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About This Content

Crusader Kings II: Sons of Abraham is the fifth expansion for the critically praised strategy/RPG. Gameplay focuses on the Abrahamic religions; Christianity, Islam and Judaism.

Get your bishops appointed cardinals and tap the might of the Papacy, borrow money from the Knights Templar and send troublesome relatives off to live out their days in a monastery. Sons of Abraham also introduces the Jewish religion and allows you to recreate the Kingdom of Israel and rebuild the Temple in Jerusalem.

The expansion for the critically praised strategy/RPG Crusader Kings II explores one of the defining periods in world history in an experience crafted by Paradox Development Studio, the masters of Grand Strategy. Medieval Europe is brought to life in this epic game of knights, schemes, and thrones.

Main features:

- Control the Papacy through the College of Cardinals
- Ask the Pope for money and favors

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- Play as a Jewish lord and restore the kingdom of Israel
 - Interact with the Holy Orders and see their influence grow
 - Pick sides in Islam as a rationalist Mutazili or an opposing Ashari
 - Retire troublesome courtiers to a monastery
 - Go on a pilgrimage to one of the holy places
 - Experience hundreds of new religious events

Read More: <http://www.crusaderkings.com/>

Title: Expansion - Crusader Kings II: Sons of Abraham

Genre: RPG, Simulation, Strategy

Developer:

Paradox Development Studio

Publisher:

Paradox Interactive

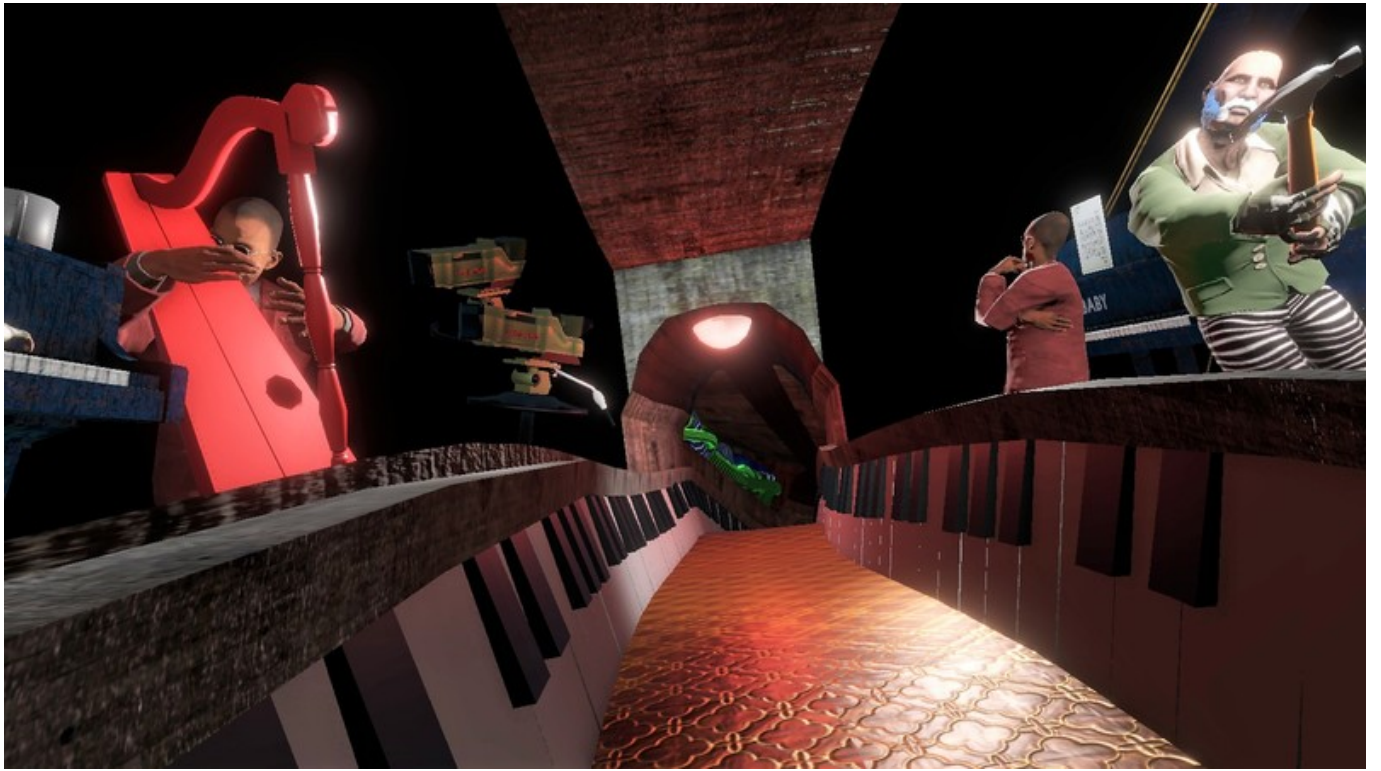
Release Date: 18 Nov, 2013

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English,French,German







Fairly simple game, definitely not over price. They introduce you to each new concept and tool slowly so you don't have to worry about getting lost. Unfortunately its simply boring. Each level only appears to have one "proper" way to complete. I say proper because levels eventually have bonus objectives but those are basically just for you to try for a "perfect" run through. If you're really curious you can pick it up, and not worry since its so cheap.. This game is pretty fun, at first everything you do is taxing on your body, HOWEVER that's what leveling up is for! You can level up certain stats that allow you to make certain chores easier on you, such as holding items (which all have weight), chopping wood, fishing, farming, and also hunting! The game has some bugs right now such as animals having superspeed quirks, but aside that minor issue the game is great even as an early access! It just needs more content, which i'm sure they're already working on.

The game does a good job giving you a simple and fast tutorial using a small amount of text, which surprisingly explain all you need to do. Plus these quests give you EXP so easy level up, and makes the journey early game easier.

I think the beginning quest for potato seeds should be changed however, I completed the quest once, but when i did my second playthrough i literally spent a whole hour looking through cars looking for potato seeds. I had 7 carrot seeds and 8 turnip seeds and had found no potato seeds within that hour. I think the quest should be changed to any seeds xD. Great soundtrack, includes the music missing from the normal OST. Mixed feelings about this one. The presentation is good, nice graphics and music, with tolerable voice acting and limited animation. The story is original and interesting, too.

The areas are very interactive with hot zones that simply provide amusing commentary. There are also a lot of locations with very little backtracking.

A nice little extra is that you can buy items to decorate a back yard with halloween items.

However, this game contains extremely illogical puzzles that are almost unsolvable except by trial and error. On several occasions I simply had to use the hints button to progress and even then I remained stuck until I just tried everything on everything else to proceed.

It also begins to suffer from bad translation errors near the end, possibly because playtesting didn't get as far as often? ("Watter pistol" etc.)

What's worse, is that in some of the later hidden object puzzles in this game the descriptions and the item you need to find simply do not match up. Example: I need to find a knife, but none of the knives register. Instead, I needed to click a trowel as shown by the hints button.

That's why I almost wouldn't recommend this, in a HOG you cannot lie to the player like this!

Yet the game does show a lot of care in other matters and is worth a playthrough. Overall therefore a careful recommendation.. I luv this game! Very very spooey :-). this game is a masterpeice beutiful. I cannot describe it, like words cannot describe it, it is too good. the emotions. the sleep deprived emotion of the monkeys trying to defend their land from the balloons. using every last chalk of enegery they have. blood milk and water. I cannot count the ammount of times I had to turn of my computer due to pure stress and anxiety that the balloons would over come the defense lines of the monkey children. it reminds me of the 10 years I spent over seas in africa, defending my penal cavity from the thristy african women and my anal cavity from the ejaculant deprived african men. its tough out there. 100 slime salute for my fallen apes and africans ('-')7. A super fun platform with lots of clever levels! I found the world and characters to be incredibly polished! Just finished my first run through and going through to collect all of the items I have left!. I've read little of the original stories from Conan Doyle but this game does get the feel of them. Less puzzle loaded and more clues and plot oriented, the game helps you keep track of the case by reviewing the main topics discovered at the end of each day. Also, the backgrounds are imensely developed, and so are the voice acting and speech of the characters. What a change from the shabby Mystery of the Mummy.. To put it bluntly, Shattered Planet is one of the worst Roguelike I ever had the displeasure to play and it's not worth the price at all, even considering this is the first game made by Kitfox, especially when they straight up abandoned it, leaving some items impossible to collect (making 100% completion not achivable if you are into that) and not fixings LOTS of bugs and glitches that plague the experience, either by being a minor annoyance or outright impeding your progress

