

## Blades Of The Righteous Cheat Code For Ps3



Download -->-->--> <http://bit.ly/2QRTCe5>

### 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!

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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

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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



Mage uses flame Sword  
Viking uses Power Strike  
Rogue uses Toxic Strike  
Orc deals 4 damage to  
Swordsman (blocked: 3)  
Swordsman deals 4 damage to  
Orc  
Swordsman bleeds for -1  
damage  
Viking bleeds for -1 damage  
Orc uses Cut  
Viking deals 5 damage to  
Brigand  
Brigand deals 5 damage to  
Viking  
Mage deals 6 damage to  
Brigand  
Rogue deals 4 damage to Evil  
Tree



**The Supply Line**

There's a surplus of resources at one of the supply bases. To get them quicker - you need to build a big cart. Would you be willing to spend 5 lumber and build a cart to deliver resources?

Choose an option below:

>We don't have any extra lumber to spare

### ACTION LIST

- Attack!  
Engage 2 enemy units
- Attack!  
Engage 3 enemy units
- Attack!  
Engage 3 enemy units
- Attack!  
Engage 3 enemy units
- Help The Village  
Send 3 villagers to restore the village nearby
- Attack!  
Engage 3 enemy units
- Quest  
Random Encounter



Mage uses Meditate  
Paladin bleeds for -3 damage  
Swordsman bleeds for -1 damage  
Skeleton-Spearman uses Puncturing Wound  
Skeleton-Spearman deals 3 damage to Paladin (blocked: 2)  
Paladin deals 6 damage to Skeleton-Spearman  
Mage uses Healing  
Swordsman bleeds for -1 damage  
Portal of Evil uses Spawn Evil  
Mage deals 5 damage to Portal of Evil  
Paladin deals 7 damage to Portal of Evil  
Swordsman deals 4 damage to Brigand

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enjoyed this.. Pretty fun and surprisingly deep for the price. Also harder than it looks, even on easy difficulty. Suffers a little from unforgiving RNG which can sometimes feel unfair.

The game mechanics are pretty straightforward and turn based, there are two separate parts to the game, the strategic part where you collect resources which you spend on upgrades to your kingdom or recruiting and upgrading new units. Random events pop up which allow you to go questing or search for resources or treasure items that you can equip to your soldiers, or you can focus on healing your units or researching new technology. Or you can choose to fight tactical battles against the enemies, which you have to fight before your kingdom gets overrun.

The tactical battles are played on a relatively small grid filled with terrain obstructions. Placement of units seems fairly random and there doesn't seem to be any way to set a formation for your units to stay in. You can get badly screwed by initial placement pretty easily especially if you're going with a team of glass cannons like rogues and mages. I've only played about an hour but so far I found these battles pretty tough. The enemies are equivalent if not superior to all the units available to you at the start, so you'll need to team up and at least plan to use 2 units of your own for every 1 enemy, and even then it can be a close thing if the RNG goes their way.

Anyway, it's a challenging but fun game with a surprising amount of depth, and it's cheap. Give it a shot!. It's bad.

The difficulty is artificially boosted by really weirds mechanics, you just don't play with the same rules as the enemies.

Every single enemy can always use a skill in the support phase and got a mean to attack/vact in the attack phase. You can't, because your troops aren't in range or need a target or plain can't move far enough to act.

Everything can move over 4 tiles. But most of your troops are limited to a 2 tiles move. Combine that to the fact that a bunch of enemies got a ranged attack in either support or attack phase ( or both ) and you understand that the few HP of your troops aren't going to stay for long.

You don't have ranged attacks. Well, the mage can, but his damage are crap and most enemies are either immune or highly magic resistant. Which invalidate all the curses and skill of the mage except the healing. There's no ranged troops at start, maybe one is unlockable by a random event but never saw it. But it don't matter, I don't see why a bat can use a ranged attack or an orcs can throw an axe ( for 5 HP damage, while any kind of damaging MELEE skill you can use only deal 2 or 3 ) while none of my thief, brigand or viking can.

The battlefields are really cluttered and your troops scattered in a way that really hinder you. If you got a viking ( occupying 2x1 tiles ) you will get stuck a lot, being unable to reach anything with him because you get a bush or rocks every two tiles. You can't move in diagonal, which force you to lose 2 to 3 turns just to get in position. While enemies keep on fragging you from range.

You can only do one action per turn while on the map. Either your troops rest, or you dig a treasure, or you do an event, or you attack or you send peasant to get resources. While groups of monsters respawn every 3 or 4 turns, making any kind of progress impossible. You plain can't deal a bunch of event without resources, you get these resources one at a time by events ( costing you 1 turn ) but you need to waste a couple turn to heal your troops after each fight.

So the game is like that : Do one battle, spend 2 turns healing, do ONE event ( resource, random quest or treasure ) then fight the group of monster who just appeared, rinse and repeat. It's boring and tedious, especially with how unfair the battles are.. enjoyed this.. Pretty fun and surprisingly deep for the price. Also harder than it looks, even on easy difficulty. Suffers a little from unforgiving RNG which can sometimes feel unfair.

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Anyway, it's a challenging but fun game with a surprising amount of depth, and it's cheap. Give it a shot!. Really fun game!

I like the time management, do you rest/send some peasants on a quest/wipe some invaders?

Ressource management is fun too (different resources are used to enhance the kingdom/recruit new units/teach them more skills...)

The turn based combat is playing out fine and each class (three at the start with more to unlock) really has its weaknesses/strong points.

I really don't get the negative reviews for such a low price (under 1.20\$ during sale). Again, don't expect to spend 60+ hours with Blades of the Righteous, but i bet i'll spend a few/some fun hours and looking forward to finishing the game at least once on Normal difficulty after an "Easy" run.. It's bad.

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<https://youtu.be/lf9tW0LHYhw>

Flawed, but a pretty good little game.



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#### **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.. 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>

#### **. 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 :). **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>. **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 :). **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!

#### **. 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.

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