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Castles Ativador Download [PC]



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## About This Game

Welcome to the world of Castles. As a lord or lady of the realm, you've built the castle of your dreams, battled bloodthirsty dragons, engaged in brutal treachery, sent troops abroad to war, and defended your land against marauding enemies. But they're still not happy. Maybe you shouldnt have poured hot oil on their heads...?

- Real-time battles in a turn-based strategy
- The ability to design your own fortress

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Title: Castles  
Genre: Adventure, Strategy  
Developer:  
Quicksilver Software  
Publisher:  
interplay  
Release Date: 2 Jan, 1991

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**Minimum:**

**OS:** XP, Vista, 7, 8, 10

**Processor:** 1.8 GHz

**Memory:** 512 MB RAM

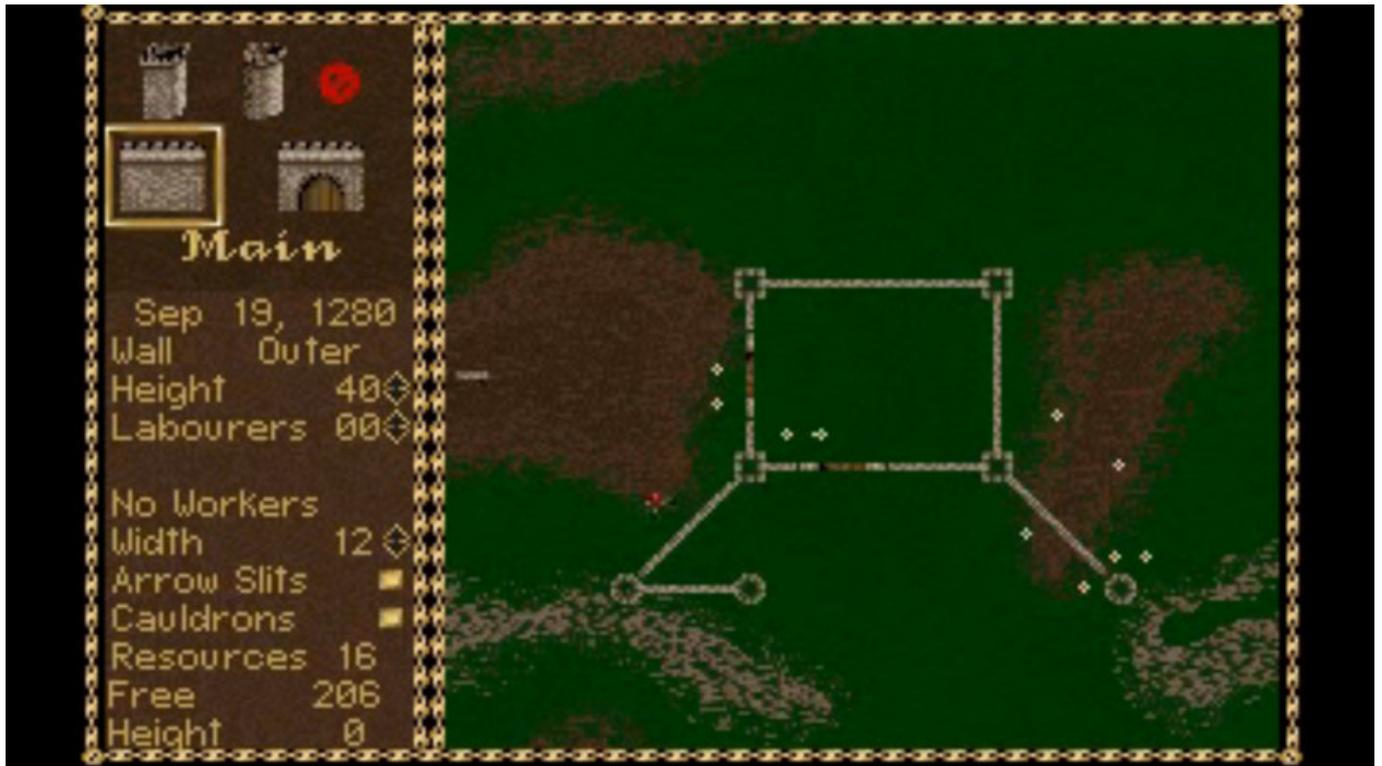
**Graphics:** 3D graphics card compatible with DirectX 7

**DirectX:** Version 7.0

**Storage:** 7 MB available space

**Additional Notes:** Mouse, Keyboard

English







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The price really doesn't match what you are getting. It is exactly the game you played in 1991 and it needs to use DOS box to even play. This should be a dollar game or even freeware at this point.. Perfect port of an old game. Very old game so don't expect otherwise, but there's a lot of fun if nothing else seeing how well you can mess with the old simplistic path-finding and AI, and it's a reasonably fun game designing castles, managing workers, army, and their wages, and how that effects your budget, and if you turn on "messengers" you get a number of interesting stories that play out during the game.

This isn't Medieval Total War though. You have two troop types, archers and soldiers, they're literally 6 pixels, and you can only place them before battle. You can't control them at all once the battle starts, but there is a surprising amount of strategy involved in that, where you put your archers in the castle, how you break up your ground troops and whether you put them inside or outside the castle or in various nooks of your castle so they tend to end up massing around small numbers of enemy troops at the same time. Managing finances is about on par with modern games and adds a reasonable extra layer to the game, The order you build your castle in is important because you will get attacked while it is being built, and you have to prioritize how to get some basic defenses while at the same time thinking long term, and the non-linear stories you get out of the game are actually well written and interesting.

It's also only \$10. On sale it's practically free. If nothing else it's worth the money just to give it a try.. Castles fills me with nostalgia, but the DOSBox version sold here crashes on my Windows 8.1 machine and isn't worth the trouble of trying to troubleshoot beyond what I already have. If you can get it to work for more than thirty minutes at a time or so it might be worth it for you.. A game for the past. The main problem I have with the game is the tedious things I have to do over and over. After each attack. you have to reassess all the laborers. You are constantly interrupted by messengers while you are doing actions. It may have been great in the 1990's, but not worth buying today. Totally disappointed!



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