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## About This Content

Delve deeper into the mystical lore of the Northland with 3 new heroic questlines in “For the Gods” the first DLC for Realms of Arkania: Blade of Destiny.

First, you’ve been entrusted by a nobleman from Clanegh with the difficult task of transforming the paramour of a Thorwalian leader’s daughter into a worthy suitor. But father and daughter do not always see eye-to-eye. May Rahja, the Goddess of Love, be with you, because this quest is not going to be a cakewalk.

Next, when a villager goes missing, those that remain speak of strange phenomena haunting their fields and scaring their animals. These unnerved villagers look to you for help and point towards Orkhun, the ancestral dwelling of the Baerhag Clan which had been left to decay centuries ago. Perhaps there is more to these mysterious happenings than a run of the mill ghost story?

Then you will journey to the godforsaken hicksville of neighboring Rukian. First and foremost, the Rukian population lives to serve their passing travelers. But a dark specter of death hovers over this remote hamlet. Even though the Goddess of Hospitality’s name is on every Rukian’s lips, have the residents of this gloomy crossroads taken their credo a step too far?

Discover new towns, dungeons, and quests, encounter the Gods of Love, Death, and Hospitality and venture further into Northland legends of this epic RPG saga.

## Features

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- 2 new dungeons (An enchanted piece of woodlands, an old crypt)
  - 1 new questline around Rukian

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Title: Realms of Arkania: Blade of Destiny - For the Gods DLC

Genre: Adventure, Indie, RPG

Developer:

Crafty Studios

Publisher:

United Independent Entertainment GmbH

Release Date: 7 Feb, 2014

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**Minimum:**

**OS:**Windows XP, Vista, 7 or 8

**Processor:**Intel Core2Duo / AMD X2 CPU, min. 2.4 GHZ

**Memory:**2 GB RAM

**Graphics:**Nvidia Geforce GT 240 / AMD Radeon HD 3700, min. 256MB VRAM

**DirectX®:**10

**Hard Drive:**5 GB HD space

**Other Requirements:**Broadband Internet connection

English,German







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realms of arkania blade of destiny - for the gods dlc

The characters are cool, the artwork is fantastic, and the story's got me interested. Looking forward to all future chapters!. I loved the other developer's games, although the repetitiveness of tasks can be tedious. However this anniversary update is terrible. I bought this in April 2019 & it says expect updates in Feb 2019. It also says "Close your eyes" in this version is unfinished and all but the incredibly repetitive and difficult Girl Graveyard game are available, the rest of the content says "coming soon".

So not sure how this can be recommended or get good reviews from what I've experienced.. One of the best VR experiences to date.. Fun Entertaining game reminds me of old 2d game Secret Weapons of the Luftwaffe which is now abandonware and free to download at many site but here is one <http://www.xtcabandonware.com/game/1386/secret-weapons-of-the-luftwaffe>

Controls are simple with multi ways to control your aircraft with the use of Mouse/Keyboard Arcade mode, Joystick/Keyboard Simulator mode, Gamepad Arcade mode.

I have started the game playing in Joystick/Gampad with Arcade mode because I do not own the proper Flight Joystick to play the game in Simulator mode without going nuts. I have not try yet but i doubt It will be enjoyable playing in simulator mode with a Gamepad. The aircraft fly well and the story so far has been entertaining as you are a girl who's father was an Ace in WW2.

Graphics are nice the terrain has detailed buildings, docks, ships, tanks, vehicals the usual things you would find in a arcade sim. Have not tried the online mutiplayer yet I hope it is as enjoyable as the single player mode.

The game and two more games of the same nature are on sale right now 75% of so you get Air Conflicts: Secret Wars, Air Conflicts: Pacific Carriers & Air Conflicts: Vietnam all for \$11 and some odd cents well worth it if you like these types of games.

Not sure if they have coop support but if they do and anyone wants to be my wingman I would Love to give it a try just send me a msg/invite.

