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About This Content

Wales is the beautiful and fiercely independent realm of tribal lords, wizards, and dragons that slumber beneath the roots of Snowdonia. It's new leader, King Ryons used to be the most dangerous warlord of the land. He wants to restore the power of the Old Faith in Britannia and he always reaches his goals.

Bow down before the gods of the ancients. Fear the creatures coming back from the twilight and respect the ways of the druids. And follow the warrior-king, who will conquer Britannia.

This expansion is the twin of King Arthur - The Saxons, offering a wide array of new content (i.e. beasts and other monsters) as well as a brand new campaign. The economic system of the base game has been redesigned for a totally new campaign structure.

The player will now be able to play in a sandbox mode as the champion of the Old Faith. There is also a complex diplomatic system where campaign winning conditions can be set by the player in an open, non-linear gameplay environment.

Features

- New campaign (Welsh Kingdom)
- 30+ hours gameplay
- Free, sandbox gameplay. The objectives are strategic goals, not compulsory plot lines
- Complex diplomacy system with all kings and rulers involved including: the Marauders, The Outlaws, the Sidhe courts, the high priests and some of the noble ladies as well.
- Adjustable options for the campaigns: the player can set the level of the AI aggression or the importance of magic, etc.

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- Four new, unique heroes
 - Three new special units
 - Three new units
 - Ten new hero skills
 - Two new unit skills
 - 20+ unique artifacts (including ten sets)
 - 20+ unique diplomatic and battle quests.

Title: King Arthur: The Druids
Genre: RPG
Developer:
NeoCoreGames
Publisher:
Paradox Interactive
Release Date: 3 Feb, 2011

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English





Wild WORLDWIDE

EU reform: Politicians have to work for themselves!

Unemployment remains at all time high

Trade accounts fraud uncovered

Big contract



A new contract is available

Legrand & Fils SPRL

956,397
ACCOUNT BALANCE

725,388
INCOME / MONTH

1,138t
Iron Ore
PRODUCTION

4,366t
Iron Ore
STORAGE

Mar 21, 2015



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Based on my experience, when a HOG comes out from Gogii Games, we are to expect either a real treat, close in standard to Artifex Mundi, or a complete waste of time that would make you pull your hair out with frustration. For *Voodoo Whisperer: Curse of a Legend*, I sincerely cannot decide what to say. It is neither of our expected choices. There are good things and bad things to say about this game, but they kinda even each other out at the end.

The curtain opens up to 1930s New Orleans, Louisiana. After witnessing a s\u00e9ance between a Voodoo priestess named Marie Leveau and her young apprentice Lillian, it takes a brief moment for us to understand what's going on. It seems that Marie Leveau and many other residents of New Orleans fell victim to a curse, and all hope rests on Lillian's frail shoulders to solve the mystery, save residents and confront the responsible villain. So, as an apprentice Voodoo practitioner, Lillian ventures out to do all that is expected from her.

The setting and background artwork are really interesting. Anecdotes specific to New Orleans are scattered all around and Haitian Voodoo culture is a great pick to make a HOG game out of. Character animations, on the other hand, are little more than illustrated blocks, moving as broken puppets would do. There is no lip movement to match voice recording at all. Characters just stay around to look surprised and mysterious while a mediocre voice acting follows during cinematics. Game menu can only be reached from the map, and the map itself is rather unnecessary since it only shows acts of the game, rather than usable places in an act.

There is little to no puzzle sequences: 2-3 matching games, a pipe game and 2 rotation games. There is no challenge to neither of them. That's about it. HOG scenes are pretty imbalanced too - 12 or so obvious items and 3 impossible even in a million years items - , with a favoritism for British vocabulary, rather than American. There is no cookie jar, yet there is a biscuit box. So be warned. One adventure element that I've come to like is Lillian's Grimoire: we collect recipes for spells and voodoo dolls that we have to gather items for, and combine them to cast a spell to progress. The Grimoire also contains some lore about Haitian Loa spirits like Maman Brigitte, Shango, Ogoun and Legba... and it all comes to an end within 2 hours. That's it.

