
Hero Of The Kingdom III Portable Edition

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About This Game

Travel through the four valleys to save the kingdom from the ancient evil.

Your uncle Brent raised you as a skilled hunter. Fate, however, gave you a different path 5d3b920ae0

Title: Hero of the Kingdom III

Genre: Adventure, Casual, Indie, RPG

Developer:

Lonely Troops

Publisher:

Lonely Troops

Release Date: 30 Aug, 2018

English, Polish, Danish, Czech, German, Ukrainian, French, Dutch, Turkish, Hungarian, Russian, Italian

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I have played all 3 of the games in this series, and while I agree with others about this one being a little grindier, it was not really bad. I had no problem getting all of the achievements completed by the end of the story without having to put in extra effort or feel like I was doing extra grinding. I liked some of the differences, such as how the eggs and mushrooms spawned over again, as opposed to previous games where you had to get every single one that existed since they did not regenerate. If you missed one, you could not get the achievement. This one was much easier to get those achievements. It has been quite awhile since I have played either of the earlier games, but I feel like this follows along the same lines as the previous versions and was just as enjoyable. I found the entire series as a pleasant, relaxing set of games that were easy to play and not all consuming like some games. It is nice sometimes to play a game that can be finished in a few hours, and it is nice to get the sense of accomplishment of completing all the achievements. Unfortunately, replayability is pretty low. I may play the other 2 again, since it has been a few years since I played them, but this will not be played again for quite awhile. At \$10 (or less if on sale) it's not a bad deal for the 10 hours I spent playing it. Overall, I enjoyed the game, and would recommend to anyone that played the previous 2 games in the series and for those that like casual adventure games.. Head's up. There's a handful of post-game quests that are a lot easier if you don't empty out your inventory trying to get all 57 achievements before heading to the castle. I spent ninety minutes post-game while listening to Welcome to Night Vale podcast grinding to gather materials I'd sold in my earlier rush to get the Cash on Hand Achievement. I'm fairly certain this is the weakest game in the series in terms of replay value. The previous games seemed precisely engineered in terms of where you could go and what you could find, the general lack of respawning items giving a sense of there always being a solution, an item being *somewhere* even if you were frustrated to the point of needing to walk away for awhile. The only point this let me down was in Hero of the Kingdom I, when I sold something I needed to progress past the bottle neck in first section and then spent the proceeds on other things and didn't have enough cash to buy it back and so needed to restart the game - the world opened up after that section and I wasn't afraid of the problem reoccurring. In Hero of the Kingdom I and II, my familiarity with the finite world means I'm certain I could repeat the game a lot faster on future playthroughs, especially if I downloaded walkthroughs with the clickable items circled. In a replay of Hero of the Kingdom III, I could see myself managing items better but it would still be a grind. Those achievements with seemingly over the top numbers for Food, Energy and Potions that I laughed at the apparent absurdness of and worked on in my free time early on in the game? Yeah, I reached those and was impressed with myself for a bit - and then I ran out. Repeatedly. I applaud the developers for trying out new things. I enjoyed being able to buy from merchants on the map screen without needing to travel there in person. The camp expanding in usefulness as time went on was neat and probably a good time saver. The humans have progressed technologically as shown by a marvelous piece of dam construction. This is a decent game. This is a charming entry in a series I love. The steps needed for one hundred percent completion were well-broadcast and straightforward to achieve - although I am kind of shocked at how many seemingly absurd ones turned out to be necessary to complete the game at all. Just. in previous entries, I could walk into cleared rooms and go, I did this. I am satisfied with the work I put in. There's new stuff? There's new stuff because I unlocked it. Yay, me. In this one I spent an hour post-game navigating through every screen and collecting objects and killing animals I did not need and had no use for in hopes of triggering specific respawns and not knowing if that was a possible thing. While my time spent having fun versus not having fun in this game was sadly lower than my perceived ratio for I and II, I did have fun playing this game and so I'm recommending based on that and the time and effort the developers went through in varying the formula. I'm a fan of them and looking forward to what they come up with next in the general series. Here's hoping it's IN SPAAAAAAACE.. I can not recommend this game. I loved the first two parts of the series, but they messed up part three because of too much grinding.. 6.5/10 I recommend the game just barely it was enjoyable to a certain degree wished it was longer, some of the continuous potion production and food making did seem repetitive probably spent in game time at least 30 mins if not more of cooking and potion making. Unfortunately the story wasn't compelling at all, had barely any depth all the monsters seemed like the same ones from HOK II at least with the previous game they added new monsters these seemed like the same old ones all slogged together. Admittedly I did start off with the demo which gave me less of a grind since I had already had 50+ combat ability/100 fishing/80 archery/70 cooking 1000 food saved up. What was a disappointment was the demo basically gave the game away about 1/3 of the game; by the time I got around to the other part the game felt considerably shorter. What I thought was nice, but just made the game way to easy is the map access ability to go and buy items straight off; none of that backtracking just straight up buying the items you need from the shopkeepers rather than visiting the areas. What I had enjoyed previously with the prior games was the casualness and the "Where's Waldo" of where all the items are; there was little to none of that, I didn't have to stare hard at my screen to track down small hard to find items, all the achievements could be earned as long as you waited and grinded it out. All the quests were incredibly easy; just access the map buy the ingredients or hunt down the monsters rinse and repeat.. I quite enjoyed this though maybe not as much as I hoped, having waited eagerly for the 3rd one to appear. The other 2 really need to be mentioned here, to set a context - the first was a nice foray into this type of hidden object with logistics gaming and the second was a little better, having stuff like a grand project to complete, the ship. This one had some good features like shortcuts to buying stuff and a more cohesive structured approach to the skills. A little too structured, at times, since the whole thing did feel in places a little

