
Royal Bounty HD Download] [key]



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About This Game

Royal Bounty HD was crafted for the lovers of old adventure RPGs like King's Bounty (1990). You are an adventurer named Jim, just out of the island prison. How you ended up like this is unknown. You have no gold and no army. Angry Cell Guard is chasing your heels. What a difficult situation! Your first quest is get away from the maze and find a ship. But it is just a beginning of the story. Your road lies across four huge continents, inhabited by a variety of monsters. You are going to visit a desert, frozen lands, go through woods and towns, and in the finale meet your old friend, The Master. En route you'll have to earn money and gather an army to face him fully equipped. Nevertheless, you will still need a helping hand from Dragons.

- top-class pixel art
- true hardcore gameplay like back in the 90's
- 180 creature types in your army
- long plot featuring several endings
- tons of quests
- well polished user interface

Windows, Mac OSX, Android, and iOS versions are available at the moment.

iOS: <https://itunes.apple.com/us/app/royal-bounty-hd/id930361943?mt=8>

Android: https://play.google.com/store/apps/details?id=com.palmheroes.royalbounty_hd&hl=en

Please check out this excellent, extensive Let's Play review of the game! <https://www.youtube.com/watch?v=vqroxiodYog>

Title: Royal Bounty HD
Genre: Adventure, Indie, RPG, Strategy
Developer:
iosoftware
Publisher:
Hack The Publisher
Release Date: 10 Aug, 2015

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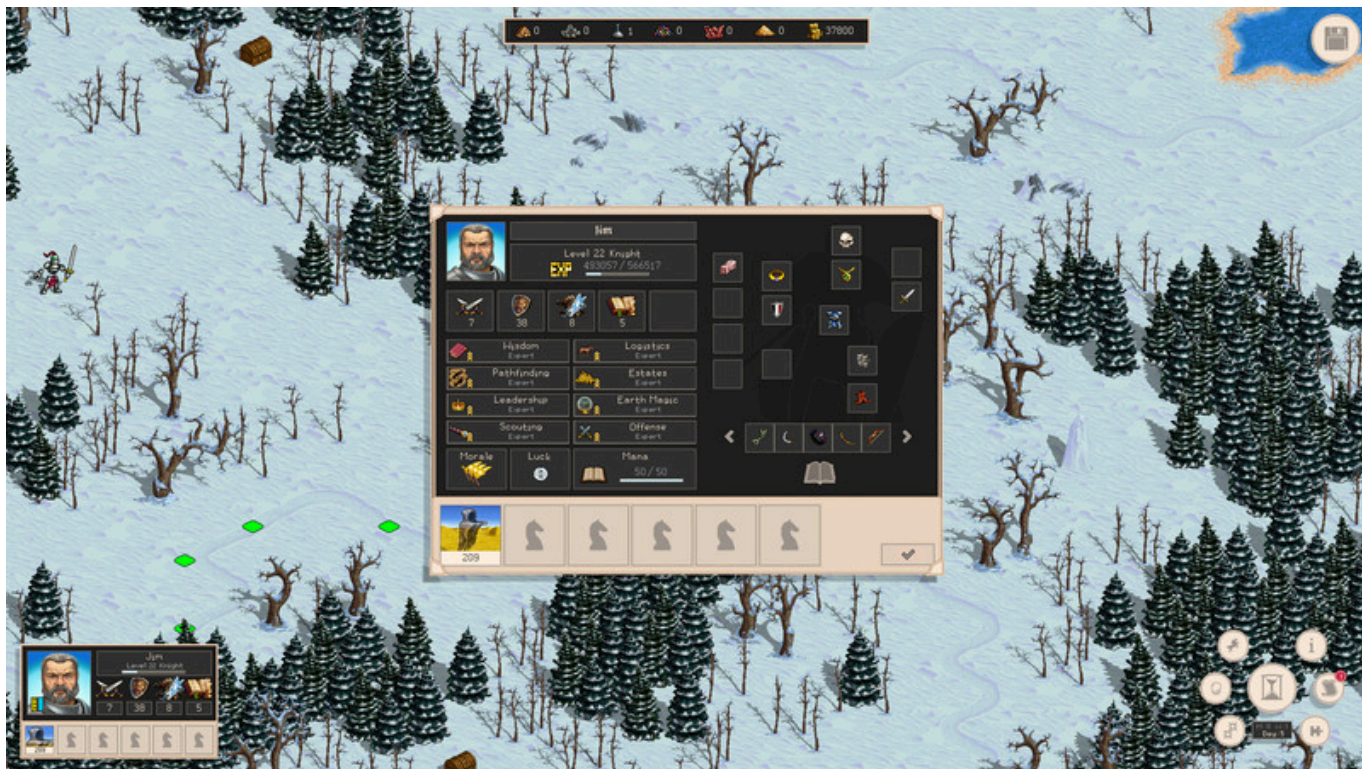
English,French,Italian,German,Czech,Polish,Russian