*One fair warning: the ending is no ending at all. The game stops at a bad cliffhanger and declares "to be continued". Sadly, there has never been a sequel, and the development team parted its ways with Gogii Games. So there is little to no hope for Lillian's story to continue. There are tons of unanswered questions and irrelevant sub stories that get away without closure. As a side note, one whole act of the game is completely cut out in this version - *The Hotel*. The game progresses right down to the Bank after the Bar, and leaves already frustrating storyline with more holes. If you'd prefer the complete version, go to Big Fish Games to give this game a try.*

These are all common perils to HOG genre, I know. But it seems I've become picky after playing Artifex Mundi games. Considering

the story has huge continuation problems and the Steam version is missing a whole part of the game, I'll end up giving this game a downvote when I think of many elaborately developed HOGs with complete stories out there. Maybe I'll update my review in the future... come to think of it, maybe not.

Please also check out Lady Storyteller's Curator page [here](#) - follow for regular updates on reviews for other games!. Worms Crazy Golf is a super fun spin off title. if you ever wanted to play golf as a worm, this game is for you. Team17 still knows how to make really enjoyable games. dont listen to the negetive reviews.. Simple and fun game overall, but it still has some little issues. For example, it is really hard to click ur dead party member when you want to revive them, especially when you enemy surround you or step on your dead body. It is really frustrating when you cannot click your dead team member. Or there are some hidden way to click them, but I am just too dumb that I did not find the way. Anyway, it is a good game.. Cousin Okri thought Bardin's sweaty grey shirt was a bit umgak so he sent him some fashionable and practical armour. I can't believe this was developed by one person. Everything about this game is just mind blowing. Graphics, animations, physics, you name it! No snowboarding title comes even close.

NOTE:

It's been a while since any update news have been posted on Steam, however: this game is very ACTIVELY DEVELOPED. New features/tweaks pop every week on experimental branch and the developer is addressing any surfacing issues very quickly on Discord.

Highly recommended!. Very boring. Can't do anything at all, graphics are bad, nothing attractive to play. Do not ever buy this game.. A simple and funny visual novel. Artwork won't win any awards but decent enough. Worth the \$2.49 that I paid.

Overall: 7/10

Pros:

- + Somewhat interesting plot
- + Conversation choices can make a big difference
- + Multiple Endings

Cons:

- No skip/auto button
- No gallery of unlocked art/scenes or chapter select. Im not typically into dungeon crawler type games, but im having a lot of fun with this one and getting a lot more in a row hours than I thought I owuld from it. Its style is artsy enough to be unique yet simple enough so that you can have fun and use your imagination a lot with it. It has a great enjoy it if your casual but really get into it if you pour over teh details and get into it mechanics feel to it. Music could use a little more variety but other than that Im loving it so far. Plus you can be a werewolf! not enough of that in games.

9/10 it's about cars.. Great DLC but VERY challenging for a new party

Especially the brawl cause you can't use any kind of weapons and I wasn't prepared for that... This game is straight up a rolly platformer from the playstation 1. Would recommend if you're into rolling, platformers, playstations, or the number 1.. A family whose wardrobe was snuck off the Assassin's Creed set spend hours moping about loss while walking around three fantasy settings (and another on the backlot used in Silent Hill) solving non-challenging puzzles that aren't relevant to the plot.

Also, gnocchi is only served on Thursdays.

Rating: 5/10

A tragic misalignment of visual style and substance. If artistic rumination on depression, death and loss spark your interest, *Dear Esther* and *The Town of Light* do a far better job. But... it IS pretty.. By far the most fun Ubermosh so far, with each volume feeling like a slight improvement over the last. The only issue I've experienced is a slowdown (including the clock slowing for some reason..?) when there are too many enemies on-screen, which honestly actually makes the game easier at that point haha. Other than that, the animation feels more fluid than the previous iterations, and the same arcade gameplay is still solid.. While I love Night Trap, this is funny enough the worst version. The video is improved somewhat over the 3DO and/or PC version, although not HD. They changed the perfectly fine controls setup from the original game into needless, tacky, flashing lights. What's worse is the trap icon constantly flashes green and then red when it's time to set off a trao. The original had a easy to understand sensor bar. For someone like me that has red/green colorblindness this game is unplayable.. Asteroids clone with some very minor upgrades. Weapons upgrades persist after death, but reset at the start of each stage, which is frustrating. Get it on sale.

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