
Ravenmark: Scourge Of Estellion Activation Code [Xforce Keygen]

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About This Game



Upheaval and chaos approaches the ancient Empire of the Raven.

In the world of Eclisse, the ruling Empire of Estellion is besieged by a scourge of embittered zealots from the swamp nation of Kaysan, erased from history by the Empire's hubris. As the Empire struggles against nigh-endless invaders and ruthless political machinations, its heroes must fight to restore the banners of the raven... Or fall to the Scourge of Estellion.

Ravenmark: Scourge of Estellion is a turn-based wargame, where strategic troop placement is essential to success. Battles employ a dynamic "we-go" system where the actions of allies and enemies unfold in a simultaneous battle phase. As a result, commanders in Ravenmark are forced to think ahead, anticipating all movements of their enemies instead of just reacting to them.

Character traits, active abilities and tons of unit statistics come into play in Ravenmark, and have to be assessed and used in the best possible way. All of these are beautifully accessible in the Ravenmark Codex, where you will be able to learn about the different characters and unit types, as well as the deep and rich lore on which the game is based.

In Ravenmark, you are free to choose your own formations. Making proper use of the unique systems for command will be of vital importance to achieve victory! Will you align your pike formations into a single battle line for easier command and better frontage? Or will you keep your formations small and flexible? This is just one of the many choices you will face while fighting your way through your many battles!

Features

- Rich story-driven campaign: Take command of Calius Septim and a dozen other commanders as you fight your way through the beautiful world of Ravenmark
- Innovative "WeGo" game system: Anticipate all moves of your enemy in order to counter them effectively.

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- Limited command: Decide which troops to order around when you have more of them in your force than your leader can deal with.
 - Standing Orders: Harness A.I. assisted commands that persist across multiple turns and reduce the complexity of micro-managing large armies.
 - Flexible Formations: Group up to three units of a kind into a single Formation, which provides special abilities and buffs to overcome foes with.
 - Explore the Codex: Delve into the richly storied cultures and history of the various nations, characters and locales encountered throughout Ravenmark.

Title: Ravenmark: Scourge of Estellion

Genre: RPG, Strategy

Developer:

Witching Hour Studios

Publisher:

Slitherine Ltd.

Release Date: 10 Sep, 2015

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English

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If you want strategy and tactics with formations of medieval battlefield - pick Total War.

This game has close to nothing in comparison. Every battle is a pre-made scenario in which your troops positions at the start is a complete and total fustercluck.

If you still want to give it a try for some inconceivable reason, keep in mind these things:

- Formations of 2 units suck
- You have command limit. enemy does not
- If you told troops to pursue, they will pursue that exact unit, not a formation\group of units; if the unit you told to pursue is (usually via sudden critical strike) dead, your troops will just stand and do nothing like complete \u2665\u2665\u2665\u2665\u2665\u2665. Because battlefield is obviously a place where you just stand and do nothing.
- There is no strategic layer. You just fight one battle after another.
- Every battle is stacked against you. Every. Fraggin. One. (remember what I said about positioning?), and since there is no strategic layer whatsoever, there is no way to fight a battle in even somewhat favorable conditions.. I suggest the mobile (iso) version of the game over the pc version.

Why? one of the coolest features was in battles when two units fought you would get a neat cut in of both units art work (kind of like advance wars) however in this version rather than giving an option to turn it off they opted to take it out completely. Is this going to ruin the game? No, but as someone that has played both versions I feel that this version has lost some of the aesthetics charm that made the mobile version great.

HOWEVER

If you can get past the changes that were made for the pc version then your in for a real treat the gameplay\story is pretty good and worth a go.. First things first : it's a tactical game, it has no strategic layer whatsoever. You are facing predetermined set of tactical tasks to solve, with abundance of story and lore in and between.

Pluses :

- + Polished. Works as it should, no crashes, glitches or errors at all.
- + Variety of scenarios. There are lots of different battle situations, including sieges, ambushes, survival, chases, 2-vs-1, terrain hazards, you name it.
- + Difficulty. Technically two difficulty levels present, Easy and Normal, but to get more achievements you can complete additional mission tasks, a-la Hard difficulty. It's very finely tuned and absolutely doable, but require certain planning and "save/load" trick in tight spots.
- + Writing. Lore itself is young adults dark-ish fantasy mashup, with steampunk and the dwarves and of course mad zealots. But it's exceptionally well written, with great attention to dialogues and the lore. Ravenmark is a joy to read!
- + Sheer amount of content. 59 missions total, that's a whole lot of gameplay.

