
Exiled Kingdoms Patch

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About This Game

Exiled Kingdoms is a single-player Action-RPG that allows you to roam freely through a unique world, full with surprises and adventure. It is an isometric game, inspired by 5d3b920ae0

Title: Exiled Kingdoms

Genre: Action, Adventure, Indie, RPG

Developer:

4 Dimension Games

Publisher:

4 Dimension Games

Release Date: 23 Feb, 2018

English,Italian,German,Portuguese,Russian,Czech,Polish

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Update #3: on difficulty and balance : "Balance" is a complicated term when applied to RPGs, isn't it? The obvious differences in challenge between classic RPGs and modern RPGs make clear the views on balance have evolved, at least for RPG designers, and by extension to players. This update is not so much about details of the game, but a rant about my views on difficulty and design and why things are the way they are in Exiled Kingdoms.. Update #4: Everything ready for release! a few survival tips. : I'm pleased to announce there will be no delays on release, and the game will be out today. To make up for my long-winded rant about RPG balance on previous update, here's a brief and practical one with a little advice for beginners: Read the initial tutorial screens . They're not many, nor have much text, but what they explain will likely make the game quite more enjoyable for you. Choose difficulty carefully . I'd suggest Normal or Casual, read the differences in character creation menu. Configure your own key bindings . Per default the game is designed to be played with mouse + keys for the left hand, but it can be entirely played with mouse or keyboard if you prefer. You can set your own key bindings on the Settings menu. Save all the time . Maybe even change the default key binding for quicksave, F9. If you quicksave right before dying, don't worry, as you click Continue Game you can click on the yellow folder button and pick the autosave or a manual save. Read the journal! . It's easy to get lost and not knowing where to go next. The journal is your friend; even if sometimes it's deliberately vague, in most cases you'll be able to deduct your next step or at least in what direction it lies. Don't be afraid to explore . There's huge rewards and boosts that are hidden or away from the "main path". Take your time and wander around. sometimes you'll pay the price for your curiosity, but it'll often be worth it. It's all about quests . Quests will grant you the best rewards, both in terms of gear, XP and fun challenges. Do as many as you can and you'll progress nicely, without the need of grinding. Remember that there's no time limit on quests (except for Town Hall Quests, which will appropriately list the time limit in your journal) That's all, I hope you enjoy playing the game as much as I enjoyed creating it.. Update #6: Small technical patch : I just released a patch that fixes a number of small things: -Fixes the crash after death in Linux. -Controller: the Recovery assigned button will no longer register multiple times when used. -Keyboard: during dialogues, numbers 1-4 will now correctly select options that finish the dialogue. -Gossip achievement will no longer be granted for free. -Solved some reported typos. -Added a missing russian dialogue with the Kingsbridge mercenaries. -Adds more dialogues in Italian, German. -Many other small fixes and optimizations. For those wondering, the launch of the game has been great! I'll post an update next week about the game's future development so you know what to expect in terms of content and features.. Version 1.1.1084 - Screen resolution, better autosaves and more. : A new update is out.. Welcome to the Kingdoms! : Hello everyone! I'm overwhelmed by the large amount of people that has wishlisted the game or is contacting me with questions about Exiled Kingdoms. So the first thing I'll say is: Thanks! It's very reassuring and encouraging for a developer to get this kind of warm reception (or pre-reception, whatever). I'll try to answer the most commonly asked questions below. On development status: the game is complete and ready, and will be released on time. I am still adding some UI/controls enhancements but it is really fine as it is now, so the chances of a delay are almost zero. All the improvements that aren't ready on release will be added in updates later on. Importing saved games: yes, you will be able to import your saves from iOS/android version. You'll need to use the "export to file" method and then manually move the file between PC and mobile. Maybe I'll add the connection to GPG cloud as well to make it easier, but can't guarantee it as of now (in theory it is not supported by PC games, but there's always a way.). On future updates: over the last 2 years I've been releasing more areas for free to all versions of the game, and that is not going to change. Any new content will always be free for all platforms. Your saved games will remain compatible after updates. Mac/Linux versions: will be released the same day as Windows. Localization: the game was originally written in English and Spanish, and the community is translating it to the rest of listed languages. Some are complete (or >95% complete) and are listed as such at Steam page (German Russian, Portuguese). Other translations are still in progress but should eventually be complete, check our forum for details. Please keep in mind that the most newly added areas of the game may require some time to be translated. I think that's all.. Update #5: The adventure has begun. : The game has been out for 24 hours already, and I can say I'm very pleased with the reception and enthusiasm from so many roleplayers worldwide. We're listed as #3 in "New and trending" on Steam main page, and the number of players seems to be on the rise. To all of you I say: Welcome to the Kingdoms, Adventurers! There has been an update earlier this morning,

which fixes a crash experienced by some players at the game start; if you have found this problem please make sure you update the game and it should go away. That's it for now; I'd like to add that it makes me very happy to think of thousands of people worldwide enjoying the little adventures, surprises and mischief I've laid out for them.. Steam Cards added! : Valve approved the game for Steam Cards feature, which means you should be getting some items very soon to your inventory for just playing the game. Some concept art was created for this, featuring the game companions, areas, quests and some historical events of the setting. On development: I am already working on the new content and areas, some of it will be available for Beta Testers earlier, check on the forums how to join as a tester; the complete update should be available by the end of June (subject to changes, this is a mere estimate). New and exciting adventures are coming! EDIT (June 12th): the estimated dates got a bit delayed, but work is progressing well.

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