Battles Of Norghan Full Crack [cheat]



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## **About This Game**

Battles of Norghan is a unique gladiatorial management and strategy game where you not only must recruit, train, and equip fantasy gladiators, but also control them on a tactical grid in turn-based combat as your team fights their way to the top division.

This game has a lot of depth and replayability.

Imagine a football manager game with fantasy world creatures such as orcs, drakes and minotaurs and turn-based strategy battles instead of football matches.

Recruit mercenaries from 22 different fantasy races and classes and manage dozens of fighters as they battle in a variety of different terrains against easy to highly intelligent AI or other player-controlled clans.

Train and hone each fighter's skill through monthly training as well as directly in combat. Build secondary skills such as dodging, shield blocking and dual wielding as well as attributes such as strength, intelligence, hit points, and magic points. There are 200 items and 42 spells available to equip your gladiators, including armors, bows, weapons, magical staves, and more! As each combatant grows with your clan they will age as well and eventually retire. Careful planning and management of your clan

can ensure you never have an off season.

Original release dates outside Steam: V.1.0 in August 2005. Version 1.12 in October 11 2016.

Title: Battles of Norghan Genre: Indie, RPG, Strategy Developer:

Developer: Mitorah Games Publisher: Mitorah Games

Release Date: 26 Sep, 2016

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English







Great sim, I sunk a few dozen hours into BoN before it was on Steam.. A solid game, I really like it. You manage a team of gladiators that you control in tactical turn based battles.

You win money with these, and have to decide how to invest it: training, equipment, new team members.

Graphics is a bit outdated, but the game concept is great. Many hours of fun for a good price. First and foremost, this game reminds me of Mail Order Monsters which is why I like it so much

Don't get me wrong, there is still a lot of refinement that is needed to make this game great but it is a great deal of fun

I enjoy the simplicity of the concept of the game, but also the complexity of the unit growth and details

Clean up the UI a bit to make it smoother and improve the AI and this game will be awesome. I was pleasantly surprised with this game. Good game and good price for 5 \$. i had doubts about this game but its like dominus but with league tables yes there are leagues 8 divisions you start in 8 and wow i won my first battle thanks to my mage its a prett ygood game for anyone who likes this type of game i reccomend wholeheartedly. Great game. It is a mix between a sports management game and a turn based fantasy strategy game. Be careful to save your money for reviving your team members!. A solid game, I really like it. You manage a team of gladiators that you control in tactical turn based battles.

You win money with these, and have to decide how to invest it: training, equipment, new team members.

Graphics is a bit outdated, but the game concept is great. Many hours of fun for a good price.

Great sim, I sunk a few dozen hours into BoN before it was on Steam.. The first few fights you get into are either you getting destroyed by the enemy when they crit you or you doing no damage because their team takes no damage from anything other than a crit. I spent the better part of an hour trying to make sense of the tutorial and try to find a team that doesn't get one shot the second I go into combat.. Battles of Norghan is a niche game, and one of my long-time favorites. I've played it off and on for most of a decade and have far more hours into it than my Steam profile indicates. Even for when it was originally released over ten years ago, the graphics and interface were already "retro," so in a way it's kind of timeless. However, the graphics may be off-putting to some, and the UI requires a lot of getting used to. If you have the patience to get past those hindrances and the likely frustration of your first couple forays into the tournaments, you will be rewarded with what in my opinion is the best fantasy gladiator management simulation ever made. Yeah, I know . . . that isn't saying much. The fantasy gladiator management sim genre is not well represented, much to my frustration, which is why this is a niche game.

The gameplay is essentially turn-based tactical combat with RPG elements. Each of your gladiators is its own character with skills that improve with training and use. Between battles you can spend money to train them individually or as a group and also upgrade their equipment. This would be greatly improved if there were an actual market with random equipment as opposed to just a static list, but it still works.

What really sets this one apart is its league rankings and tournament structure, which works like a real sports sim. At the beginning of each season a multitude of fighters become available for contract, and you and the opposing teams bid on them. It can actually be overwhelming at first, not knowing what type of fighter might work best and how much to spend.

The game also keeps track of a multitude of stats, which is awesome, except that it also brings me to the one part of Battles of Norghan I have always hated. There should not be a "Gold" version. It is just the same game only with a couple more options between battles and some more detailed statistics. Obviously, these statistics are already tracked, and the options are programmed into the base game. In my opinion, Mitorah Games should be ashamed of charging its customers a full 50% extra just to access these features that should just have been included in the base game already. It's a somewhat disgusting move for a developer, designed merely to milk more money out of those who already like and support your product, and I honestly can hardly believe they have stuck to it even after finally getting the game published on Steam.

Still, despite that, I stand behind my support of this game, with hope that its niche eventually gets filled with new and even better titles.. The graphics are painful for 2005 and the UI hurts my head. Learn the hotkeys quickly. Also buy the game now when it is on sale for \$5. I recommended it for what it should become - a nice tactical challenge as you build your team up. There are a decent number of weapons\armor\spells\units. With an army of 26, it should get interesting (I hope).

Also is CheatEngine compatible in terms of "gold." I would never have the patience to play without the initial boost to build a decentVinteresting army.

After four hours of play, I've found this game has some frustrating issues, for me at least. Certainly not worth \$10 full price for a 12-year-old game that looks 15 years old and an interface that is late 1980s. I cheated like heck and have three heroes and it takes me 30 tries to kill one little dwarf. Nothing is intuitive, like switching weapons. I think you have to just memorize the hotkeys or go fish. There's a certain threshold - I think 2 to 3 move points - where it's not enough to attack but you have to finish up with the player, so you just randomly move to bleed off the extra move points. Makes no sense.

Anyway, there's plenty of better games on Steam even for \$5.

So unfortunately, had to change my review to thumbs down on this one.. I remembered playing this game like ten years ago and was always looking for it because I forgot the name.

Was more than glad when I found it on Steam during the 100 years of Finnish independence sale!

What can be said about this game?

It is a fairly well done gladiator clan managament and turn-based battle game.

The graphics look dated, sure, but IMO also pretty charming. 2D ages well.

Your first few tries will be met with certain doom until you have hammered it into your head that you really have to pick a good character AND have enough gold for adequate equipment.

Once you get the hang of it, slowly getting other units, training them and getting better equipment is really fun, as are the battles.

There are some very glaring downsides, though:

The game was made for 4:3 resolutions and just stretches on modern monitors. Which makes the menus look really, really bad. The devs should fix this, but who knows if this game was even touched in the last five years;)

The combat UI bar on top is absurdly tiny.

Sound effects and music are bare-bones.

## **HINTS:**

- Do not restart (or alt+F4) when losing a battle. Reviving characters is fairly cheap, especially when you start, and as far as I can tell there is no downside to it other than losing out on the win reward. Of course, if you end up losing all battles, do restart with a new group.
- Take the best starting char you can afford, but still keep 1k gold in reserve to equip him. New members come to you nekkid.
- Train! Train each gladiator each time after each battle. It really adds up and is a worthwhile investment.
- Invest gold into improving your existing chars (by training or equipment or spells) before getting more characters. A good warrior is worth far more than three bad ones with bad equipment.
- . This turn-based strategy brawler has been around since 2005, though aesthetically it could pass as an early 90's release. However.. aesthetics are not so important in a game such as this, and thankfully it works where it matters. It is somewhat overwhelming at first, even with the in-game tutorial.. but read the manual and watch the video tutorial, multiple times if you must, because the gameplay is surprisingly deep and very fun indeed! The game is tough as nails, though you can customize the difficulty.. I found it very hard to put down. Addictive.

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