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## Battle Knights Ativador Download [Patch]



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### About This Game

Play as the blue knight, Wonder, who is on a quest to unite the colored realms.

Battle Knights is the kind of game you remember playing back in the days of the NES and SNES. It's an easy to play yet challenging platformer. The game may seem trivial with Wonder only being able to attack, block, and jump but, rest assured, that Battle Knights is not for the faint of heart.

Featuring 4 game modes (Story, Versus, Dungeon Run, and Survival) and unlockable content, you're sure to find something that suits you.

Story Mode:

Battle Knights contains a story mode that consists of six realms that the player must clear in order to beat the game. The realms area playable in any order the player wishes, with a boss being unlocked after the completion of each realm.

Story mode can also be played cooperatively. All realms feature a challenge level that will unlock a bonus mode once all are beaten.

Six Realms to clear  
Coop (Up to 2 players)  
Challenge levels  
Bosses

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Unlockable content

Versus Mode:

Battle Knights also contains a versus component containing 14 stages that can be played with up to six players locally. Versus Mode can be played in any team combination (2v2, 3v3, 2v2v2, 1v3, etc) or free for all. Knights of the same color are automatically placed on the same team. This means that to play a free for all match, all players must select differing knight colors.

Unlike Story Mode, Versus Mode has items that drop and, upon pickup, give the player a temporary ability. The frequency at which the items drop can be changed or removed completely if the players are wanting a more skill-based match.

2-6 player competitive mode

Teams in any combination (3v3, 2v2, 1v2, 1v3, etc) or free for all  
Same colored knights are automatically grouped into the same team  
Last man/team standing wins  
Item spawns (frequency can be changed or disabled entirely)

Bonus Modes:

Some available at the start  
Others must be unlocked through story mode  
Includes 1-6 player coop modes

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Title: Battle Knights  
Genre: Action, Adventure, Indie  
Developer:  
Mire Studios  
Publisher:  
Mire Studios  
Release Date: 31 Aug, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core i3 @ 2.00 GHz or equivalent

