Expansion - Crusader Kings II: Sunset Invasion Mod Download

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About This Content

It is the late 13th century and Europe is still reeling from the all-conquering Mongol Hordes. Just as the Lords of the West breathe a sigh of relief, another threat looms on the horizon. Strange ships bearing winged serpents and grinning skulls, symbols never before seen in the known world, have been sighted all along the Atlantic coast. As the sun sets on the shores of Morocco, Portugal and Ireland, the largest fleet that has ever set sail approaches land, ready to invade in the name of blood thirsty gods...

Crusader Kings II: Sunset Invasion is the third DLC expansion for the critically praised strategy/RPG Crusader Kings II. This fantasy scenario marks Paradox Development Studios first departure from history. Hearing of Europe from travelling Northmen, the blood drenched Aztec Civilization has risen early and now spread like a virulent plague. Prepare to defend all you hold dear against the Sunset Invasion!

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

Main Features

- A new invading threat arrives at a random point in the mid to late game

- Unique new portraits, on-map shields and units for the great Mesoamerican Menace

- Cower in fear of the Aztec gods: New Aztec culture and religion

- Human Sacrifice! When a province is lost, no one is safe from the threat of losing their hearts on the obsidian altars

- Survive the terrible disease brought by the pagan oppressors with a new plague from across the Ocean

Title: Expansion - Crusader Kings II: Sunset Invasion
Genre: Strategy
Developer:
Paradox Development Studio
Publisher:
Paradox Interactive
Release Date: 15 Nov, 2012

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Minimum:

OS: Windows XP / Vista / 7

Processor: Intel® Pentium® IV 2.4 GHz or AMD 3500+

Memory:4 GB RAM

Graphics:NVIDIA® GeForce 8800 or ATI Radeon® X1900 video card, 512Mb graphics memory required

DirectX®:9.0

Hard Drive:2 GB HD space

Sound: DirectX compatible sound card

Additional:3-button mouse, keyboard, speakers, Internet connection for multiplayer, resolution at least 1024 x 768, Requires the base game Crusader Kings II

English,French,German

its a nice game... 1-2 hours of great chill gameplay, probably more if you stretch it out over multiple sessions, it's a steal for the price. Try it out. No crazy time or # of clicks achievements leaving the completionists feeling like they are missing something, it really lends itself to a relaxing, thoughtful pace.. I bought this because another reviewer compared it to Abode. Was not disappointed.

Very polished, good puzzle diversity, challenging but not frustrating. Was also impressed that the second 'hard' room reuses all of the same elements\/props, but still feels fresh and interesting. It does contain some skill based obstacles which may be frustrating to people who only want puzzles\/riddles, but I enjoyed them all.

So I'll just say it again: If you liked Abode (or any well done room escape games) definitely check this out.. 10\/10 great story and large world to explore deserves to be 50 dollars. THis game is so overwhelmingly\u2665\u2665\u2665\u2665\u2665. Not too bad, bit short and very buggy game, feels rushed and unfinished but aside from that it's not terrible. The platforming system is pretty good, the gunplay is like Gears of War and there are some parts where you can ride a bike that can drive on walls which is fun. Overall I'd give it a 6\/10. Not good, certainly not great but a fun little game to play coop.. Don't be put off by the cuteness. This game is not difficult, but neither is it just for kids. The art style and music are lovely, and there's lots to do--plenty of collectilbes, upgrades, alternate characters to unlock and dastardly bosses to defeat. Definitely worth a look if it's on sale.

It really comes as no surprise to me that the first game from a development team helmed by a former major game designer of the recent 2d Rayman games happens to be one of the best platformer games I have played in recent years.
You really can tell that this game was made by people who truly understand the strengths of the genre and who have been at it for a long time.

It manages to capture that sweet game flow spot, where you can blaze through a level without having to stop a single time or having to wait for an obstacle to move out of the way (If you are good enough at the game, that is).
Level design is at it's finest here, conveying to you just the enough amount of information about the situation ahead of you without wasting your time or being condescending about it.
If you have played games like Rayman Legends, Super Meat Boy or Dustforce, then you know exactly what you are getting yourself into here.

In Splasher you control a janitor who is trying to escape a chemical facility that is using it's workers as lab rats, while saving as many other co-workers as you can.
At your disposal, you have access to 3 types of projectile fluids that change the way you interact with the environment around you: one that makes you stick to walls and ceilings, one that makes bounce off any surface you touch, and water that clears those two other fluids.
Other than the fluid gimmick, the only other thing you do in this game is jumping.
And that's where the brilliance of the game resides in. It's such a simple game to understand and play, but the real challenge is in how you chain those various fluids to reach the finish line.
Every level brings up some sort of new gimmick or obstacle to overcome and goes wild with it. For example, there is a level where blue lasers kill you if you stay on them for more than a few seconds, and another level where there is a constant wind current dragging you forward.
But the basic gameplay always remains the same: you can jump and shoot the fluids. The level throws every possible situation at you using it's main gimmick, but you will be doing the same you have always done before.
And its not like you get all the 3 fluids in one go. The game very smartly introduces one fluid at a time and gives you enough levels to get accustomed to it before giving you a new one.

If I had to place it's difficulty somewhere, I would say it is probably harder than the Rayman games, but easier than Super Meat Boy and Dustforce.
I personally found it a breeze to get through, finishing the game with 100% workers saved in 5 hours only. But i have been playing games like this since I was a kid, so this all becomes subjective.
All I can say is that the game has the perfect pacing and ramps up the difficulty very well, the first level being a simple game about jumping over some platforms and the final level being a thrilling escape scene where you are scrambling the controller to use the right fluid at the right time.

If there is a negative point I can throw at the game, it's definitely the art direction and aestethic.
I have nothing against the drawing style used in this game, but it has a severe lack of background diversity and lack of personality and humour.
Every single level has the same setting and background art utilized (and if it does change, its really not noticeable), and the premise of the factory is never really used to it's fullest potential. The factory is turning it's workers into potatoes, but they never do much with that joke, outside of some bland and uninteresting enemies to deal with.
I'm fully aware that story and visuals are not the main appeal of this kind of game, but it goes a long way in making more people interested in the genre and giving your game some sort of personality. I think everyone would agree with me that Rayman Legends without it's art direction, Super Meat Boy without it's charm and humour, and Dustforce without it's background variety and unique soundtrack, would make them lesser games.

But I understand that for a first endeavour, they decided to focus on the stuff that really matters: the gameplay. And in my opinion they created one of the most underrated games of 2017. Im really hopeful of this team's next project.. Very good game, fun to play, levels are interestingly made and there's no moment of boredom. The concept seems fun and the game is surprisingly challenging, but there is one thing I just can't get past. You permanently lose items (scisors to shorten you, clock to reverse time, etc.) you used in a level even if you failed and restarted it.
Sure, you can buy them, but you'll probably run out of stars eventually when you hit a difficult level.
I don't recommend this game unless you're a pro at snake, have very good memory or just want to torture yourself.. Talisman <3. 6\/10 soundtrack, basically bought it to support the writer.. Its worth it, you gonaa have funny 20 minutes with the game and

soundtrack is very nice :D