Chapter 10: Desertia



Sand armies



This game is broken.

The developer even admits to this on the forums after some searching that there are several bugs that the game has that cause it to be broken and plans to fix them in the future.

This is not a Kings Bounty game. Its a kings bounty-like. If that makes any sense and in that same sense its also completely the wrong build for what they are doing.

The developer argues that the game is "Hardcore" but hardcore also means this game is frustrating to a point where you can actually cause yourself to be put into a fail state in the game within the first hour of playing and have to go back to a prior save.

The game isnt fun and thats the biggest problem. It isn't fun. It works, everything operates everything works as it should (I guess. The developer says it does and I dont find it amusing) but this is the problem. The developer keeps saying "Oh its suppose to be hardcore! Its suppose to be challenging!" Its not. Its just frustrating to play.

Example:

Your character does gain any meaningful troops until unlocking a part of the map that has better troops. You must complete a quest to get money on a daily basis. When you do this you can afford the troops and then slay more enemies. In the game you can pick up treasure chests and gold, you can put the chests into either XP or gold. Not knowing you should actually pick the gold for a majority of the times in the early game you can render yourself too broke to buy new troops. If you wait to build the money all the troops on the map multiply and make it impossible to ever kill them because the stashes where monsters spawn from dont multiply so you have to wait and buy them weekly which isnt enough time thus putting you into a fail state and you've already lost the game.

This game isnt fun and that is the bottom line. Its just frustrating to play.

If you want to play HoMM or Kings Bounty they are available on steam and just put the money into those or go to GoG and get them there. The amount of replayability you can get from HoMM 3 and Kings Bounty is endless. This game I just feel cheated from enjoying anything.

The Developer is amazingly full of themselves as well on the forums so if you want to roll your eyes until your retinas detach just read the board.

Edit: Note to the developers I still dislike this game even after the fixes. It just isnt fun, its tedious.

Edit 2: After being told I suck at this game and I'm \u2665\u2665\u2665\u2665\u2665 by a white knight in the comment section of this very review I have discovered that this is an amazing game. 10/10 -IGN, BEST GAME EVER MADE -Kotaku, The Game to End all games! - Some guy on the internet who called me an idiot. I have discovered that through being called names on the internet that I should retract and play this old af game when other things released DURING THE STEAM SUMMER SALE! Oh man Royal Bounty really stands up to par! BOY HOWDY!!!! The review stays, this game still sucks.. Great game for fans of old school Heroes of Might & Magic or King's Bounty games. Has the same simplistic gameplay and charming graphics and music. The only disadvantages I can tell so far is the lack of any skirmish or MP modes and no minimap. Other than that I'm loving it!. TL;DR This is essentially a broken Heroes of Might and Magic II campaign, which starts out OK and goes terribly wrong and broken.

It could've been decent, and to be honest I did have a bit of fun playing it early on, but Royal Bounty has a few MAJOR flaws.

Monsters get exponentially stronger over time. Have fun taking out those 1,118,520 elementals with your 5,000 troops.

It is way unbalanced. On my first try I got a gold mine and ran around to stock up on money. Couldn't buy anything and, again, enemies got WAY ahead of me. Second try, I went for citizens units which give gold. Now I had way too much money, but still couldn't keep up with how strong enemies were getting. This is all on "Easy" mind you. Then I went with only ghosts, which convert all enemies killed into new ghosts... and suddenly I could auto-battle through every fight and get exponentially stronger myself. It's either unbeatable or incredibly easy/boring.

