
Ravensword: Shadowlands Torrent Download [key]



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About This Game

From the award winning studio that brought you Ravensword: The Fallen King and Aralon: Sword and Shadow, comes Ravensword: Shadowlands.

After the fall of Ravengard, the world descended into chaos. The Kingdom of Tyreas stood alone against a sea of dark elven invaders. The Ravensword was lost, and the dark times began. As a descendant of an ancient line of kings, you alone have the power to wield the Ravensword again and restore that which was lost.

FEATURES

Explore a vast and richly detailed world, gather powerful weapons and items, increase your skills, and follow a deep storyline to solve the mysteries of the Kingdom of Tyreas.

- Gorgeous and realistic landscapes
- Seamlessly switch between First and Third Person view
- Ragdoll Physics
- Hundreds of items to discover
- Reflex and precision based combat with manual blocking and dodging

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- Various weapon types - Bows, Crossbows, Hammers, Swords, Axes
 - Horses and Flying Mounts
 - Battle various enemy types including huge prehistoric creatures.
 - Lockpicking, Pick Pocketing, and Stealth skills
 - Magical Runes
 - Item enhancement system
 - Mounted combat
 - Decision based, multi-part Quests
 - Reputation and Jail System
 - Original Soundtrack from composer Sean Beeson

Title: Ravensword: Shadowlands
Genre: Action, Adventure, Indie, RPG
Developer:
Crescent Moon Games
Publisher:
Crescent Moon Games
Release Date: 6 Dec, 2013

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Minimum:

OS: Windows XP Service Pack 2

Processor: Dual Core 2GHz CPU Intel or AMD

Memory: 2 GB RAM

Graphics: GeForce 400 Series or Radeon 6000 Series, 512MB graphics memory

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: DirectX Compatible

English







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Ravensword: Shadowlands is a very dumbed down Skyrim clone. It has it's moments of fun and you get to fly cool mounts eventually, but it has a lot of problems. I still want to play it, but will need to remember to SAVE OFTEN!!! You die a lot and get stuck in the environments.

Graphics are a mess in some places and it really takes away from the atmosphere. Trees, rocks and plants will be floating in the air, tears in the buildings, popup everywhere, etc. Some textures just don't seem finished. Music, sound effects and voice acting are all done well. There are some cool enemies to fight. I love the skeletons! Character models and animations are okay.

I give this game a 5/10 because of the cheap price and it can be fun to play! ONLY purchase if you are the kind of player that is very forgiving of glaring flaws and can still have fun with mediocre games. This was one of those rare games that I played from start to finish without any breaks! I liked it!

Pros

- + Open World, free-roaming exploration
- + Unlimited ammo for bows, crossbows and guns
- + Has horses and flying mounts
- + Decent graphics
- + Nice magic effects
- + Has quests
- + Can keep playing after the main quest is completed
- + Has some cool bugs and glitches

Cons

- Small area maps
- One town with minimal shops
- Not many hidden areas to find
- Not many different weapons & items
- Same mounts throughout the game
- Floating trees, rocks, plants, etc.
- Death animations could be better
- Not many magical spells/runes
- Small amount of quests
- No ending?
- Has many bugs and glitches
- Game seems unfinished. Just fun to play, freedom and very nice fighting, good time leveling skills such as different weapons, or stealth, shield block and such, all improved by just using or doing it..explore and test your limits.recommended for skyrim types to have some fun with, for its price, will worth the buy.... I thought the game play was fun. The only problem was it only took 11 hours to finish game (and I probably could have finished sooner if not for just exploring). Maybe not worth the price for such a short experience.. I cannot express enough how much I love Ravensword: Shadowlands.

I always keep coming back for more.

So many platforms to play on, and so many different ways to enjoy the game.

Ravensword is one of those games that if you don't hate it, you absolutely love it. It has cons and pros, but there isn't anything that makes the game generally bad.

You start off in Heronmar, fighting the dark elves. Everyone dies except for you, which you eventually wake up in the guild hall in South Aven. You then get to uncover the mysteries of Tyreas through a moderately long quest, and dozens of side quests.

I think the reason I like it so much is that it is fresh and new feeling everytime you play. What is next? What do I discover today? It is a really nice game simply because of its replayable-ness. You can play the game once and get some neat items, but you can do it again and get more different ones. It is a nice, fresh feeling that keeps the game interesting.

