
Ravensword: Shadowlands Ativador Download [FULL]



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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

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- Reflex and precision based combat with manual blocking and dodging
 - 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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Holy jesus this game is horrid. Do yourself and everyone else a favor: DON'T BUY THIS STEAMING PILE OF MONKEY VOMIT. It is not worth \$3, much less \$15. If it goes on a \$0.99 sale it MIGHT be worth it otherwise, NOPE. The game goes as follows pay \$15, begin game with high expectations, see the extreme lack of anything you would expect of a decent game, figure meh atleast I can turn up the difficulty, turns up the difficulty to max, still three shot everything, beat the game in like an hour and a half, sigh dejectedly, put a pike through your computer screen.

Final Score: -10. Warmly recommended! A casual yet fun subpar open-world RPG. Especially good if you do not have tens of hours to spent 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.

. 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. 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

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- No ending?
 - Has many bugs and glitches
 - Game seems unfinished. Good port of the mobile game. Not so original story, some locations are very nice, some aren't, higher price, short (12 hours? on hard), but still good entertainment for one weekend. Anyway I can't imagine play this on tablet without keyboard and mouse.. 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\exp 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.. 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.

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 while it 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.. 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.. doesn't work (on linux) when you click play it just shows mountains and clouds that's it

EDIT:

i fixed it :D

the problem was that linux saw my mouse as a mouse AND a controller

i removed the controller file (this was `/dev/input/js0` for me) and it works now

go to settings and then input devices. go to joystick and you can see the file you have to remove. story is ok but it could use a little more reason to explore maybe a crafting system so that you have more of a reason to explore and kill. But over all it was fun to play. there are a few graphic glitches when you stealthing and you climb ladders, you don't reset properly and you bobble a lot. But i would rate this a 7 out of 10 for nice story line.. 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'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 elderscrolls. 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.

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