Finally, I could never for the life of me beat the final boss. They give you a fixed number of units to fight with, but take away all your stats which you worked hard to get. Your spells hit like wet noodles and you're basically useless.

I got it for like a dollar and got "more than my money's worth" in playtime, but what good is that if the end-game just \u2665\u2665\u2665\u2665 all over your face.... I love the King's Bounty series most copies made. This game is way too imbalanced.

As a veteran, having finished about 20 similar games with ease, I couldn't get through the basic areas on normal mode, so I switched to easy mode. And I am once again stuck an hour or two into it with everything being impossible to fight.. This could have been what HoMM2 was back in the days, sadly its not and instead give you extreme difficulty and no multiplayer/vskirmish.

6+V10. This game is essentially a reverse engineered Heroes 2 with something taken from Heroes 3 too (namely spell elements), in a King's Bounty style adventure.

It is a blatant rip-off. Everything from artifacts and treasure chests to hero skills and spells are copy-pasted or as I said, reverse engineered from Heroes 2 and 3.

It starts off nice though, and it has a heroes-like atmosphere that I liked.

Later the game goes to total troll mode; You basically cannot fight without ghosts, as the monsters on the adventure map will be around 10000 tier 7 units, like Titans or Dragons and such.

I did finish the game, as it is not very long.

I absolutely loved the adventure map graphics, they are well drawn.

Too bad rest of the game is basically stolen.

I want a new heroes game as much as the next guy, but seriously..

I don't know why or how they can sell this on steam, I think there should be lawsuits and such due to the fact it is so carbon copied from the early heroes games.

Never in my HoMM career have I commanded an army of 400,000 ghosts... 8/10. While the game might be worth \$5 devs asking for it, it's probably not worth your time.
It's not a bad game, just mediocre.

Pros:

- King Bounty style graphic and gameplay.

Cons:

- constant stuttering on autoturn
probably due to engine and interface made for both mobile and PC platform
- right-click is almost never used to see information about units, spells, abilities, you had to use double-click instead
- no information on predicted attack result on mouse-over the enemy unit
- no information on comparative strength of enemy group you encounter on worldmap
- story feels like copy-pasted from some random generator or written by 13-y.o.
- some loose ends in scripts at the beginning when you escape prison if you manage to kill the guard game fails to recognize it

My subjective feeling is that overall the devs don't really love this game for some reason and don't want to spend the time improving it.

. It's a cool concept, but the game is clunky, controls are unresponsive, the dialogue is abysmal, graphics/animations are choppy, and it feels like it has a pretty big learning curve (or it is just poorly explained and executed). Even for \$5, not impressed. The Good: Brings you back to the good old days of Heroes of Might and Magic 1 & 2, cost of the game is really cheap, and visually an improvement over Palm Kingdoms 2.

The Bad: Lacking in additional maps, other classes, other sources of mines (aka wood, ore, gem, etc.), and higher tier units that should be able to be recruited (aka Dragons, Legends, Phoenixes, etc.).

This game is a must play if you are a fan of HOMM and Kings Bounty type games.

Can't wait for their next game, Palm Kingdoms 3!!!. This is going to be the third or fourth time I've quit this game. If it isn't played in the proper manner, there is no hope of efficiently advancing. This kind of setup isn't what facilitates the "having fun" part of a game.

The main factor in this is the perpetual growth of units in the static mobs in the world, which continue to climb in numbers while you struggle to grab every unit you can from the population-capped habitats. Just running around gathering units advances time too much, resulting in even larger stacks you have to fight.

This could have been largely mitigated by eliminating the pop-cap on all habitats, so we can buy more than 22 peasants or 8 regular units per obnoxious length of travel time to get there. It's set up as if we have castles that generate resources for us to buy units with from in-house creature dens.

In conclusion, unless you play the pre-destined railroad determined by the developers (read: official walkthrough), then you're really not going to have much fun after a number of weeks have passed.

