

Kingdom Wars [Online]

Written by mmoraw

Monday, 27 October 2014 15:33 - Last Updated Monday, 27 October 2014 18:15



Kingdom Wars [Online] is an 3D Free to Play , Real-Time Strategy MMO Game [MMORTS] featuring real-time siege combat, including both singleplayer and online game modes.

Kingdom Wars is the first 3D MMORTS title with real-time siege combat, including both singleplayer and online game modes. Directly based on Dawn of Fantasy (released in 2011), Kingdom Wars represents almost two years of changes and additions that transformed the original game into a full fledged online siege warfare simulation between player kingdoms. With a rare combination of the RTS and RPG genres in it's persistent online environment, Kingdom Wars is definitely not your average RTS game.

Set in the persistent online 3D world of Mythador, Kingdom Wars offers you the chance to write your own chapter in the bloody history of this land. Explore a richly-detailed, endless world, from the high mountain peaks of Southmount in the human realm of Teria to the swamps of Erthee l'Bala of the Wood Elves. Complete dozens of story-driven quests in services of kings, wizards, and fellow adventurers. Interact with thousands of other players through trading, forging alliances, and waging war in both Player vs. Player and Player vs. Environment battles. Build up your villages into towns and then mighty empires, and lay siege to your enemies with great trebuchets, the brute strength of the walking woods, mighty ogres, and fire-breathing dragon mercenaries to reign supreme. Play as three different races - elves, men, and orcs, each of which offers a radically different playstyle and has been given a deep, compelling mythology, a dramatic historical background, and a spectrum of complex political ambitions that drive the story and gameplay.

OFFICIAL SITE

{gallery width=500 height=300 alignment=center slider=boxplus.transition animation=3000}MMO/RTS/Kingdom-Wars{/gallery}

Offering a persistent online experience, Kingdom Wars's Online Kingdom, mode gameplay revolves around a player's Homeland territory, which can be built in one of nine regions across the game world of Mythador. Players will develop their homeland from a couple buildings to a massive empire complete with layers of heavy walls and keeps, a complex economy, and a

Kingdom Wars [Online]

Written by mmoraw

Monday, 27 October 2014 15:33 - Last Updated Monday, 27 October 2014 18:15

number of armies and trade caravans wandering the map. To develop this city, players can gather resources, construct various buildings, recruit new units, and research powerful upgrades and new abilities. Even when a player is offline, their homeland will still be in development with the worker units still gathering resources and finishing constructing any buildings tasked shortly before logging off. With this in mind, the gathering, construction, and training rates are significantly slower than in the fast-paced Skirmish modes.

{qtube vid:=_z9iphCKAlk}

At the homeland, players will meet their Advisor, who will give them their first quests, which will ease the learning curve in their introduction to many of the game's mechanics. These quests form the foundation of the Online Kingdom Campaign storyline and unlock various elements of the game, through which players will discover the large world of Kingdom Wars, with its myriad of characters, events, and subplots.

{qtube vid:=qDLldiHhjrY}

Players can interact with the greater game world using the game's dynamic World Map, a portal for interaction with other players and the many story-driven quests. By grouping units into armies, players can send troops to distant NPC strongholds, army camps, quest locations, and other players' homelands. Upon reaching one of these destinations, armies can set up camp and proceed to lay siege to an NPC or player stronghold in a scenario similar to the Lay Siege Skirmish mode, receive or complete various tasks from local NPCs, or trade with goods or mercenary merchants. Alternatively, players can use the Auto-Match feature to find a compatible PvP opponent within seconds. Players can also temporarily align themselves with other players to take on the mightiest of Strongholds or advance in their questing.

{qtube vid:=3vLi_WWnFn0}

Kingdom Wars [Online]

Written by mmoraw

Monday, 27 October 2014 15:33 - Last Updated Monday, 27 October 2014 18:15

{qtube vid:=mDrLOSQvc5o}

{qtube vid:=mnzSif-sQeE}

{qtube vid:=I_ecB8qMWGo}

{qtube vid:=PHiz1cmOANc}

{qtube vid:=qol1hrMAPUI}

{qtube vid:=xv2440BZ53A}

Kingdom Wars [Online]

Written by mmoraw

Monday, 27 October 2014 15:33 - Last Updated Monday, 27 October 2014 18:15

{qtube vid:=lavyaq5Vj9k}

{qtube vid:=HVStf4fDyPQ}