Minuses :

- Production value. Yep it's a mobile game port, but still, oh how many times during the game I wished for some animation, voiceovers, etc.
- War isn't over. Not exactly a cliffhanger, but finale leaves you craving for the sequel, and there's none at the moment. :(

If you like to solve tactical puzzles Ravenmark definitely worth a try. Rich fantasy storyline included.. Little, yet not too small fantasy tactical game with turn-based combat. Quite enjoyable for some time, just not take it too seriously, like an AAA-project. It's obviously not.

Well, it looks cool enough, it plays cool enough - for some time given. The way I see things - it's worth its price. Especially with some discount or bundle. All the negative reviews comes from one major misconception, tied with the store tags for this game. It is not a RPG for one bit, and it is not a strategy game, but rather a tactical one. More to it, it's a mobile port, which means Ravenmark

kinda simplified by gameplay, when lined with some obvious PC strategy top-sellers such as Total War. Yeah, there is no for any strategic impact, you do not call shots on the global map, or choose anything between missions. You just start a new map, with some units and some tasks given, win the day, and go for the next map. Sometimes during the missions, sometimes between them, you watch cutscenes, which are revealing the story, and other small things, like characters motivation or some game hints.

Talking about lore and story, it's kinda nice, by fantasy standards - if you're really ready to pay any attention to it. If you're a "skip it" kind of guy, I don't know why you're still reading my review! Anyway, to get things going smoothly for players who don't like to actually read and get into things, there are cliches! So, Ravenmark is basically some early-medieval state, based on the Roman empire, with legions and such. They march through some wilderness, messing with some locals, who are looking much like the Celts from known history. But then, the Ravenmark getting some major problem from another empire-size state, which seems much teocratical and based on magicka-users. Oh, yeah, there comes magic! And elves! And even some "greycoats" with rifles, who seems much gnome-ish to me.

But enough with lore stereotypes. Let's just say it's story-driven turn-based game with some units of different abilities, with typical weakness square "sword beats pike, pike beats cavalry, cavalry beats bows, and bows taking out the swords". You can assemble some columns of units, for more control or brute force, or use those units separately, to take advantages of mobility, flanking and using various terrain features. There is some challenge to beat the map tasks faster and cleaner - to get usual mobile "3 stars" and all achievements in the end. Or you can just switch on "daddy's little girl" mode, like so many impatient and inflexible low-skill players do, take some beating from AI, scream and downvote the game for being "too hard".

Like I said already - the game is good enough for the price given. To enjoy it, you're supposed to patient, ready for turn-based tactical planning type of player. The story is also good enough, again, if you're patient and able to actually read and delve into. On my usual grid, it's somewhere like 7.3\10. Could be better, if the challenge wasn't always about speed and casualties, but, we eat what we can gather. There's always some lack of good turn-based games, and this one is certainly on the right side.. good concept. Got bogged down a little, maybe because it seemed a bit repetitive.. A quality port of a quality tactics title from devs who clearly enjoy tabletop gaming, tied together with a fantasy soap opera. Not an RPG though, it's a string of simultaneous-turn-based scenarios.

They're honest about what they're selling and give a meaty enough campaign here that the parsimony of some reviewers is inexplicable.. Simple, but fun and challenging. Nice story. Good game.. god damn this game is good.

Real tho, people leaving bad review only because of the low rpg aspect. Yea, you don't gain lv, but you should not see this game as fire emblem, but way much as advance wars. Leader have special capacity and the rest of the unit are generic you command.

i'm at chapter 3 now, and i must say the game do not lack of tactical depth. Some mission are easy, while some have those "wtf how i'm suppose to deal with this" moment and then you use your abilitie and you survive... barely :)

IOS or not, this game have a indie pc quality to it. UI is fine and never felt out of place or "supposed to be touch only"

The story is actually decent on top. Gameplay is finely balanced and is really fun to play. it a nice turn base squad rpg. The strategic aspect is there --as to where to replace your unit, where to choke point the enemy, when and when not to sue formation or break them, when to use ability, when to rest or when to pursuit.

everyone whining down there are people expecting a open world rpg with sidequest ,base building , character progression , godlike story and i don't know what. This game is exactly what it suppose to be. Maybe think of this game as a small visual novel with advance war gameplay and more?