There are quite a few bugs every now and then, but it is tolerable for the most part. I've never had issues with this game and I have been playing since 2014 on all my devices that can play this.

My rating for this game is a 10/10.

This game is for you if you can tolerate a game that isn't flawless, you can enjoy games that are simple, and you can stand grinding for items, which by the way there is A LOT of grinding if you wanted all the items on one save.

This game is great! Thanks Crescent Moon, I'll be looking forward to Ravensword: Legacy.. Do not go in expecting Skyrim and you won't go out completely disappointed.

It is a nice little action game in the spirit of Crusaders of Might and Magic. It is relatively short (5-6 hours), but that at least means you will not have enough time to get bored with the simple gameplay. All in all it is a fun game for spending a few mindless hours after a hard day in work.

That being said, there is probably a reason why a lot of people feel being ripped off. I would blame it especially on the features list on the store page - richly detailed world? I would say that about Planescape Torment, not this. Hundreds of items? I don't think I have used more than a hundred during the game. Lockpicking and pick pocketing has practically no use in the game. Decision based, multi-part quests? Again, do not expect any depth here. And the reputation system is in the game just for the sake of there being one.

Turn down your expectations and you might actually enjoy the game for what it is.. I've noticed that in the PC gaming community, any game ported over from android is generally disdained as beneath them right from the game's inception. Iesabel was another perfect example of this. Games ported from android are shorter, smaller, and simpler, but that doesn't mean that they can't be fun and provide a few hours of enjoyment. I enjoyed this game all the way from the finish. It was far from perfect and had some texture glitches, (nothing game breaking), but the story and soundtrack were good, the combat system simple, the controls spot on, the landscapes beautiful, and the enemy variety interesting. It's basically a budget Elder Scrolls. Some of the keys can be rebound, but not all of them and that was a big negative for me. Other than that, there's not very much to complain about here for the price.

Warmly recommended! A casual yet fun subpar open-world RPG. Especially good if you do not have tens of hours to spend diving into the land of Tamriel.

Pros:

- + You can fly on a giant eagle given to you by a waterfall!
- + You can also ride pterosaurs. I mean, do you have to read more?
- + You fight giant carnosauts with a crossbow and a sword. Still not convinced?
- + Fireball spell is actually a firethrower
- + Runs on low-config old machines
- + No game-breaking bugs
- + All the boring parts of an open-world RPG have been ripped off the game
- + Skill progression is rather entertaining
- + Nice landscapes
- + Beautiful music
- + Enemies attacks are nicely animated (especially the Raptors)
- + Easy grinding
- + Most voices are convincing
- + You can be everything at once (mage, warrior, thief)

Cons:

- No depth in universe and in story
- Very limited loot
- Maps are empty
- No proper dungeons
- Lack of challenge
- Enemies are all of equal strength more or less
- It is NOT Oblivion or Divinity II or Two Worlds or Risen or Gothic. Nothing of that kind here.

Verdict: A casual, low ambition game, yet seriously fun. Short and fast-paced. And dinosaurs! And flight!

Long version: This game is hard to judge. In every aspect, it tries to remind to you of Oblivion, especially in the first city, where the music is almost the same. And yet it is highly delusional. This game is a CASUAL open-world RPG. Seems paradoxical? Sure it is! A few examples: All merchants buy everything you have to sell at the same price. Lack of immersion, for sure, but it's fast and efficient. Houses are closed if there is no quest inside. People have no name if they do not have something to sell or some quest to give. Maps are quite simplistic, with no caves, no dungeons, only a few wandering enemies that you can kill at will. They happen to respawn near instantly, but as they are very passive, it is only a massive grindfest.

So, this game is subpar in every aspects. Everything is simplistic; but everything works as it supposed to do. Some landscapes are really nice and charming (the Terraces, for instance), music is nice and epic, fighting system is good, skills are a constant fun to improve, etc. If you can explore the different regions in any order, the game is quite linear in the sense that you have nothing to do in the so-called regions except a meagre handful of straightforward quests.

This game provides a cheap yet solid fun, which will content every one who like to hunt Raptors in the swamps with a magical sword and the sound of drums humming in the air.

