
Kings And Heroes Free Download [portable]



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About This Game

Kings and Heroes invites players into a huge fantasy world filled with open exploration and both hand-crafted and randomly generated dungeon adventures. A mix between a core RPG and a traditional MMORPG, Kings and Heroes, is an Online RPG where you can play solo, partner with a friend, or join a party to explore the massive map and immerse yourself in the world of Sundaria. With dungeons, crypts, caves and more, players will find themselves slaying foes and discovering long forgotten treasure while questing across the land.

Playable in both third-person view and first-person view, Kings and Heroes is packed with countless hours of fun for RPG and action fans looking for a mix of dungeon running and open world gameplay in a single game.

This Game DOES NOT have a subscription fee and DOES NOT have any micro-transactions!

CREATE YOUR CHARACTER

Choose from 7 different races including Orc, Goblin, Human, Dwarf, Elf, Amarian or Halfling that each provide different benefits to your character from 6 core stat categories, Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom.



CHOOSE YOUR CLASS

Each of the 5 classes have a very distinct play-style from ranged weapon masters, to casters, to healers and more. The classes are: Champion, Ranger, Cleric, Wizard, and Rogue. Once you know your Race and Class, you choose your alignment which affects your character throughout their life in the game.



LEARN A SKILL

As an adventurer you can salvage, scavenge, harvest and mine raw materials that can be used in one of five trade skills including Alchemy, Armorsmithing, Leatherworking, Tailoring, Weaponsmithing. Some of the best items in the game are player made!

EXPLORE

Explore exciting and challenging dungeon including castles, crypts and caves, of varying sizes and difficulties (of course the harder the dungeon is, the better the rewards). Kings and Heroes is dungeon running with real risk...so, if players aren't careful, they'll find themselves back in town rethinking their strategy.

DELVE DEEPER

- Create groups of up to 8 players to explore and run dungeons
- Unique armor sets and weapons that can be dyed to allow for the creation of a legendary look
- Create up to 24 characters!
- More than 500 quests
- Huge 100 square km seamless world including caves and dungeons to find and explore
- Tons of amazing monsters and creatures including 20+ terrifying bosses
- Advanced enemy AI that ensures challenging fights.
- Massive amounts of loot including a huge variety of Weapons and Armor
- 3 different live weapon configurations so players can switch quickly for any situation
- High level enemies that often drop what they have equipped (If you like that fiery sword or awesome helmet a minion is wearing, go take it from him...if you can)

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- Over 20 different factions populating the world of Sundaria, as well as trainers, townsfolk, merchants, and adventurers
 - Active journal to track quests and conquests
 - Built in voice-chat and text chat

Title: Kings and Heroes
Genre: Action, Adventure, Massively Multiplayer, RPG
Developer:
Industry Games
Publisher:
Industry Games
Release Date: 16 Nov, 2017

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Minimum:

OS: 64-Bit Windows 7 Service Pack 1, or Windows 8

Processor: 2 GHz Dual-Core 64-bit CPU

Memory: 6 GB RAM

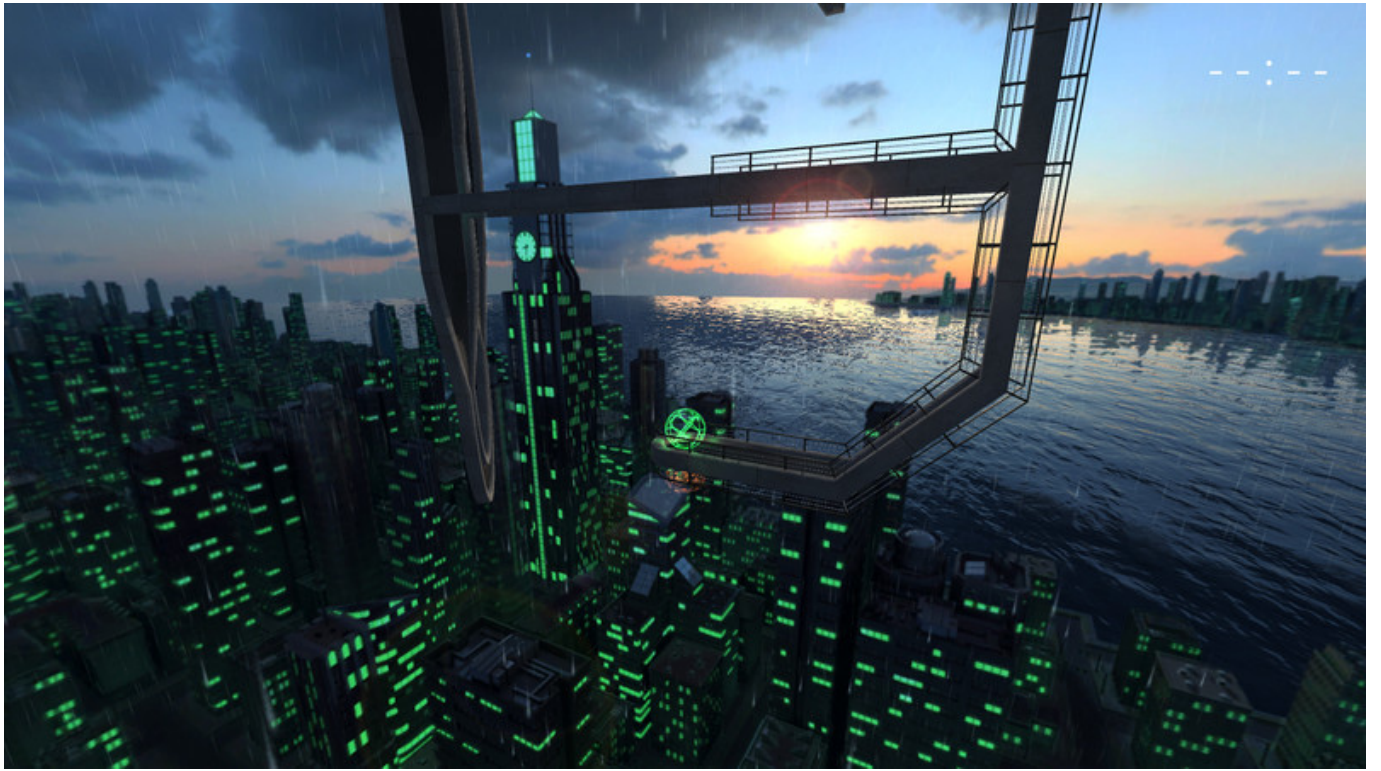
Graphics: Nvidia GTX 660 with 2 GB Video RAM

DirectX: Version 11

Network: Broadband Internet connection

Storage: 15 GB available space

English







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I spent an evening exploring and playing. As some folks have commented, the dungeons are pretty fantastic for playing, but I was happily just killing the heck out of bandits in the fields for the drops. Still haven't completely figured out the combat mechanics - why sometimes my Champion Dwarf kills with a few hits and others I'm stuck in a repetitive slug fest. Either way, my first impressions were positive.

Lag was minimal. I did have to set video settings lower to prevent lots flaring bright spots. There's a good amount of running back and forth which takes time. Not as much lootable material in the town area or even the farm fields. Fighting flying creatures was tougher than expected with melee weapons. Leveling up is a slow grind on the surface, but the crypt is accelerating that now. The onhand inventory is large and the bank has one free safety deposit box for a character (the others require selling drops to earn enough coins to unlock them).

Gameplay is generally like a lower end ESO. Graphics are decent. The combat AI does do some weird things (fireballing the heck out of a door because the caster didn't actually clear the doorway to fire at my character). However, the only glitchy behaviour was spawning mobs directly on top of me. It's happened enough times to know that it's a quirk versus a game topography issue.

To some extent, I wish this was a stand alone local game. Having it as an MMORPG at the current prices seems to imply it will inevitably be shuttered. It's more toony and accessible as a pick up game, and I could see people investing a weekend with friends or solo'ing just for fun, and then setting it aside for a few months before coming back to it. That rarely supports a full fledged online server presence.

Happy to recommend for people who want a nice questing and crawling game with easy to master functions. If you need a fully polished and more immersive experience then you probably want ESO.. Had a ton of potential, but Industry Games straight up abandoned it to go work on other projects. The game can still be played IF you have a few friends that have a copy as well. The solo game doesn't exist since the player base left when the devs abandoned it. Otherwise, save your money and avoid anything from Industry Games.

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