Update. I have ust completed the Campain it was a blast the story telling was very good and missions well thought. There are alot of missions in the campain which is a good thing didn't want it to end to soon. After playing the game a while it really reminded me of a classic SNES game called Aces High or Wings 2 Aces High, I loved playing that game fighting the aces at the end and if your pilot died he stayed dead. You had 5 pilots each with there own unquie skills each one was skilled best for certain missions, strafing/bombing/air combat so on. This game has a few hard missions like shooting down a zillion guys parachuting out of bombers that mission took many trys to complete but it was fun. This game is a classic to me now. Well on to the next one "Air Conflicts: Pacific Carriers", hope it is as enjoyable as "Air Conflicts: Secret Wars". great platformer game where you have to run and run and run jump and jump and jump because creators has invented lots and lots of different obstacles, shots, engines, propellers, enemies so you just cannot have a spare second :) - and this is what i liked in a game: it does not stay the same; everything changes, the very next moment after you seem you just got used to it you are getting something new that keeps you in - game is a challenge!

i think platformer games are just eternal - whatever the technologies may come to we still play platformer games - and i recommend this one.. (ONE QUICK NOTE, DEVS FIXED A FEW THINGS THAT I'VE SAID. VERY GOOD DEVS)

In this state, I found myself to actually enjoy this game, it's very unique.

Currently, there are many changes that can be made, such as the tree rendering distance, I find that on ultra graphics, I still see too little of the details further away. Maybe put it a step up? Like Ultra-high or something.

Also, the main problem I have with this game is the exploration, exploring is a pain because you're gonna have trouble getting to areas because of the character stopping at areas. Also, the characters cannot drop. You can't fall at all, so trying to fall, you won't be allowed to do that. Trying to go down a mountain? You can't do that, you have to go around, through the enemies.

The last problem is night, Night looks very very bad. Change the sky from brown to black, also while on a ship, the islands look very blue-ish, change this too.

Honestly, the lag is the last of my issues. At this stage, I'm still having a VERY fun time on this game, I find it a great time

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wasting tool, just focus on what I've said, and your game could outstand many others on early access.

I'm recommending this mainly because of the cheap price, if it were \$10 - \$20 I'd probably say no. But at this price it's worth it, get some more work done, and maybe it could be worth around \$20, I hope this helped.

Thanks ~Vezmarok. Perfect for the Formula 1 fan or fan of racing games.. If only for the sake of pure, dumb destruction. I like this game, however I think that the guy making this needs to add on some new levels, machines, and maybe mission types in the future if he wants this to keep our collective interest. This certainly has potential and if you can find it on sale, give it a shot. The destruction and physics are actually pretty realistic.. Huh? You mean there are other songs than Hero from the past?. Game does not even launch



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If you played QP Shooting-Dangerous, same style of gameplay just shorter.

If you haven't, the game is a short yet sweet shmup. You've got multiple shooting formations and you go into a session with 3. Playing more gets more shooting styles. It's very short, but well designed. Great for killing an hour or two.

Also comes with 100% OJ character if you've got that game (which you should have, that game rocks).. Atmospheric music, can't stop playing sometimes.. its not arpg its just mmorpg with everything i hate for point click target shoot things kill 4 mutated herbs etc etc just no no this♥♥♥♥♥ is never come to steam just not my style. Quick easy tactical game. Doesn't offer a lot of detailed information, but I guess that is why it is quick. It does offer commander names and unit experience to give flavor to our choices.

Edited: minor issue I ran into has already been addressed by devs and this is day 1!

Reasons to buy:

1. Easy to learn
2. Quick to play
3. Has both AI and Face to Face options for variety
4. Has the feel of the battle, first day Cavalry must delay Heth and Pender or it won't give time for units to arrive and hold Culp's and Cemetery later in the day.
5. Cheap.

Reasons to avoid:

1. Still has some bugs that cause you to close game and restart from last position
2. Graphics are only adequate and small annoyances in them (cannons pointing the wrong way or trails for bombardments remaining on map after bombardment over)

Knowing Slitheine the main bugs will be worked out quickly and you can work past them until then. So for the price it is time to buy this one if you are looking for a quick, cheap and easy to learn game you can enjoy.. UndeadV10

Time for RNG to \u2665\u2665\u2665\u2665 me once more. I have been pulled back into the city of the damned.

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