Good luck getting those trapped paladins from the Mages if you don't run there almost immediately during a speed run. :). No skirmish mode, no random maps, nothing more than a "memorize the correct steps" bare-bones campaign mode. It's not even worth it on sale, as I found out to my chagrin. If you played the original King's Bounty long ago like I did then this game should have a thumbs up and it is for you. I enjoyed it more for the memories than anything else.)

For everyone else it is a thumbs down. It is too rough around the edges and has some bugs/issues and is too primitive to recommend to someone who never played the original game. I am a huge SRPG fan. Great or terrible, I'll give a game a fair spin. That being said, I don't understand what was going through the developer's mind when they created this game.

Royal Bounty honestly feels like a Heroes of Might and Magic 2 scenario that we've been duped into paying 5 bucks for. This game uses the same or extremely similar engine and you control one hero. While this engine marginally works for an explorative

rpg, it was really designed to be resource management and tile strategy. This becomes apparent as the leveling up of your hero does practically nil. On top of that, the units do not level up. So fighting in a way only atrophies your army. Unless you are playing perfect (not just great) even minor losses will stack up.

The Ai is ok but nothing incredible. The fights are won or lost right off the bat. It's practically all about who has the bigger army. I suppose you could carry rogues with you the entire game and just scout what the fights are before hand. Fun. Alternatively, you can just mindlessly wonder your hero around for days, months, years just letting him passively collect income. You will earn approximately one unit a turn/day. Then your army will be able to storm through a couple fights before getting chiseled down and needing to repeat the cycle. I say this because the fights carelessly and randomly alternate between maybe half a dozen peons to literally hundreds of enemies comparable to your few elite soldiers.

The still screen artwork is actually really nice, as is the card artwork. The first introductory jailbreak scenario works. It is only maybe 15 minutes and one fight long, but this is the format the rest of the game should have followed by railroading the player and providing armies rather than making you brute force the system. I don't know if the story progresses into something memorable as I only have five hours of game time logged. It's pretty forgettable as of yet. Another huge test of your patience is the movement of your hero. He will stop REPEATEDLY. You will click for him to move and this will queue up movement footprints. Then you need to order him to move again by clicking again or pressing space. The problem with this movement check is the hero will stop again midmovement for day changes or text pop-ups. Sometimes he will stop for no reason at all. When you click again for him to move there is a long pause and you will not know if the computer is processing the move or if you will be waiting for eternity for the character to move. Repeat this process one million times.

So only go for this game if you want a really campy walk through a Heros 2 scenario.

Edit:

I put a great deal more time into this game since my initial review. I don't know that the game works perfectly as an open campaign, but the developers have been putting big things in the works. After some grinding I was able to get a pretty serious playthrough of this game, albeit hammering a pretty serious exploit.

It still stands that I love the artwork. The controls are a pinch clunky. I hope they chisel an inventive game out of this old style engine.. It's a bit rough around the edges, but I'm loving it so far.

If you ever played the old King's Bounty game that shipped with the first Heroes of Might and Magic, and wished a second King's Bounty came out with HoMM 2's graphic style, then this is what you'd been waiting for.

Pros:

- Gorgeous retro graphics and animations
- Turn based strategy battles that harken back to KBV/HoMM games
- Huge variety of fantasy creatures to recruit and fight
- Levelling system isn't complicated whilst still giving you enough control over your knight's growth

Cons:

- In the English version atleast, a lot of the quests and tips are poorly written. It doesn't interfere with the gameplay but it does detract from any immersion.
- Sometimes lacks intuitive controls and tooltips, like using the space bar to skip a turn or hovering over a button to see what it does.. I run a [Heroes of Might & Magic fan game site that has a long ever growing list of games similar to HoMM. Palm Kingdoms and Royal Bounty HD had sat in my list for a long time but I just hadn't got around to playing them. However when I recently found out that iosoftware had released Palm Kingdoms 1 & 2 for free I couldn't resist trying them out. I was so blown away and had so much fun with them that I went and bought their Royal Bounty HD here \(not knowing whether it was good or bad\) out of gratitude for the joy their Palm Kingdoms games had given me. Thankfully I was not disappointed!](#)

