahead of it's time. I mean, i own Call of Duty: Black Ops 2, and i instantly saw aspects of that here. But honestly, the only part that makes me indecisive here, is the fact that they seem to have canceled the multi-player. This may just be my own computer, but it looks like it's over (As is the case with some other older FPS games, some of which would have had merit had the designers bothered to keep the servers up) It is a nicly made game with good concepts, but all-in-all, 7/10.. First off I have to give a tip of the hat to the dev team, they made a great game and in my opinion this is a must have for your VR collection.

I am running this on a 1080 graphics card on ultra settings and I havent had any motion sickness problems.

Dev team is very responsive, I reported a problem via the discussion forums and within minutes a dev was responding to my issue and less than 24 hours they said a fix is already in the works. So Kudos for that!

Gameplay wise this has a lot of replayability, I played 1 multi player match and had a ton of fun! I can't recommend this game enough. If you are thinking of buying it DO IT! You won't regret it!. Surreal run and jump 'em up, medium difficulty, sloppy controls will get you killed a lot, but overall an enjoyable game.. play Post Apocalyptic Mayhem instead. Environment setup in the game is decent, but I am actually impressed by the implementation of sniper mechanics in the game, it is done in an accurate manner which gives player a great sniping experience.

Ok so i got the game, thinking hey i will give it a try maybe things have got better. No they Have not I get a consistent and very annoying thumping sound that i can only get rid of by exiting the game, But to make things better when i get back in anything that was in my hot bar is gone won't come up. so do not buy it yet it may get better but not now.. I PERSONALY like this game, as it has everything I like: Chicken as playable character, guns, shooting chickens and a non-serious gameplay. HOWEVER I bought it 0,49€, and I think this is the right price, because it is a poor game overall. There are only two modes, two enemies (at least for the first waves) and you can just shoot and throw granades. You can change weapon by buying them after a looot of time. I think this should be signed as alpha, as it seems really empty. Don't buy it at full price. Cursor issue won't let me play the game. Searched for solutions and it said to change the beta around, wouldn't let it change me around and game isnt working still.. Date: 12\/26\/2014

In this game's current state, and for the price ($9-$10), I cannot recommend it.

However, that being said I don't think this game is horrible.

First I want to start with the good things:

- It was very pretty
- Interesting idea to do a game in a "found footage" format
- Music was relaxing and interesting in the situation
- It was creepy, but not scary. Never tired to scare you to try and add "shock value"

Now I want to point out some of the issues I saw:

- Some trees not fully placed into the ground, they kinda float above it, this is actually visible on the path you are supposed to walk on. This applies to other objects in game as well such as tables. Go over the level with a fine toothed comb if you know what I mean.

- Some objects were missing collision models, allowing me to walk into them. (tables, trees, signs etc.)

- Audio transitions could be a bit smoother. Lower the wind volume in that blacksmith's house, it was killing my headphones.

- Knowing you used Unity, did you happen to use a "capsule" or "pill" collision for your player? If so then you may need to look into that, because I found myself slipping down stairs when standing still. That was my first clue to this. Try to not use Unity's default anything for your production games. They tend to not hold up well.

- Don't settle for "good enough" or "yeah they can get through that," really think like a brand new player who's never seen your game! They don't know that a little rock might stop them from walking forward and they need to finagle their way around it. Try and fix all the things that stop you from walking forward, even if it only clips you for a moment, make it smooth.

- Double check your invisible walls in between some of the fences on the path, because one I could walk right past and walk vertically almost to the top of the cliff face, broke the illusion for me.

- Try not to guide the player so much with the narration, nice idea to have people "watching" the player, but having them reveal things like where obtainable objects are takes the game out of the game for me.

- I could sort of figure out the story, but things felt a bit too scattered to really understand what's going on. Most of the time I just walked blindly until I found an item or something to read.

- I can clearly see trees and other items "pop" into existence due to the way Unity handles view distance, I'd look into this, it broke the immersion of the game a huge amount for me.

These are just things I would fix if I were on the development team for this game. I'm giving this review mostly to help out the developers, seeing as this is their first title I'm impressed with it. If you were to patch up the few issues listed above, I think I could recommend it to a few friends.. Alea Jacta Est (hence AJE) simulates Roman-era warfare at a strategic level, and it is probably the best one on Steam.

As any good strategy game, AJE is a game of informations, and its brilliance shines the most in how these informations are acquired: unlike other "arcade" games (e.g. Rome Total War 1\/2) the map does not show true data, but just a patchwork of rumors, whose reliabililty depends on factors under the player's control (e.g. own army composition, scouting), factors out of control (e.g. subordinates' skill, or lack of it), and enemy's actions.

The game reward thinking and planning: re-routing a marching army is not a trivial task (and rightly so), and plainly wrong assumptions about enemy's intentions could lead to catastrophic consequences (again, just think to Scipius and Hannibal at the Rhone's crossing).

Under this regard, the 30days long turns are indeed helpful to make the game more credible, and to add a bit of thrill. Another very nice touch is that pitched battles are not always a necessity (Sun Tzu could not agree more...) and their effective impact on the course of the campaign is for the most a consequence of the campaign strategic plan: again, it is a game of strategy, not of tactics, and subordinates' defeats are just one among factors which must be taken into account when planning the moves (a note about battles: these may happens if armies\/fleets enter the same region, but this fact alone does not guarantee that a pitched battle will happen. Armies' rules of engage, army composition and evasion values, commanders' skills define the chance for a bloody encounter. Since the turn covers 30 days, there may be more encounters, until one side lose its ability to fight or the field commander call the retreat).

