
GoK Free Download [key Serial Number]



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About This Game

Game of kingdoms - the war of the Haze with the forces of the Alliance and the Lords of the North.

Plot

- Ten centuries have already passed since the Alliance forces and the Lords of the North started the war. For millennia, two mighty forces waged an endless, bloody war that left numerous scars in the memory of these peoples. Every day of the thousand-year war, the peoples of the Alliance and the Lords of the North went on fighting for their personal interests, and this led their Kingdom to decline. It encouraged them to stop the endless feuds. But they also understood the essence of their peoples. The essence that inevitably leads to war. That is why they decided to fight in neutral territories to bring their peoples to prosperity. The Haze that had observed the war and fed on the souls of the fallen in battles, was not pleased with that situation and decided to bring down all its power, accumulated over the millennia, on the kingdoms. To revive the triumph of death. Having united, the kingdoms got into a new war. It was a war of lives and deaths.

Key features

Exciting modes.

- Base GoK - it is intense and varied battles. It does not matter whether you participate in the battle in the arena or go on a dangerous journey through the huge locations, the main components of success are your skills. This is the perfect entertainment for fans of fantasy actions, and the constant addition of content will allow the game not to become boring.

The bright fantasy world.

- GoK is created on the basis of ultra-modern Unreal Engine 4. Its unique capabilities allowed to provide colorful graphical effects and a nice LowPoly style. The picturesque and detailed environment is waiting for players: forgotten crypts, ancient

castles, and ruined temples. But at the same time, the game has a wide range of graphics modes so it can work steadily even on rather weak computers.

Tactical diversity.

- A large number of game locations, different characters, as well as a non-target system provide a lot of battles and tactics. Players are offered a choice of 6 characters, 2 for each kingdom, each of which has a unique set of skills and abilities, as well as his own style of fighting. Also, in GoK there are several radically different PvE modes: "Arena", "Dungeon" and "Siege", that greatly increases replayability.

Unique characters.

- Each of the characters has unique skills and his own story. Playing for a certain character, players can also choose individual music and design of the game.

ATTENTION!

At the moment the game is in 0.2v. . The systems presented in the game are in development and can be cardinally changed at any moment.

Title: GoK
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
GSE
Publisher:
GSE
Release Date: 26 Mar, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, Windows 8.1, Windows 10 (64bit versions required)

Processor: Intel Core i3 560 @ 3.3 GHz or AMD Phenom II X4 945 @ 3.0 GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 460 or AMD

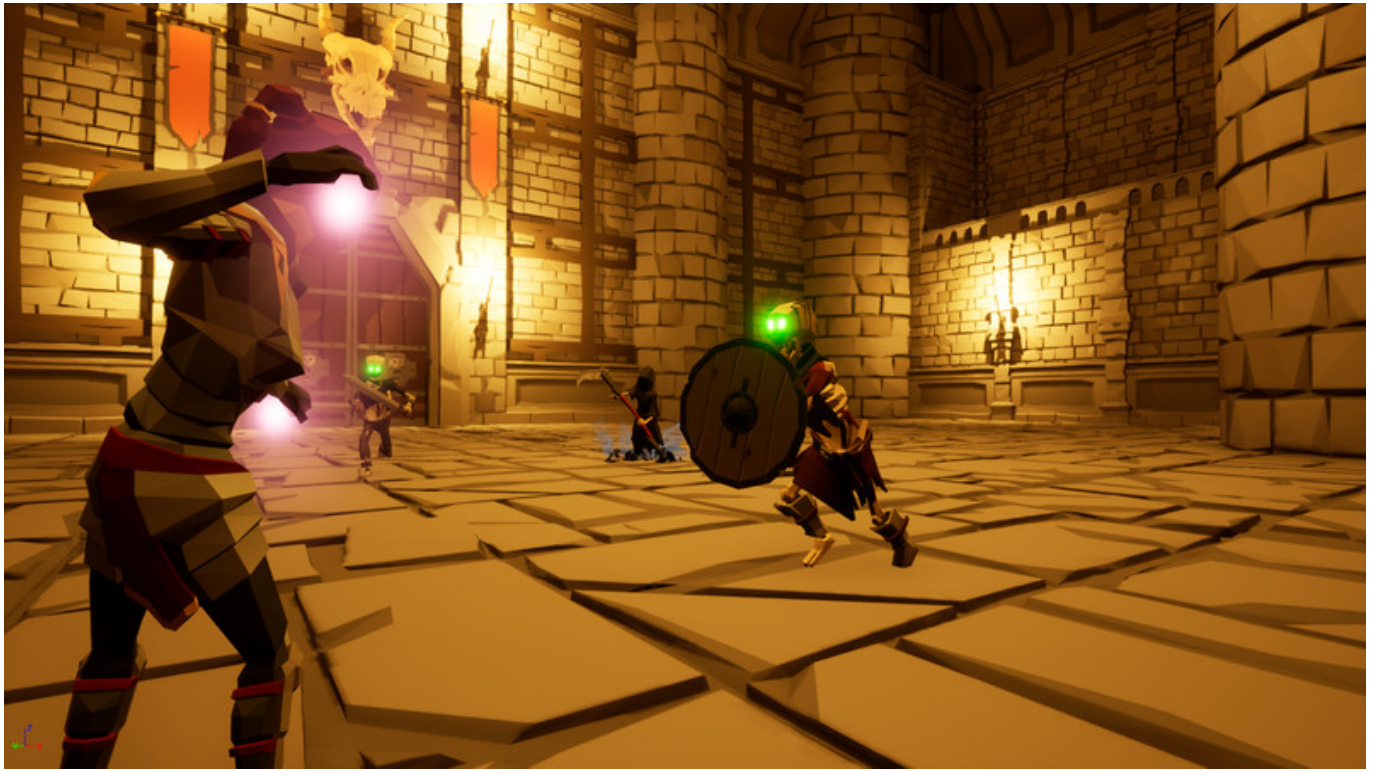
Storage: 2 GB available space

Sound Card: DirectX® 9.0c compatible sound card with latest drivers

English,Russian







Hey I just want to say that I did enjoy the game; however, there are a few things you should be aware of. For reference I only played about a half hour.

Pros:

Graphics- The graphics in this game are spot on and one of things that drew me to initially buy the game

Gameplay Clues- There are not an overabundance of them but the ones that were there "pointed" me in the right direction

Speech- dialogue was actually funny, mainly due to miss-spellings

Cons:

Combat- The hit-boxes of most NPC enemies seem very off. When I tried executing a power move I would 9/10 miss. I don't particularly like the specific control combinations to perform moves. I would rather either have them assigned to number keys or let you set them yourself in settings.

Flow Or Direction- Most of the time I played the game I was running around without a clear task to complete. I only managed to figure out what to do after going to the middle of the map near the Statue. I wish there was some marker or some sort of quest log like skyrim in order to figure out where I needed to be going. (That may be just my preference)

Music- There should be a larger variety of music or a have the music set louder. It is extremely boring running around for 10 minutes without music of any kind. (this may be fixed in future updates.)

In Conclusion:

This is a decent game and moderately fun to play. The graphics and inspiration is actually one of the better parts of the game. Combat is iffy at best and one would be better off spamming the regular attack button and ignoring the special moves until hit-boxes or player animations are fixed. I would say you can play the game now. The game is only on its .14 update so it has a long way to go. I am sure with time this game will feel smoother than it is now. Play this game but know that there is still a long way to go.

If you want to check out game-play here is a video of me playing it. <https://www.youtube.com/watch?v=hx3m-CNrZZE>
(no spoilers really, none that I can see so far)

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