[Like the Palm Kingdoms games Royal Bounty HD has a very HoMM2 look and feel to it. The races are setup very similarly \(eg 6 primary races = Knight, Warlock, Sorceress, Wizard, Necromancer, Barbarian and a 7th bonus Viking race unique to the PKVRBHD universe\). While you could control these races in Palm Kingdoms the whole castle management system is dropped](#)

[in Royal Bounty HD for a more classic King's Bounty style RPG adventure. So people looking for a more HoMM strategic castle conquering game should try Palm Kingdoms 2 instead and also keep an eye out for the up and coming Palm Kingdoms 3. Those who are looking for a short fun retro adventure set in a very HoMM/King's Bounty style game world then Royal Bounty HD is definitely worth a try. Despite being an OCD player who has to find & do EVERYTHING I was able to polish the game off in about 2 days \(roughly 14hrs of gameplay\).](#)

[Royal Bounty HD also has significantly upgraded graphics from its Palm Kingdoms predecessors, everything appears about 4 times bigger and detailed, from the looks of things these new graphics will be used for the up and coming Palm Kingdoms 3 which I'm very excited about! RBHD also adds HoMM5 style alternate upgrades to nearly all units in the game \(eg a Paladin can become a Templar style Crusader or a golden Holy Warrior \) adding a very fun extra layer of depth and unit management \(you need to complete chapter 1 to gain access to the upgrades\). Once again it looks like these upgrades will be in PK3 as well so I'm very excited about playing a strategic castle conquest game with HoMM2 style units that have HoMM5 style alternate upgrades.](#)

[By Chapter 3 things may start to feel a bit repetitive and grinding however iosoftware came up with some interesting ways to keep things interesting as Chapter 4 is filled with hire-able Ghosts and all the best units in the game trying to stop you \(Phoenixes, Black dragons, Thors \(Titans\), Cyclops's etc\) while in chapter 5 your hero is separated from his army has to explore a huge Arabian style city on his own trying to get help from the locals in the build up to the big final boss fight. So if you feel yourself getting annoyed and bored by chapter 3, fear not, I was able to wrap up 4 & 5 in a couple of hours as it's a pretty short game. If you get stuck or wanna speed things up just use iosoftware's official walkthrough here on steam.](#)

[I'm a bit disappointed when reading some of the negative feedback here as I think some people are forgetting that they only paid a few dollars \(basically 1 measly drink in a bar\) for a game that took years upon years to create that has the races, units, artefacts and adventure map buildings of an entire HoMM game. Paying a measly couple of bucks for an obvious indie/retro/short game and then trashing it for not being a big AAA game is kinda idiotic. A few people are also complaining that the game is too hard and the lack of manual & tutorial options makes is unfriendly to people who've never played KB/HoMM. I can understand that and at the very least there probably should have been a nice shortcuts/help screen \(accessible via the main menu\) implemented that tells players all the keys \(eg Ctrl + & - to zoom\) and some of the core basics \(eg what all the days, hero stats, map objects & movement mechanics are etc\). Palm Kingdoms had a tutorial but I'm guessing that was dropped from Royal Bounty HD to not spoil the game start story elements. Personally I simply recommend that you watch a youtube video as that can show you in about 5 minutes how to play the game. I've made a few below that show just how easy it is to complete the first chapter even without visiting lots of the cool stuff in the forests away from the roads. After watching it you'll probably find the game too easy and will need to up the difficulty level haha. :P](#)

[My only real complaint is that steam achievements aren't working at the moment however fortunately I don't really care about that stuff much lol! Some people do so I thought I'd better mention it. I'll remove this complaint when fixed. :\)](#)

[Royal Bounty HD - Part 1 Video: Introduction, Prison Break, & Chapter 1 Forestria Beginning.](#)

<https://youtu.be/5tiAdG6J5so>

[Royal Bounty HD - Part 2 Video: Chapter 1 Forestria Continued.](#)

<https://youtu.be/5asf7Fol7Ws>

[Royal Bounty HD - Part 3 Video: Chapter 1 Forestria Final Stages, Cool Unit Upgrades, Chapter 2 The Lost Scroll Teaser, & Peasant Upgrade MEGA Money Making Trick.](#)

https://youtu.be/5tIOM_bl_z0

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