

Mount & Blade

Publicado por CeltíberoLeonidas - 13 Mar 2008 21:53

RPG muy interesante. No he leído mucho sobre el pero por los videos parece muy entretenido. Haber que os parece. Mount&Blade es un juego creado por Taleworlds, nueva compañía independiente.

Actualmente se puede descargar de forma gratuita y probarlo hasta nivel seis. Si te gusta, puedes comprarlo Online vía Paypal o en su propia tienda.

El juego solamente se distribuye via internet, así que no hay que esperar envíos. Descarga-Prueba, y si te gusta, Compra para poder jugar el juego completo.

Web en castellano: <http://academia.clandlan.net/?page=academia/view&id=131>

En esa web lo podeis descargar. Ademas hay muchisimos mods.

[youtube:14xulpya][youtube:14xulpya]

[youtube:14xulpya][youtube:14xulpya]

[youtube:14xulpya][youtube:14xulpya]

Tendra modo Online? Seria la caña.

Que os parece?

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Re: Mount & Blade

Publicado por CeltíberoCarrasca - 09 Ene 2009 12:33

Creo que este mod no está puesto aquí, se llama Wild Lands y al parecer es una compilación mejorada de varios mods: se pueden reclutar nobles, crear partdas de guerra y asignarles órdenes concretas como patrullar, ir a algún sitio, opciones automáticas de actualización de equipamiento, etc

El enlace aquí

[url:1imkmzue] www.clandlan.net/foros/index.php?s=4022f...amp;st=0&start=0 [/url]

Re: Mount & Blade

Publicado por Stelios - 20 Ene 2009 17:26

[url:241wg283] forums.taleworlds.net/index.php?PHPSESSI...sg1268427#msg1268427 [/url]

¿Es eso lo que creo que es? ¿Me lo puede explicar alguien? 🛖



Re: Mount & Blade

Publicado por CeltiberoLeonidas - 20 Ene 2009 20:42

Haber parece que es una campaña multijugador por turnos al estilo del Kingdoms.

Eso es lo que he entendido con mi pobre ingles.

Pero no de batallas multiplayer.

Haber si alguien puede aclararlo mejor.

Re: Mount & Blade

Publicado por Stelios - 20 Ene 2009 21:51

🛖 Pues a ver si algún celti con un mínimo de informática se anima a hacer una PÚBLICA, yo he preguntado, pero no creo que me hagan mucho caso... "Zus informarce bien"; eh xD 🛖

Re: Mount & Blade

Publicado por SeSp1 - 25 Ene 2009 16:42

yo encuentre al fin la herramienta para hacer el multiplayer, aunque tengo que aprender a usarla...jaja

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Re: Mount & Blade

Publicado por Stelios - 25 Ene 2009 16:47

Si la compartieses con esta comunidad, mejor que mejor xD

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Re: Mount & Blade

Publicado por SeSp1 - 25 Ene 2009 17:04

Realm Crafter....

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Re: Mount & Blade

Publicado por Celtiberoldibil - 27 Ene 2009 01:15

Ya nos contaréis cómo va eso de la campaña...

Ha salido el Sword of Damocles, es impresionante lo que lleva encima este mod:

<http://forums.taleworlds.net/index.php/ ... 131.0.html>

SWORD OF DAMOCLES

INVASION

V4

[Become a King]

!: If you capture a town or a castle without a claimant or an oath you can create a new kingdom.
[from AoM by Highlander]

!: You can recruit maximum of 20 new lords. You can't have more lords than you have centers. [from AoM by Highlander]

!: You can assign fiefs to your lords. Order your lords to stay in their castle to garrison it. [from AoM by Highlander]

!: Rule Your kingdom through court. Issue orders to Chancellor, Treasurer and Marshal.

!: Chancellor - Declare War to other Kings.

!: Chancellor - Recruit Lords and Manage Fiefs.

!: Chancellor - Change Your kingdom Color.

!: Chancellor - Can now tell your global population and global faith. NEW

!: The more fiefs Your Lords have the larger army they can have. Wait a bit before you assign fiefs to new lords!

!: Population has been added. Each Village and City now has population. It's extremely important factor. NEW

!: Population number is now base income from fief. NEW

!: Starting population values for are 50-250 for Villages and 500-1500 for Towns. As Town importance is much higher. NEW

!: At the beginning income will be smaller than in Native but population will eventually grow. NEW

!: Weekly population growth is based on Prosperity, Local Faith acceptance, Popularity, Tax level, and on new factor Health NEW

!: Population growth can be negative if the factors above are very bad. NEW

!: Population will also drop when village is raided or when town is being sieged. NEW

!: !: Castles now don't give you ANY money. In fact their maintenance costs you 250 denars weekly. NEW

!: !: When You order Your marshal to garrison Towns and Castles, town/castle's village population will drop for each recruited troop. Recruiting nobility from Chapters does not affect population. NEW

!: Health - has been added. It mainly influences population growth and will be responsible for firing Disease events. NEW

!: Treasurer - Change Taxes.

:!: Treasurer - Engage in trade enterprises. Not directly but through Merchant's Guild representatives.

