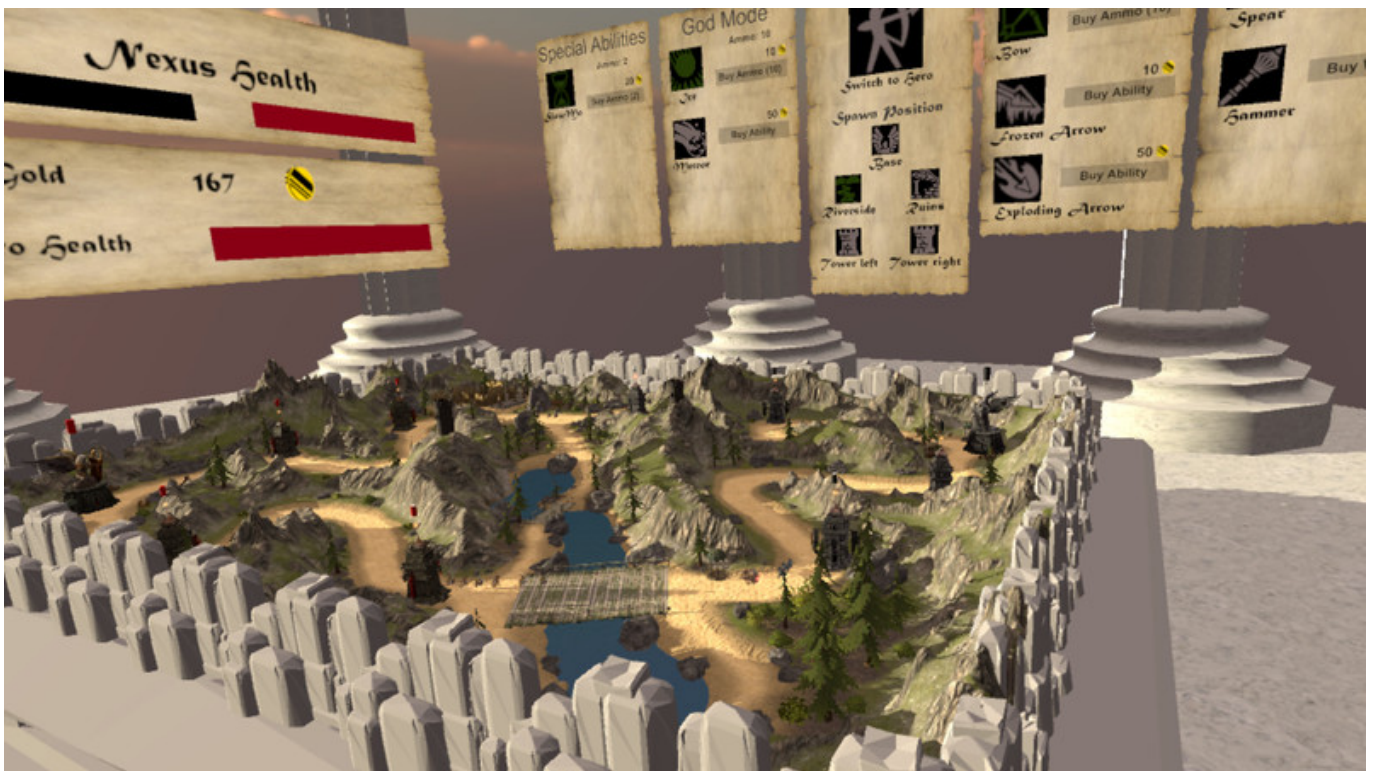

World Of Castles FULL



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About This Game

EARLY ACCESS IMPORTANT NOTES

We want to clarify why this game is being released in early access instead of using crowdfunding. One reason is that it introduces players to the basic mechanics of the game early on, allowing the community share ideas for improvement while the game is still being developed. Although we are a small team, we have worked diligently on this project for almost three years and still have a long road ahead of us until we can expand our development team to speed things up. So please be patient as we continue to improve the game and add new features. We want to deliver the final project as fast as possible, but we also want to ensure it is polished and optimized. We believe feedback from early access is the best way to ensure a quality final product.

Current state

In the actual state of the game, you can freely express your dreams of building mighty castles of large scales or tiny medieval villages with a focus on realism. On the other hand, you can turn off all real physics restrictions just to unleash your fantasy.

Under construction

Currently, we are working on the village simulation mode, where you will take care of a few villagers, and together build a fief, by gathering resources, attracting wanderers to join your community, Taking cares of your dwellers, so they want to set up families. Also, we would like to make sandbox mode full of casual people doing their jobs.

Long term plans

Once simulation mode is done, then we would like to add less optimistic simulation, where bad stuff happening. You will have to even defend your fief of thief raids.

Development

This game is still in development. Initial Early Access release may not have all these entire features initially implemented but we will continue adding them over time. Follow Early Access release notes to keep informed about updates and additions.

Title: World of Castles
Genre: Indie, Strategy, Early Access
Developer:
Hammer Games
Publisher:
Hammer Games
Release Date: 16 Sep, 2017

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Minimum:

OS: windows 7 and newer, 64bit

Processor: i5-3570K / FX-8350

Memory: 8 GB RAM

Graphics: Nvidia GTX 750 / amd 270x

DirectX: Version 11

Storage: 10 GB available space

English,German,Czech,Turkish







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Hours of fun!. Nice hidden gem, great dungeon crawler game.. It's a good game but needs a decent amount of work.. nimbus is a game for the ages and will surely set the bar for 1996. i give this game a b/5. More people should be playing this fast and fun game.