It goes without saying that supply chains, fatigue, units' cohesion, experience, weather, terrain, etc...are simulated and have a major impact on the campaign's outcome: an army or fleet can literally "melt" even before meeting the enemy, and even the best veterans need to rest and winter in suitable quarters.

Compared to military aspects, diplomacy, country management and home politics are quite stylized (also because the game is not a sand-box, and developers evidently chose to "force" up to a certain extent the historical accuracy) but blend well.

The choice to follow quite closely history on the one hand opens interesting "what if" options, but on the other gives a good advantage to those knowing the events (which I suppose are the vast majority of such games' purchasers): this is true especially when playing as Rome's enemies.

In-game tutorial covers just the basics, but there is also a well-detailed manual, so I would not complain here: if there is a manual, it is supposed to be read.

As for the technical aspects, the game features nice graphics (nothing too fancy, but makes the map very easy to read, and this is by far more important than seeing a lot of tiny legionaries and hoplites swinging swords and spears...) and decent score (nothing to be thrilled of, and a bit repetitive on long scenarios); turn processing is a bit slow on low-end computers, even if I play AJE even on a rudimental Celeron N2840 powered, 2GHz RAM netbook.

On the bright side, the game is remarkably stable on Win10

Overall AJE (and its expansions) is a great game, which could make the player lose track of time (even if there is a clock in the interface, just in case :)) and capable of huge satisfactions. Surprisingly fun Texas hold'em poker game. Has a sort of campaign/story design that keeps it a bit more intresting.. A very competent action-adventure 2d platformer. Challenging but not impossible, wonderful sprite art with equally good sound to boot and a one-to-one control, if you are using a mouse and keyboard.

A few concerns which to me, holds this gem down a bit:

This is not a "metroidvania" or even a open world game. This game is structured around missions you have to engage in the hub area, missions with submissions. Kill a boss, only use this weapon, kill 10 spiders, collect 5 of this item. And all of them got a time you need to beat if you want to complete every mission perfectly. Makes it impossible to "do it all" in your first and even 5th attempt. Designing every mission around these rules makes it kinda repetetive and after a while it feels like you are doing it all in your sleep.

You only got firearms, projectily based weapons if you don't count the melee (which is put on E by default, and really tricky to use when you walk right. Controls can be remapped thou)

Upgrading is useful, but you have to find blueprints and you can only apply gems in armor, buying weapons by walking far away to the end of the castle each time. Gets a bit annoying when you don't know if the blueprints you found is better then the items you already got on you.

Most concerns are small and if you can look past them you got a great **8 out of 10 game right here, deserves more recognition and a proper sequel with a little better design choices.**

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Quick update after 12 hours gameplay.

Game is entertaining thru the whole race. New game + gets unlocked after last boss is beaten and adds the option to replay the whole game and upgrading your weapons. This indie title is my biggest surprise so far in 2018.

lightUP Steam Page:
Hey guys :) what's up?

I have a brand New Developer/Publisher Page here on Steam. It's way easier to concentrate my informations about games and stuff there. If you want to stay tuned about my games, new releases and updates, please follow me here:

https://store.steampowered.com/developer/lightUP. Improved Framerate:
Today, both WILOO and Sokoban Land DX were updated.
With this update, FPS should be improved on some Graphic Cards,
specially running on Windows 10.. Movement Speed Option Added:
The update v1.0.0.3 can be downloaded right now.
For this version the movement speed can now be changed at any time, on "Options" and "Pause" menus. By default it's on "Normal" speed, and you can change for "Slow" (-1/2 movement speed) or "Fast" (+3x movement speed).

Thank you guys for your feedbacks and support :). DEMO version available:
Both Sokoban Land DX and WILOO received DEMO versions that can be downloaded in game's page on Steam. Now you can try freely the first world of each game. Hope you enjoy them :). Sokoban Land DX Milo's Quest - First Alpha Gameplay:
So here it is,
the first Milo's Quest alpha gameplay trailer
It's a 2D top-down puzzle/adventure

Coming in 2019 initially for Windows PC

https://youtu.be/QBp8M3e0iC4
. Update v1.0.0.7:
Hello everyone,

There is a new update for Sokoban Land DX that brings some optimizations to the game, so more PC's may run the game at a higher FPS.. Free DLC: Sokoban Land DX - PaperToys:
Hi guys,
After downloading the game, please, make sure to download also the "Sokoban Land DX - PaperToy" its free!

If you already download it, don't forget to see the "EXTRAS" folder inside your Sokoban Land DX install directory ;)

After that, you will only need, a printer, scissors and some patience to build your very own Sokoban characters in PaperToy!
. WILOO is available on Steam:
WILOO, a 2D side-scrolling platformer inspired mainly on 8/16 bits eras with Graphics and Sounds updated, is now available on Steam.

Help WILOO save his buddy from Dr. ETvaldo.

http://store.steampowered.com/app/673010/WILOO/. Sokoban Land DX is now available on Steam:
Sokoban Land DX is now available on Steam with a launch discount of 10%. Hope you enjoy the game guys :). Update v1.0.0.2 Available:
In this version, music on/off option is saved on your save file, then, if you turn off sounds and exit the game, the musics and sounds will be turned off in your next session.

Some new cool musics were also added :)
There is some other minor improvements too.

Thank you guys for all your feedback and support!