grindy but such is the nature of most games and once you have the bulk of a game completed, a little grinding isn't totally unwelcome - it's like a lap of honour. It really could have used some larger sense of the skills binding together for set projects, though. It becomes a cycle of make potions, make food, rest, make broken weapons since there is a lot more combat in this one. Crafting X weapons to fulfill a requirement for the plot does not count as a major endeavour. How they got this so wrong from what they should have absorbed from the second game is beyond me. If this had been the sequel to the first game, I would have thought it was okay but still a little bit flawed. With any luck the 4th one will have more of the charm of the first 2, the organisation and shop shortcuts of this one and some binding flavour of its own. If you are new to the series, I recommend playing them in straight order but my favourite is the second one. Like always, get them on sale. There is only really 10 hours in this if you take your time and try to enjoy the ride.. I find this to be the best in this fun series so far. I enjoy the hidden objects features for finding eggs, mushrooms, and other helpful objects. I like being able to build my character's skills and unlocking abilities. The story line is simple, yet a great escape from everyday pressures. The map features, achievement tracking, and camping mode were very helpful. This is a terrific game for a casual player who wants to escape into a fantasy world, but knows they could be interrupted by reality at any moment.. I wanna like it as I like the series as a whole but this is just a no-brainer, very boring. In the first two games you had to make smart choices to generate enough money to progress through the main quest while things were more like a puzzle in that regard but now its just a boring grind as anything can respawn so you can't loose anymore either.really boring. I think I'll just replay the first two games instead.. Oh boy, I was in love with Hero of the Kingdom I-II, but this one is an annoying, grindy, piece of hell. You need to craft and harvest more than thousand items to be able to fight and progress further and gets you frustrated pretty soon. Without this new mechanic, the game would be awesome.. Just finished this. YES. There is a lot of grinding but I like the game anyway. It is like a Zen thing. I found it relaxing. I would give it four stars out of five stars if that were possible.. How to turn a relaxed Point and Click into Grind. The amount of combat in this game and the entailing need for consumables is staggering. Literally every map outside the towns is a chain of monsters in rising difficulty, needing higher skills in combat and archery and multiple consumables, making every monster a net loss of easily hundred or more gold. To match this the player can farm rabbits, foxes, boars and more wildlife for loot and skill points to pay for the potions and equipment. It is not even possible to progress through the main quest without farming because the monsters are simply too high level. Gone is the search for stuff littering the maps because the maps are significantly smaller and more zoomed in, making everything very obvious. Also all the stuff respawns randomly which devalues every find quite significantly. If you expect a game in line with its predecessors, stay away.

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