. Great game if you don't take it seriously at all its a cheap game and a short one but its good for a few laughs. Its worth its price but if you go in expecting a serious rpg your going to be disappointed you may have to do some grinding for money/vexp but if you get \$4000 crossbow from the northern part of town you should be good to go since range is the most powerful thing in this game so far.. This game plays well for a mobile port, there are a few glitches, but overall the open world is well put together, if a bit small, but hey, mobile port. Now you may be wondering, why the down vote then. It's because I fought the boss. The final boss spawns on a ridiculously small platform, you can leave the platform, but you risk him glitching out. my play style was to freeze him then get a few hits in. don't. If you happen to have the misfortune of freezing him while he is taking off (yes he flies) you risk him glitching vertically out of the world, at which point you have no choice but to literally commit sepuke via the spawn pit so that you can reload the fight. and forget about attack algorithms, his attacks are so random you'd have a better chance of rolling all sixes with twenty dice then to predict how many times he's going to shoot fireball at you. His range is also

inconsistent. I stood out of range and was fine one moment, then he BACKED UP and hit me for a kill. And then theres the actual mechanics of his attacks. I had the strongest shield in the game, with a rank five tactics skill, it did close to nothing. I ended up having to darksouls the guy, rolling everywhere. His hit box is also inconsistent. Swing at his leg one time and do damage, swing again and hit air. needless to say, it felt like the game was so well crafted, and then the boss was thrown in with little attention to detail. I have played dark souls before, so I'm used to nigh impossible boss fights, but this guy was rediculous. Also, beware completionists, they do give you the roam of the world after you defeat the boss, but if you 100% the game, then congratulacions, you have a bunch of empty dungeons and pointless grind zones because the story missions make sure you have the best gear in the game. The only thing I hadn't done by the boss fight was buy a house. Did I enjoy this game? yes, absolutely. I played the heck out of this game when I had it on my phone, though I never finished the story. Would I recommend this game to others? no. I would not actively discourage playing the game, but I would not recommend it to anyone.. Uninspired grind grind grind grind. After a few hours of almost nothing but killing goblins, boars and bears I'm giving up. I have no clue what the point of the story is supposed to be, what the world is, why I should care, and my character is already level 10. Maybe it gets better later on, but I couldn't bring myself to kill the same dozen infinite-respawning bears again and again to find out.. Great and beautifull game. Nice graphics which is improved when you compare with the mobile version. Nice climatic music, and a lot of fun. I tested this game on Windows and on Linux both running very good. Game have one error with controller. On both systems if you have controller connected to computer the game have some issues, but anyway this game should be played by the keyboard and mouse like all other games of this style.

. Had this on the phone it was my Skyrim before Skyrim but now I have it on PC and I see that it's just a terrible port...

Pros

Graphics

Cons

combat

first\second person looks terrible

controls suck

sound is terrible a single growl sounds like a dragon

enemies are to overpowered when the game first starts even at low difficulty

Enemy A.I. is terrible it takes the enemies forever to even notice you but when they do it's game over. The developers are wizards. This game runs at about 30-40fps on low on an intel hd 3000 in Ubuntu 13.04 and still looks absolutely beautiful. The game reminds me a lot like Skyrim, and whileit has its quirks it's still a fun game to play. I understand it's a mobile game, but if you didn't play the mobile version, this is still worth a buy in my opinion. The game just needs controller support, and probably more attack styles, but overall I'm enjoying it.. -Generic RPG, don't know about tablets but PC Players have higher standards-

The game is part of a series on tablets and it seems to be somewhat cheaper there too. Ravensword is generic, contains mostly empty non-detailed areas, boring fights and a lot of grinding - feels like a mmo without other players. Hidden extras, secrets and puzzles are non-existent (beside maybe a small cave or two). Exploring the landscape is ultimatively pointless. The music is ok, graphics are ugly. Open-world though you have to grind first to survive the higher-tier areas. Gameplay is absurd - you slay trolls and giants but the tiny crabs completely own you. Story and characters are forgettable. You're some male looking for a sword to slay a demon.

Rather buy or play some more Skyrim (or Fallout or Baldur's Gate or Witcher or Isaac or Terraria or or or) and if you hate Skyrim you'll hate this game anyway. Ravensword is a waste of your playing time and money.

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