The premise of Shattered Planet is that you, the clone of a space adventurer, with the aid of your space crew, that is made by the

huge number of one 'nother alien guy, must travel to the now shattered planet of Earth to find a cure to a space disease known as "Blight", which there are currently no ways to treat it.

Sounds like an interesting plot right? Well, I hope you weren't looking forward to know on how it unfolds, because simply, it doesn't.

There are a total of 5 campaign you can pick from: a daily challenge, the main exploration mode and 3 story-based "dungeons" presented in a quasi-episodic format, but none of them bring it to a satisfying conclusion, meaning that the whole thing is left completely unsolved, and the search for the cure becomes nothing more than an excuse for there to be a game to begin with.

The game doesn't even bother to give you lore or info through flavour text, item descriptions or dialogues, in fact it just keeps and EXTREMELY obnoxious "humorous" tone that is probably meant to take the edge of your dungeon crawling, but comes across as uninspired at best and cringing at worst.

Not even the main mode of the game bothers to answer any question the player has about the universe of Shattered Planet, just dropping you in randomly generated "dungeons", which are made by the floating layers of the destroyed planet and telling you to scout as far as you can.

Now you might be thinking that there might be an ultimate objective to reach at the end of exploration mode (the main attraction), that while it doesn't conclude the story at least it might make the player feel rewarded at the end, having managed to best the game by completing a run, which was what I was thinking as well.

Problem is... There is not even that, the main mode is BLOODY ENDLESS!

That's right! You cannot win at all, the game was designed to have an arcade-like progression: get as far as you can so that you might get a new record once you die.

This, at least for me, completely defeats the point a Roguelike: what's the point of playing a game where you must travel to complete an important quest if you do not actually undertake the sodding thing?

This just ends up making the whole game feels aimless, not helped by the sorest point of the game: the progression.

In the early game the odds are completely stacked against you from a numerical stand point: you start the game INCREDIBLY weak, with poor stats all across the board, and very limited ways to improve them during a run. You are set up for failure at the start, and no matter how savy and how safe you play, you won't make significant progress, because all enemies hit ludicrously hard, are incredibly precise with their attacks and hard, if not impossible, to side step.

Which means you are forced to do babysteps to collect currency to power yourself up for future runs, as while you lose all items when you die, you keep your currency. There are two types of it: crystals used to buy consumables, weapons, armour and companions before a run, and scrap metal used to improve your stat and skills and buy items *only during a run*, crystals are not used while you are exploring.

Unsurprisingly, the usage of both currency is flawed as well: with the exception of "pets" (which are VERY useful because enemies tend to prioritise them before you... Even though you are not allowed to control them directly or giving them orders making using them effectively rather cumbersome and frustrating) all items are randomised, which makes the whole pre-run shop COMPLETELY pointless because you cannot pick the stuff you prefer using over others. It's nothing new that RL give you a randomised inventory before a run, but forcing you to grind currency for it is just both stupid and a waste of time (much like the rest of the game).

As I mentioned before, metal is used to improve your stat and skill before you start exploring (and every playable character has a different special skill, that has limited charges but doesn't use a turn when activated), and by improving your stats you also gain a level, as there is not experience system or anything here, so the level of a character really doesn't matter beside giving a general idea of how strong they are. The issue with that is that you can ONLY do that before you start a run, which means once you are in the "dungeon" you cannot permanently upgrade you at all until you die and come back (or just complete the run if you are playing any mode that isn't exploration). This basically means that the main gameplay loop is: buy crap, start a run, die and repeat step one over and over and over until you just throw up your hands and disinstal the game out of sheer disgust and boredom, and the game doesn't provide enough variety to prevent that from happening. Even worse, the Clones do not share the progression, which means you are forced to grind stats for each of them, and if you focus on only one you risk outleveling the others to the point they become useless! This could have been easily fixed by making so that all characters shared the same stats (as they all have the same amount at the start of the game and when you unlock they all start at level 1) and levels and making you only pay separately for their skills as they are all different, but instead the developers decided to artificially lengthen the game turning it in a chore of a grindfest!