Anyway , don't listen to those brat. This game is great and if you can get it on sale, worth every damn petty you spend.. Ravenmark is one of these solid games which get more disapproval than they deserve. Considering the price tag of 14,99\20ac it certainly delivers a fair amount of fun and some hours of highly interesting battle scenarios to a fair price.

The story is solid and you get the feeling the Devs put their heart into it. It certainly has a fair amount of stereotypical characters which use their own repertoire of catchphrases and lingual oddities, which certainly isn't everyones taste and seems to bug some people the wrong way. But overall the story has depth and some interesting developments, believable character interaction as well as some serious meaning to ponder about. I for one certainly enjoyed experiencing the campaigns and consider the storytelling to be the

strongest part of the game experience.

The beautifully hand-drawn battle environments and intermission scenes sure do their thing to put up atmosphere.

Then there is the gameplay:

Well, it is NOT Total War. It also did not copy the state-of-the-art other turn-based strategy deploys, like, for example, Zone of Control. It has its own set of rules, and gets pretty harshly judged on them in some other reviews.

However: I believe it works very well with its own rules. Having the limit, for commands you can give, surely seems unfair, considering the same restriction does not apply for the enemies. However: It adds another layer of depth. A question of priority. You have to think carefully which elements to deploy and which to save. The AI does not have the restriction for commands, but it has the inherent problem that it is a simple AI and is therefore somewhat predictable. Some elements just won't need commands, as they fight themselves when engaged or by ranged combat. The combat system also awards planning ahead with the four available standing orders like "advance" (move forward automatically each turn) or "pursue" (hunt down an enemy unit and ignore everything else). It also defines the interesting decision when to put units together into formation to move them with less commands and when to split them up for single action. From my experience there won't be a lot of idle units if you play smart, and apart from the early phases of the game you won't need more than those 6 commands per turn (likely even less).

Then there is the utter lack of progression: No, you do not level your units, you do not gain stuff, you do not build stuff. You sit by, get a story told, get units and characters set for the next scenario and fight out puzzle-like battles to take part in their adventure.

It is a story-driven linear experience. So what? Last I checked not EVERY game needs to be a sandbox game or needs to stuff your face with goodies to be legitimate. (Not that I don't enjoy sandbox games or getting stuffed with goodies... >..>) The scenarios are diverse enough to keep the whole thing interesting. At least if you didn't search for a sandbox-game.

Bottomline:

Solid experience with a good price<->game ratio. If you do not expect more than a good linear story of some individuals which get caught up in war, kings, queens, nations and duty, with interesting battles in between, this is just your thing, and I'd definitely recommend it.

A very pleasant fantasy setting to put your wargame in.

You move blocks of units in a grid based system while using the abilities of your 'heroic' commanders which are attached to certain units.

The game has many chapters, good troop variety and a cast you'll grow attached to it.

It's miniautre wargaming meets Fire Emblem... and I like what I got!. Disregard the Strategy and RPG tags, this is a turn-based tactical game in a fantasy universe. Literally, there are no strategic or role-playing choices to be made, just a series of different maps. It is however a pretty good tactical game and I find it to be quite enjoyable, but don't expect your actions to make any difference in the campaigns.

What breaks it for me is the price. It's just not worth 15 Euro. Make it half that and it's just slightly overpriced.

Also, it's painfully obvious that it's an iOS port, with graphics, sound, UI and tutorial you'll recognize from iPad games.

Edit: After playing some more, I grew tired of the cutscenes (they just kept coming, and new characters involved all the time). I guess the "story rich" tag is correct, but the story is not interesting enough to bother to follow.. Surprisingly fun and not even that bad of a story. Just don't expect anything groundbreaking or intense tactical play.. This wouldn't be a terrible game, if not for the incessant loading to a cutscene, only to load to yet another cutscene, and sometimes, to load to yet another cutscene. If the cutscenes themselves weren't so awful, that wouldn't be as big of a deal.. I couldn't get into the game. There were too many characters, locations, and events introduced to the player too fast for the player to understand what was happening in the story. I thought the formation mechanics were hard to manage. Units take turns in a numbered sequence but the UI does not do a good job of presenting this.

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