SpellForce 3: Soul Harvest Patch

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## **About This Game**

Three years after the Purity Wars, Nortander is on the cusp of a new era.

However, things aren't as peaceful as they seem - when the Queen calls you, a disgraced 5d3b920ae0

Title: SpellForce 3: Soul Harvest Genre: RPG, Strategy Developer: Grimlore Games Publisher: THQ Nordic Franchise: SpellForce Release Date: 28 May, 2019

## Minimum:

OS: Windows 7, 8, Windows 10 (64 bit)

Processor: Intel Core i5 3570, AMD FX-6350

Memory: 6 G

English, French, Italian, German, Polish, Russian, Simplified Chinese

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I'm only playing the game for the campaign, and so far i like it! The campaign offers a nice step up tutorial along the way for the RPG aspect as well as RTS aspect. The difficulty can be challenging at times (make sure to save the game each 30mins or so, to give you some safe point to go back to if you mess up).. amazing game for all RTS fanatics. I don't normally write reviews, Mainly because there is barely any games lately worth writing a review from. BUT THIS GAME, GUYS! It hit all the points of RPG mixed with RTS and they gave us an amazing story and the ability to make our character. Granted there isn't many customization options but still creating a character was what was missing from the first one as well as how easy it is to buy the schematics for all the races. It's beautiful to be able to get them all from a merchant rather than having to scour every little piece of each level to ensure you find each one and to have some you didn't have pop up at the very end of the game like in SP3 that you couldn't even use. Picking two classes to have to level together is just as amazing as well. This game i hope has some more story and features added on to it cause it's absolutely wonderful. I've been a spellforce fan for a very long time and was kind of sad about SP3 but they def had a major come back with this one. Is there a few bugs? Yes, but nothing that they won't fix i'm sure. Plus they added modding options which is great too. They did everything right with this game! I've boasted about it on every channel of social media i have because it's so wonderful. The current cons to this game is that some of the quest rewards aren't really worth it. Customization doesn't have many options. It would be nice to have some battlemage armors that don't make you look like a brick and give me some amazing wands that look as cool as the wintermage one! lol. It's just a great game and so worth the buy. To the company THANK YOU so much for the loyalty price. I can't thank you enough for that.. I didn't like the last release in the series but did the first ones. I had hopes this release would be something that the devs learned from mistakes. I've only played this for 11 hour or so far. However I have played both single player and multiplayer. Honestly with myself and 3 companions in solo play, all the skills are too much to handle without the ability to pause to have time to put some commands out. multiplayer; however with two people, it's nice. each person can control 2 characters each . I would put a thumbs down on the fact that solo play and juggling is way too much for one set of hands to do at once without the ability to pause, but I can't . I really love the game and the story and voice is awesome, they did amazing work on the voice overs, the story, etc. I'm really happy with the game so far.. A proper sequel/standalone it reworks each faction a tad, and streamlined the units and made each more unique Skill balancing was reworked too, its more balanced now, (i still miss my necromancer archer though) the campaign is great too and they're even planning on releasing the original campaign again only two downsides exist minor bugs are present - some units were removed, (humans lost the militias and the halberds) Overall a good game, highly recommended. It is a beautiful game, and a lot of thought has gone into it, but there are some quirks. Pathing is not smooth, and units sometimes get stuck. Units are smart enough to pick the right targets though, so that is a plus. Performance is bad. It is around 30 FPS, and sometimes it dips to 25, in a one vs one offline skirmish, with everything set to the highest settings. Food gathering is slow, and unless you manage your economy and pay attention to your military at the same time, you will lose.. This game is is wonderful. I love the graphics the beautiful music and the sound design. Cannot wait to see the corruption of the circle, the runewars and maybe the lore of Hokan Ashire done with those graphics, character design and storytelling. The conversations with your fellow group members are so well written and acted. Also character design is top notch. Sometimes I just stand in a cave or on a hill and enjoy the breathtaking graphical love for details and move the camera around to find the best view. RPG and RTS parts are well mixed and I have a very good time with both of it. The whole lore of spellforce has such a big potential and gave me shivers ever since I played the first part 12 years ago. I wish you good fortune in the wars to come THQ. P.S. Also if you hate moles you will love this game.. 15 dollars, are you kidding me? As you enter the game, you are introduced to a beatiful soundtrack. Then you continue and understand they improved on many things. Can someone from THQ do a proper marketing campaign for this title? It's so sad that this game is not listed among the best modern cRPGs, because it's simply of high, high quality.. it makes fun no question! but its to mutch havy on normal the enemies and Heros die to fast that make no fun.. Great game much better from SF3. The RPG factor is definitely a recommend, the RTS factor is more balance

now.

Out now: Stand-alone expansion SpellForce 3: Soul Harvest! : Out now: Stand-alone expansion SpellForce 3: Soul Harvest launches on Steam! All existing owners of SpellForce 3 get a 40% price cut on Soul Harvest on Steam (time limited offer!). First-time buyers get a 40% price cut on our bundle on Steam, containing SpellForce 3 and SpellForce 3: Soul Harvest. Vienna/Austria and Munich/Germany, May 28th, 2019 "We could have stopped the storm, when we still had the chance": Three years after the Purity Wars, Nortander is facing a new era. Two new factions, the Dark Elves and the Dwarves, are here to change the destiny of Eo, and it's up to you, a disgraced General, to take action. The stand-alone expansion SpellForce 3: Soul Harvest is out now. You already are a hero of Eo? Get a 40% price cut on Soul Harvest on Steam if you own SpellForce 3 (time limited offer)! Your journey is about to begin? Get a 40% price cut on our bundle on Steam, including SpellForce 3 and SpellForce 3: Soul Harvest, for the complete experience! Here is the special SpellForce 3 Loyalty Pack offer (time limited offer!): Release Trailer: Get to know the two new factions: Watch the faction trailer of the Dark Elves: EN: DE: CHN: RUS: Watch the faction trailer of the Dwarves: EN: DE: CHN: RUS: Features: Build distinct heroes through various options and combinations on a skilltree Lead your army to victory in a reworked sector-based RTS system Use unique mechanics of your army units to win epic battles Use flying units for even more advance tactics Epic fantasy soundtrack and bleeding edge top down graphics Multiplayer Features: Each faction has two unique heroes that compliment individual play styles A modern multiplayer lobby will allow easier matchmaking and ranked play Create your own maps with the powerful modding tools.. SpellForce 3: Soul Harvest - Faction Trailer - Dark Elves :

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