
Battle Mages Download] [Keygen]



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About This Game

Description

Battle Mages is a courageous mix of the RTS and RPG in a huge fantasy world, full of mystery, mythical creatures, magic and knights honor.

Imagine as you have just graduated of an Imperial Magic School and now you have to face the trial of Battle Mages Guild completing the tasks in the Mage Towers all around the Internal World. Start your glorious adventure by fighting through the undead army to find the lost gnome artifact that can stop the imminent danger.

Your time is running out my friend! Challenge yourself and stop this bloody war! Let the magic be with you!

Features

- Huge game world that lives its own life
- Dynamic quest system, that can change in every minute depending on your choices
- 5 unique designed races each having strengths and weaknesses

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- Original character leveling system with 45 spells, 6 stats for mage character and tens of special abilities
 - Unique troops leveling and micro-control system
 - Weather and season simulation, beautiful landscapes, rivers, lakes, forests, mountains, canyons and even a sea island

Title: Battle Mages
Genre: RPG, Strategy
Developer:
Targem Games
Publisher:
Buka Entertainment
Release Date: 27 Nov, 2003

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Minimum:

OS: XP/7/8

Processor: Pentium III 1 GHz

Memory: 256 MB RAM

Graphics: nVidia GeForce 2 / ATI Radeon 7500

DirectX: Version 9.0

Storage: 900 MB available space

Sound Card: DirectX compatible

English,French,Italian,German,Hungarian,Russian,Bulgarian,Traditional Chinese







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One of the rare strategy games that I liked (along with CnC Generals and a few more). Well written story, pretty bad dialogs, not really balanced as you can have so much gold and troops easily, and a few other glitches V bugs but all in all 9V10, because I just liked it lol. Be what you've always wanted to be.

A demented ghost.

Robbie-Rotten approves.. bad graphic engine, low quality game. This game is good, but barely. Middle of the pack, really. Is a RTS with just a little RPG on it. As usual, there's a villian and you're the nice guy. The campaign is about 20 hours long to finish. There are several spells and different units. You are a wizard and you can select among 4 classes. So, there's some replayability is you care to play them all. The graphics are old, but in a charming old-fashioned way.

Now, there are some bugs. The music never worked right for me, it just disappears after one song everytime you start playing. Several dialogues are lost too, but at least you won't miss anything cause there are titles. The annoying bug is that units tend to get stuck anywhere. So you have to move your units back to the dumb soldier in order to release him from the invisible obstacle. Is not game breaking, but you need patience to endure that all the time.

Runs fine on Win 7.

Well, is usually pretty cheap and, if you don't get too annoyed by the bugs, is entertaining. The story is nothing special. Same old, same old. I guess I recommend the game, mostly because there are some original things that are not that bad, like the way to achieve experience and stuff. Also, can be pretty challenging at times. Only advice: Always try to finish the scenarios with the most troops you can, you never know what could be waiting ahead.. old but gold. The game itself is poorly made, and doesn't really make sense. Might and Magic may have some pitfalls that you can't overcome due to technicalities, but at least it's playable to a point and enjoyable. This game is just horrible. It's really cheaply made. The interface doesn't really make sense. A good game is one with depth but also one that you can more or less intuitively learn the controls for. This is not one of those games. It's shallow and hard to understand how to even play at the same time. The worst of both worlds.. So broken and substandard, it should not be considered a finished product.. This game was so slow that it hurt me to play it and I couldn't even bare to go past the the second stage of the first chapter. if you like poorly made stratgy games. then this is the game for you 0_o. I've just played through the campaign and I'm obliged to write a meaningful review now.

First I'll tell a little about the game.

The best way to describe this is a Total War-Warcraft-Heroes of Might and Magic mix, where you can't control towns, but only buy troops from them and carry out quests. Something very similar is perhaps Praetorians.

Every troop (units are broken into troops, you can't control soldiers individually) gains its own experience and can be upgraded in a town when it reaches every 3 levels.

Monster dens are scattered around every map (the campaign is broken into maps) specifically for grinding experience, money and items, which can be equipped on units.

The most powerful units are perhaps battle mages - you can control them individually, they have multiple useful spells to cast and they fire destructive area-damaging spells like they're semi-automatic artillery or something. Though it takes long to grind XP to upgrade them to the maximum level.

The player's main character is presented as a spirit flying in the air in front of the camera. He can't participate in the battle directly. He gains XP along with the player's army and just hurls spells.

Here are controls for the camera:

WASD or arrow keys or move the cursor to the edge of the screen - to move the camera.

Hold ctrl+WASD or arrow keys - rotate the view. This actually gives the impression of first-person view.

You can pause with Space, and you can't move the camera while paused, but you can still rotate.

Right-clicking on a troop instantly brings the camera to it, even when paused.

I noticed that the mana does not play any role. It's never spent when I cast spells. Nothing ever happens when mana becomes 0. I'm allowed to cast spells which cost more mana than I have at max. So leveling the mana skill is a waste of XP.

Units sometimes get stuck on corners of the terrain. It doesn't happen too often, it can be fixed by manually moving the unit to the other side. But it is damn annoying.

Music suddenly interrupts all the time and only resumes playing when a battle starts. There's a volume slider in game options, but no checkbox to switch music on/off so that you could restart it.

You will not be able to play this game on normal speed, because in that case it is too boring. The speed can be regulated with (+) and (-) keys on the number pad of the keyboard. I couldn't find this option anywhere in the game settings or explained anywhere, so I'm writing it.

Not a single crash has occurred. Brilliant.

Now, the actual review.

First off, the tutorial doesn't cover 90% of gameplay, you have to figure it out on your own. Difficulty of that depends on how many RTS games you've played.