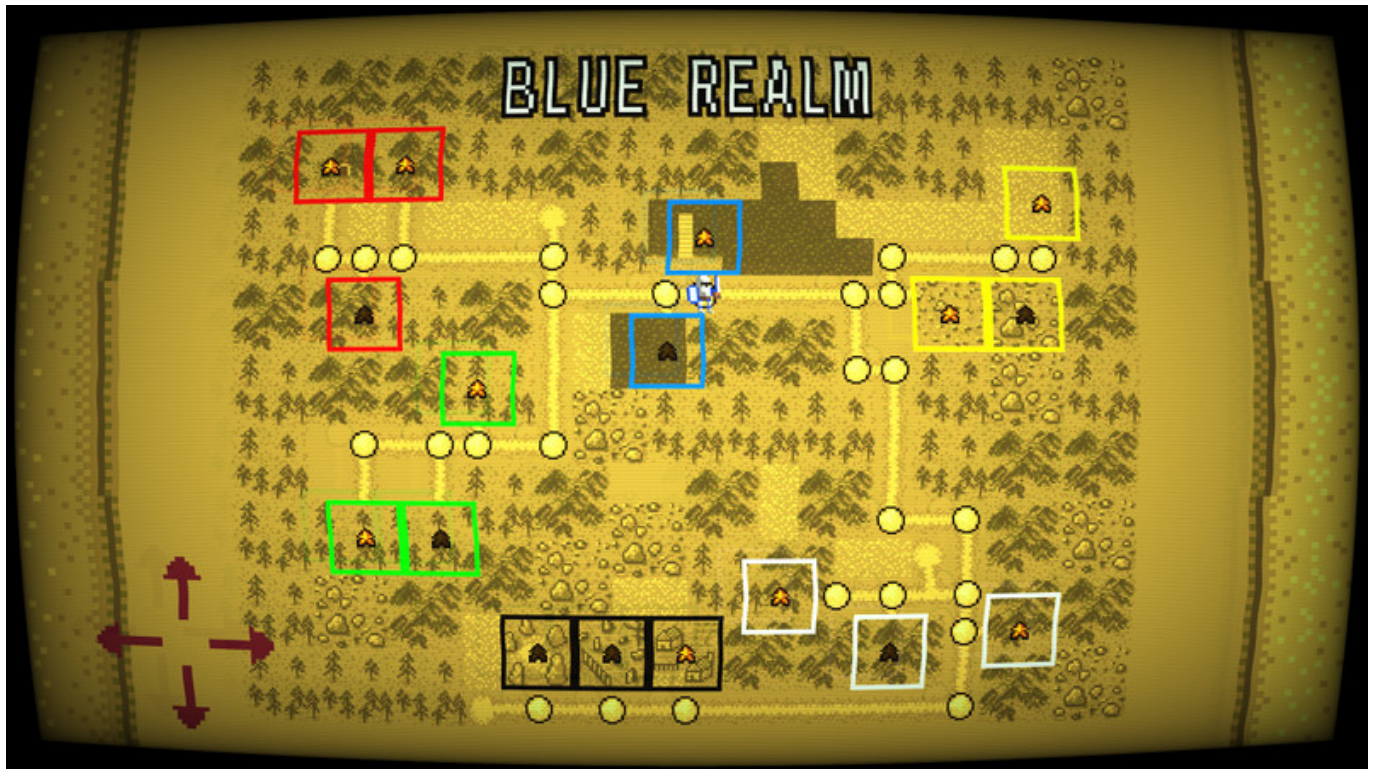
**Memory:** 4 GB RAM

**Graphics:** Intel HD Graphics 4600

**DirectX:** Version 11

**Storage:** 500 MB available space

English





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SELECT YOUR TEAM

PLAYER1    PLAYER2    PLAYER3



PRESS  
START

PLAYER4    PLAYER5    PLAYER6

PRESS  
START

PRESS  
START

PRESS  
START

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Didn't have to play this one very long to realize how big of a waste of time this was. Not to mention that I lost 3 dollars. This game is exactly what it looks like: a generic 2d platformer. But, it is so stale that it is virtually unplayable. No redeemable features what-so-ever. Hope the developers make a better platformer with lore that took more than two minutes to come up with.. It's pretty fun. It has the SNES/Genesis feel to it which is always nice. It is also pretty challenging. If you are good at the game it won't take you too long to beat but for 3 dollar it is definitely worth it.. The retro graphics and visuals is really all that's going for this game. The gameplay is unfair, imbalanced and infuriating. Platforming is stupidly easy since you have a double jump and combat is stupidly hard with the tiny sword you get and the insane amount of knockback you receive. The music is nothing special either.. Its retro presentation indicative of the design philosophy driving it all, Battle Knights seeks to deliver an intensely challenging platforming experience. Level design and enemy placement reward memorization, dexterous platforming and careful melee. Best played with a gamepad!

There's a ton of game here. On top of a single-player V co-op campaign spanning 6 unique zones complete with boss battles and optional challenge stages, the devs have packed in an impressive amount of bonus content by way of additional game modes, 3 of which wait to be unlocked.

Getting into the habit of blocking is paramount for survival as the 3 hits you're afforded can vanish in a blink. Bringing up that SSB-ish shield, however, saves you from suffering any non-spike damage for as long as it's active. While your attack range feels Wonderboy wimpy, there are random power-up drops that offer a Castlevania Adventure-like projectile to accompany each slash, although these are limited use.

Dungeon Run mode is my personal favourite of what's available in Battle Knights, taking the classic "pushy level" and making it into a self-contained, multi-stage adventure. Like the rest of Battle Knights, it's punishingly difficult and the forced scrolling can get frustratingly speedy but there's real satisfaction to be had learning a Dungeon Run level and executing it perfectly.

I'm looking forward to trying the multiplayer modes out with a buddy! :)





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