Personally, I'm very impressed with this Loco. The downside is that there's only 1 Scenario with it, which I feel for the price (\u00a34.99) isn't really worth it. However, the Class 67 is a great loco to own & so is the Royal Train itself. There are two recommendations I have though.

1. If you're interested in this, wait for a Sale to come round before going for this. It'll be much better value.
2. If you're interested in buying the full Class 67 Pack, buy this first to get an idea of the loco in question.

Apart from that, I've not really got much more to say. Great pack, all and all though.
. Its like Banished but management is worse.. good game. similar to hexcells. kind of like a super creative and colorful sudoku.. Great game for people who loves puzzle adventures combined with a good story. The story is good, the atmosphere and voice actors as well. However there are some issues with the story, for me at least, there are some loose ends that was never really explained. Either way, a really good game and I'm sad to see that the game developers had to shut down :(On Rusty Trails is a indie platformer game created by Black Pants Studio that revolves around fast thinking and fast reactions. It boasts some very simple but fun mechanics. The base mechanic is switching between \u201cmodes\u201d to open up different routes or platforms. Other mechanics are getting very nicely introduced by in-game visuals or NPC interactions. This together with the great level design makes for several different ways to solve every level. You have for example the fastest route, the route with all the tokens or all the checkpoints. It creates a scaling difficulty level and a replayability value if you want to complete it in different ways. Easy to learn hard to master, these are the controls of On Rusty Trails. They can really work well and create a great flow in the game, but some jumps are so hard. It takes a lot of time to practice and get it straight, it\u2019s so hard I found myself irritated by the controls.

Visually it is very stylized, it has a special feel to it and it looks amazing. The different levels and their own atmosphere, the bright and vivid colors give a lively feeling while the darker levels give you a scared and compressed feeling. There were just some minor problems. Sometimes it was hard to see what was standable and what was background and sometimes you die or get a checkpoint while you didn\u2019t pass or hit it. This infuriated me while trying to get my 100% run.

Auditory this game is great. I really like the soundtrack and it sets the atmosphere. It has a cool beat to keep you going in the game. The sound effects feel very alive and they have a certain effectiveness to it. While playing the game without sound I missed the sound of Elvis clinging to the blocks, the leaves clattering, the searing magma and the lasers trying to burn me. It\u2019s also handy as a sound cue in the later stages of the game.

Overall the game is a experimental platformer with fun new ideas. It has a global leaderboard which shows how many people are faster than you and it invites to speedrun. On Rusty Trails packs a 2-3 hour playtime to complete it if you are familiar with the genre. Luckily there is quite some replay value in this game so the 2-3 hours quickly expanded to 12 hours for me. The controls weren\u2019t always great and the visuals have a few irritating quirks. But apart from that it\u2019s still a solid game that I would recommend to fans of the genre and non-fans alike.

. No one likes Phill. One of the best games ever!. This game is the best! If there are more characters or levels and a box that talks what the gummy's are. This game would have the same popularity as gang beasts!

Go on EP games do your very best at this game!

-Jared

0.39.0 - Damage Potential:

Version 0.39.0 brings additional ways in which you can damage - and fix - your ship. Changes include:

- Thrusters can now be chocked by well-aimed impact.
- Overheating reactor might now cause turbine galling.
- On-board computer can now have damaged sensor connections, can overheat or short-circuit.
- Fixed clicking sound when ship is out of fuel.

-
- You can no-longer enter OMS mode in cutscene.

. 0.58.1 - Glimpse of Freedom:

This release adds boot splash and fixes some bugs. Changelog:

- Added a boot screen that plays an animation while game loads resources.
- Fixed bug that caused weapons that are not installed show up on the OMS screen.

. 0.43.3 - Insecticide:

This is a bugfix release. Changes:

- Adjusted mass driver mountpoint for K37.
- Reactor radiators light now correctly affect the damaged parts of the ship.
- You can no longer crash into asteroids during cutscene.
- Repairing your ship now resets jury-rig levels.
- Propellant mist on Enceladus now appears correctly around the ship when disconnecting fuel lines during launch sequence.

. v0.23.1:

ΔV: Rings of Saturn v0.23.1 just got released. Features:

- Game is now on full-screen by default.
- Added colorblind mode.
- Camera zoom now reacts much faster on both mouse and gamepad.
- Improved performance.
- Visual tuning of background rocks.

. 0.29.1 published:

Version 0.29.1 published, featuring:

- Added in-game keyboard mapping editor.
- Added community-supplied French translation by Augur.
- Fine-tuned sound effects for jury-rig menu.
- Fixed text missing from in-game HUD.

. 0.61.5 - Grand Tales:

This release fixes the Storytelling module. It had problems telling the tales involving grand objects.. **0.60.1 - Manual Operation:**

This release brings in often-requested tutorial. It's quite basic right now, but will be expanded as necessary to cover all confusing aspects of gameplay. Changelog:

- Adds basic tutorial for game controls.
- Tiny asteroids will no longer flicker on edge of gravitational disturbance.
- Mineral Market and Ship Repairs screen will no-longer overflow small displays.
- Mineral Market now has a scroll on small displays.
- Alarm siren will no longer fire in cutscenes.

. 0.42.4 - Sky is the Limit:

This is a bugfix release. Fixes:

- You can now own more than 100 tons of H2O.
- Fixed weird focus behaviour when navigating the Enceladus menu with gamepad.

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