The kind of mage you choose before the start of the campaign only affects the starting skills and spells you get. And the avatar icon, yes. Everything else is the same.

The campaign is extremely, punishingly difficult at the beginning and becomes too easy starting somewhere from the middle of it. Saving often is advised, because suddenly you might lose a battle mage, which is too valuable. Using multiple save files is advised, because sometimes you can get unexpectedly cornered by overwhelming enemy troops, who were just passing by and you happened to make company with them.

The quests are completely uninspired: go there, talk to that person (you can't even choose replies in dialogue), bring that item over there, escort a slow wagon from point A to point B. And completely nothing happens while you escort a thing or go from A to B. Nothing. At all. And the wagon is sloooooow.... Seriously, most part of the game is walking around the map. You can tell your army to move somewhere and go away from the keyboard for 3-4 minutes. On maximum game speed.

The voice acting is really good, although that wolf howl is a pain for the ears, and some voices (goblin's) are not so great.

The cutscenes are something like in Warcraft 3, except really poorly done (I mean it, year 2003 is in no way an excuse for this) - you can tell it even by how the camera is flying around. Very often it's showing a single place and flying around it for 40 seconds, and nothing happens. Absolutely nothing happens. The characters are just standing, playing their completely out-of-place idle animations, and the camera is rolling around and ugh... No words can explain this.

The graphics don't seem to be designed to look good, even for 2003, except for a few models and unit and special effects animations. The faces of the elves are especially ugly, but maybe they're supposed to be? The map models are incredibly plain - just textured ground (thanks God, not plain ground - it contains hills, bumps and stuff). Occasional trees and rocks and buildings, but in limited quantities. It does manage to set the mood, though.

The plot.. Um. I can't say I'm disappointed, because somehow it seems fitting for a fantasy-themed game, but let me explain. It is all fairy-tale cliché mostly. The missions are brutally straight-forward: we need to do something in order to achieve something, in the process we learn new information and get new tasks to do. The plot does get confusing in the middle and in the end, when seemingly random names of mages of the Guild of Mages are mentioned. Near the end it hardly makes sense even.

The only things that can be interesting about it is how new information about what's going on is revealed to the player (although it may appear kind of stupid..and random). The most exciting things are perhaps intermission cutscenes, they are really well done. They contain drawn black-and-white images, with amazing voice-over (sadly, without subtitles, but you probably won't need them). It looks beautiful.

The core combat mechanics, combined with RPG elements, spell-casting and rock-scissors-paper tactics, give an exciting mix. The game is not boring during battles and you may really want to slow the game speed down (unless you're grinding on monster mobs) and get to microing your ranged units away from melee attackers. The battles are the main part of the game, and it turned

out although not perfectly, but still incredibly satisfying.

I recommend this game only to those who enjoy RTS, grinding and leveling, and who have enough patience to bear the plot, old graphics, generally slow pace and bugs.

kool game so far even with dated graphics i love the different perspective the mage gives you im surprised more games haven't tried this.. I used to play this game about 15 years ago, when I did not even have my own computer... From time to time I remembered about this game and started looking for it, not remembering it's name or what genre exactly it is. And now I found it. May be it is nostalgia, but I still love it.

It looks much more simple these days than long ago, when I was a kid, but it is still quite challenging. I haven't met games similar to this game yet. Though sometimes your troops are extraordinarily dumb and plot is linear, I am spending a good time planning this game. If you want to play something unusual and relax at the same time, you should definitely try this game. By the way, it is quite cheap and you won't cry that you spent your money for nothing if you don't like it.. A combination of RTS and RPG genres. You assemble an army, complete quests, fight enemies to make the world a safer place and save it from annihilation. You have a wide variety of available troops from human, orc, elf and goblin races including close range fighters, long range troops, mages and even heavy artillery. Also possible to add demons to your army. As you fight enemies, you and your troops gain experience. Your troops get stronger with each level of experience and when a unit reaches level 3, you can upgrade them to a better unit, but demons can't be upgraded and have only one level. Upgrades can be done in any available town of the right race (human troops get updated in human towns etc.). Not all kind of towns will be available though, since you will travel to far away lands.

You aid your troops with spells, healing and empowering them, summoning Magical spirits to aid them. You also have a wide variety of damaging spells you can use on your enemies. Spells require mana to be cast, with no mana you can cast only the spells you put in quick access (F5-F9, F10 summons Magical spirit and can't be changed). After casting a spell from quick access, it takes a while to regenerate. When you gain experience, you can use it to learn new spells, learn new skills or upgrade your max mana, mana regeneration or maximum army size and more. When you reach a new level, a new set of spells gets available. There are three schools of magic available - Nature, Chaos (fire) and Energy. You can study them all or you can choose what spells you wan't, but spells have dependencies, that is, to learn a higher spell, you must first learn the necessary lower spells. The dependencies are indicated with vertical lines that connect spells.

The towns also can level up, to do so, they need resources - wood, stone, food and gold. The town has peasants who work in mines, sawmills and windmills and delivers the resources to town. With every new town level, new set of troops gets available.

The game itself proved to be fun and interesting. Just as I thought that it has became boring, it spiced things up, thus keeping me entertained. There are also some hidden surprises, like a chance to add a demon to your army. The game is old and it's noticeable via the graphics, but it runs smooth and it doesn't hurt the game play. I can't tell about the other languages, but at some parts English dialogs were terrible.

Overall I would recommend this game if you like RPG or RTS games, this game certainly delivers what it's supposed to.. Not bad easy to learn simple strategy RPG for when your bored. RTS Fans might like it.. I played this when I was much younger and found it again. I am so glad I did as it was one of my favourite games. The game might be slow paced but it's great for learning in this older style strategy game!

10V10 will always play!!!. iamgreatcornholio

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