You can improve you stats temporaly during a run, either through buffs that eventually burn out, or semi-permanently stat increases through special events that last until the end of the run, but, as the rest of the game, are randomised and obtained

at irregular breaks, so you cannot rely on them

And now, as for finally the game itself and the overall gameplay I can already tell you it says a lot about the overall product when I can say more about the mechanicals aspects of it than the actually ruddy game: it's really just your bog-standard roguelike when the objective of every level is to find a teleporter to pass to the next one of throw yourself off the layer you landed to get to the next in exchange of losing a good chunk of health. Enemies are uninteresting and uninspired, only getting harder to deal with not by showcasing new moves, powers or tactics but by just having more health and dealing more damage, most weapons act the same beside few exception, armour just provide you with passive stat increases, some buffs and resistances (which are pointless because like only one enemy type each or two use elemental attacks).

There are also randomly coloured fluids in a bottle, which acts like potions in most games of this genre: have a randomised appearance and bestow a different effect in each run.

The most noteworthy mechanic in the game is probably the blight itself: it infect the starting square you land in, starts spreading to others and grow, eventually dealing damage to you (not to your pet), destroy items laying on the ground, generate hostile monsters that never drops items and exist just as a deterrent to hang close to it, corrupts other enemies that step on it making them more aggressive and dangerous and eventually overtakes the whole level... Unless you have a shovel or an explosive weapon\bottle and make the starting point blow up, sending the boxes around it fall down, basically quarantining it, or using a weapon that makes you immune to the plague, basically removing a gameplay element altogether

In conclusion: this game is bad, thank you for reading. Good new companion(s), good quest, good race, good class, and more content to increase the greatness of an already excellent game. More than worth the asking price for me.

It's okay, i guess.

It's an average tower defense, where the goal isn't to try and find a combo of towers that can defeat anything. The goal is to just sell what you had previously to match your defense to whatever enemy is coming out next round.

For example, If there is a bug type next round, you buy towers that are good against bug types, etc, etc.

You won't have to worry about economy though, everything sells for what you bought it at, including how much money you spent on it via upgrades.

Overall, just a simple TD game, nothing too special, but for the price it's at, it isn't too bad.

6.5/10. fun game predator is really fun to play with also the alien but playing as a marine is boring as hell they should make a openworld predator game that would be really fun. Buy it now.. This is a very \u2665\u2665\u2665\u2665\u2665 game. Adds plenty of grimy buildings but also some nice looking ones too.. Oh, what a lovely game. I won't tell you what it is about, because I do not want to spoil that feeling you will get when you watch the plot unfold, as you play. I will say, it is an adventure game, and I loved every minute of it.

It is sweet, but not too much, it is funny, quite funny, I cared about the characters and I cared about the world. I thought it moved at a good pace, it had clever devious puzzles, and best of all, it had a really good built in *hint* system. *Yes, hints. Subtle hints, that one could get more and more of, as they needed them.. The golden weapons are the only clone weapons to be designed very well. Its not a simple recolor like those awful neon weapons. The base texture was remade (as in no sign of damage, scratches to the gun), designs were more though out and they added a new layer to make them SHINE! Their HUD icons are even made yellow instead of the traditional red.*

Id recommend buying these. There is no need to be butthurt just because "they are reskins", these are optional and profit of these DLCs help fund KF2. The only reason to complain is if the reskin was lacking in quality, which these beauties definitely are not lacking.. Feels like a knock off early beta 3D attempt at Space invaders? I don't know what this is really .. A fun game for anyone looking for something lite. The controls feel nice and I love the art design.. A small game, that isn't very special. It's still a fun little game to work on and progress through! If you were thinking of getting something on Steam, maybe consider this game!

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