Crusaders: Thy Kingdom Come Download For Pc [key]

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About This Game

It all happened in the darkest century of the medieval Europe, when a visionary Pope ignited the flames of the first crusade and united the rivaling nations for one single cause: to conquer the Holy Land. Crusaders: Thy Kingdom Come tells the challenging, mission-to-mission story of this great campaign through the eye of a chosen knight, and chronicles his struggles to rise higher among the ranks, gaining power and wealth on the road from Constantinople to Jerusalem.

- **Heroes** — Crusaders: Thy Kingdom Come offers five notable personalities to choose from, from the five great nations of medieval Europe, each of them with different background, wealth, fighting skills, goals and dreams. The gradual development of the focus character must be familiar from the RPGs: he gains experience, ranks, gets stronger and more effective. Each hero has a different set of skills, which makes every hero different, even the ones from the same nationality if one decides to play the game again from the very beginning. The different skills and starting resources of the five main heroes require various tactics in the battles and offer numerous ways to the final victory.

- **Huge armies on huge battlefields** — Crusaders: Thy Kingdom Come offers highly varied terrains that evoke the atmosphere of the faraway lands where the crusaders marched towards Jerusalem – from the Mediterranean pine forests to the barren rock deserts of the Holy Land. The topographic elements (hills, valleys, slopes etc) heavily influence the tactics and the outcome of the battles. It is also the first RTS where physics is one of the most important factors in the game (where rocks tumble down on the slopes, crushing into the ranks of the enemy and send enemy soldiers flying and sprawling on the ground and so on.) Weather conditions and visibility change dynamically, which is not solely a visual element, but it also affects the gameplay, specifically the abilities of the different units and the outcome of their actions.

- **Management** — The Management phase is set between missions. The management screen offers various ways to manage the troops, deal with supporting characters, upgrade heroes, spend the acquired ducats or distribute weaponry among the troops and assemble the army for the next battle. The growing army of the hero gets stronger and deadlier after each battle. Soldiers gain experience (just like in the legendary Panzers) and players buy skills for them as well. After several battles with the same old bands of soldiers players tend to treat their veterans more carefully then in most RTS games, which has a strong impact on the tactics as well.

- **Factions** — The crusader army in the game is about just as divided as it had been historically. The various power groups of the army are called factions, each with a strong nation in charge and they all offer various submissions for their allies. Players should be careful which the faction they prefer, as they forge ties with one nation they slowly exclude the others; however, a faithful ally will get precious rewards like ducats, special units and skills and finally a new, unique hero.

- **Faith and Relics** — In Crusaders: Thy Kingdom Come Faith is an idealized concept of the religious background that sparked and legitimized the military campaign. Faith has strong impact on the overall morale. Christian relics have strong relations with the Faith score: the higher a hero's Faith is, the more effective these relics boost their abilities. Each hero starts with a unique Faith score that can grow or decrease during the game, depending on his decisions.

- **Historical Authenticity** — Crusaders: Thy Kingdom Come wants to be as faithful to the chosen historical era as it is possible in a computer game, which requires some restrictions and necessary modifications. With a colorful cast of supporting characters we present existing historical personalities from the era as antagonists, allies or vassals.

Title: Crusaders: Thy Kingdom Come
Genre: Strategy
Developer:
NeocoreGames
Publisher:
Paradox Interactive
Release Date: 8 Oct, 2009

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Minimum:

OS: Windows XP SP2 or Vista

Processor: 2.4 Ghz Pentium IV Processor

Memory: 1 GB RAM

Graphics: Nvidia 6600 / ATI Radeon X700

DirectX®: 9.0c or higher (included in the download pack)

Hard Drive: 3.3 GB

Sound: DirectX 9-compliant sound card

English,French,German,Italian

it seems great game but fight mechanic and something else bad still can be played. I see why people downvote this game. Bought Crusaders to see for myself, and what the negative reviews say is true.

There's a great game in here, underneath egregiously slow pacing. The second mission has you running your army around for 15 minutes, 30 if you don't set it to 2x speed, before reaching combat. Your guys literally don't run as fast as their legs would have you believe.

But again, there's a great game in here. The character models are VERY impressive, the maps look quite beautiful, your army's progression and upgrades are very well done, and the inter-faction rivalries keep things interesting.

This is practically a Total War game by another developer. Sdaly, it's too slow to hold anyone's interest. If you can endure the sluggish pace mission after mission, you'll be treated to a solid title in Crusaders. Though there aren't many I'd say are willing to tolerate that.. Boring and buggy.. a bit dated for my liking, maybe 10 years ago i might have gotten into this one but nowadays....nope. having said that it is a good game but i prefer to spend my time on the total war series instead.. A great surprise by a unknown developer. I bought this game through a Christmas sale one year but didn't play it right away. I finally got around to playing this and I'm extremely glad I did. It's a solid game and it doesn't try to be more than what it is, a great RTS. I thoroughly enjoy the time period in which this takes place and the true history behind the story within the game. It plays really well and I never once had any issues with crashes or glitches. I did also enjoy the option to restart a mission without a penalty against me. I actually "cheated" a little in this game to earn extra gold at the beginning of each mission (editing the .sav file through a hex editor). Even with doing this I fould the game still very challenging but very rewarding. The last mission was diffcult but I feel it really capped off the game well. It was what your army was fighting for throughout the game and it was a very satisfying end to a solid game.

+ Focused on what it does best and didn't try to do to much
+ For a game that is over 5 years old the graphics weren't that bad
+ Challenging but rewarding in the same token
- Enemy sigh seemed to reach further then your own (some missions this was extremely frustrating)
. Pretty good.. I find myself constantly wrestleing with the camera. The gameplay itself is great, but I'd rather just buy Rome Total War and not have to deal with the camera issues. The combat in the game is superior to that of RTW. If the camera is fixed, then this will be more cometitive with RTW.. Tried it for a couple of hours and its just sooo slow for my taste...

Game does not work on my new computer, game did not work on my old computer. I have gotten no help from the game company when I reached out.. cool fun game. "Crusaders: Thy Kingdom Come" is somehow slower paced than all the empire building, continent spanning, grand strategy games out there. That's a real accomplishment, considering I can sodomize the entire Karling dynasty and form Francia in less time than it takes a single retinue of crusaders to identify, track, and engage a band of filthy Saracens. Might as well be playing this game in real time, over the course of hundreds of years.. Not a bad game overall, kind of a discount Total War, so if you like that you might like this. In terms of its historical accuracy, its not bad. The general outline of the campaign in this game is quite faithful to the course of the events of the real First Crusade, so that is a definite bonus. However the armor and weapons portrayed are anachronistic, being of thirteenth and fourteenth century design. The real knights of the First Crusade looked rather more like what the stereotypical image of Vikings is, rather than full plate and elaborate heraldry. I'd recommend it if you're a history buff, but if you're a hardcore RTS powergamer, not so much. I rate it 7\/10.. I was so hoping this would be an enjoyable Knights in the Crusades twist, but am feeling frustrated and twisted around! The camera controls are terrible, no real overview of the field and I kept floating through mountains and lost all sense of location for both my troops and I.

Back to Mount and Blade and Crusader Kings for me.. oh great, i bought this on steam sale as well - another buggy POS from neocore (that predates arthur). wonderful.