:!: Taxes - you can change tax levels of your fiefs. High taxes increase your income but decrease your popularity and prosperity.

(click to show/hide)

There are 7 tax levels. The lowest, Voluntary, reduce taxes by 80% and give you 3 popularity and 3 prosperity bonus in every town and village each week. Next step is 30% and 2 popularity and prosperity then 15% and 1 popularity and prosperity. High taxes act opposite.

:!: Merchant's Guild - Build Merchant's Guild Halls in towns to increase their prosperity and to increase chance of success and income of your trade enterprises.

[Deal with Unexpected]

:!: You will have now to deal with dozens of problems in Your life as a King.

:!: Random events will make You feel like You really are ruling a kingdom.

:!: They will come from different fields. Your choices will have significant impact on a Game.

[Build an Army]

:!: More detail on Army Management with new troop trees in Troop thread.

:!: When You arrived to Caladria from Your motherland devastated by Imperial Legions under the lead of Legate Gaius Marius only what was left from Your former glory was your armor, weapon and a horse. You must now prepare.

:!: At arrival You can only recruit and train mercenaries. If you give an oath to one of Caladrian Kings You can recruit and train Caladrian troops.

:!: But Why should You serve under alien kings blind for incoming danger?

:!: When You create own Kingdom you can train peasants recruited from villages in Your towns and Castles.

:!: Barracks will help You train Your Infantry.

:!: Practice Range will help You train Your Ranged Soldiers.

:!: Stables will allow You to train Cavalry.

:!: Knight Chapters will attract Noble refugees from Your Motherland to join Your cause. Nobles are equipped in fabulous Siofna's Exclusive armors. NEW

:!: Marshal - when told to will upgrade Your soldiers if You have proper facilities.

:!: Upgrade cost. Training troops now costs money. NEW

:!: For each troop level it's 1 denar. Cavalry costs 50% more. Nobility costs 100% more. Faith troops cost 300% more. NEW

(click to show/hide)

Example - Mounted faith troop will cost 30 (they are at lvl 30) + 50% for mounted x 4 = 180. Lvl 10 footman will cost only 10 denars.

:!: Blacksmith reduce this cost by 50%. NEW

:!: Blacksmith also make castle maintenance cheaper by 50 denars. NEW

:!: Marshal - can also be ordered to fill up garrisons of your new Empire with troops.

:!: Marshal - can also summon Your Lords for a campaign and tell where specific lord is. NEW

:!: You may also tell any soldier from your army to form Regiment. The soldier will create new party. You may give troops and issue orders to this party. Upkeep for troops in Regiment is 50% higher.[from NNY by Geoffrey Ashe]

:!: You can also bribe bandits to join your party. You must have enough capacity to take them.[from NNY by Geoffrey Ashe]

:!: You may hire refugees, manhunters and townsmen in taverns. [from NNY by Geoffrey Ashe]

:!: You can buy ale in taverns to increase Your army morale. [from NNY by Geoffrey Ashe]

:!: You can now give/take troops from patrols. Not only give. NEW

:!: All patrols carry your banner. NEW

:!: After a battle Your faithful companions will equip loot. [by fisheye]

[Spread true Faith]

:!: You are no longer man from nowhere. Thus Your faith (lack of it) is known.

:!: Choose From 4 Faiths to believe in or renounce faith.

:!: Spread Your faith across lands.

:!: Build religious or secular structures. Temples, Chapels, Shrines, Monasteries, Libraries, Schools.

:!: When Your Faith is strong enough it may be that some of Your best knights will follow path of Faith and become Holy Warriors.

[Repel an Invasion]

:!: One Legion, containing hardened veterans will invade Caladria. As it invaded Your land. You have one year to prepare your kingdom for war.

:!: Imperial Expeditionary Forces are led by powerful Legate Gaius Marius and his 80 centurions.

It consists of (from weakest to strongest):

:!: Infantry: Velites->Hestati->Principes->Triarii

:!: Cavalry: Lancearii->Contarii->Cathaparcii

:!: Mounted Archers: Sagittarii

[Restore Your Motherland]

:!: You came as You have chosen, from: Empire of Antares, Republic of Marina, Kingdom of Aden, Duchy of Villian, or Zerrikanian Sulatanate.

:!: Military doctrine learned in Your motherland let's You to train 12 different troop types for each country.

:!: And In the future, who knows, maybe V5 will have new land to conquer after You repel Invaders...

[Additional features]

:!: Items- Excellent SoD exclusive Armor sets made by Siofna http://forums.taleworlds.net/index.php/..._040.0.html NEW

:!: Complete mouthnhoof's Weapon Overhaul. NEW

:!: Armors now divided into categories within which they have similar statistics to allow player a choice (as suggested by GADefence). NEW

:!: Computer battles are much faster, so if you see a battle and want to join don't wait or it may be too late

:!: More aggressive map AI

:!: After player is killed in battle troops continue to fight. Press TAB to leave. You can now charge free from autoresolve fear. NEW

:!: Food- Gives much more morale. Soldiers eat less (more than 3x less). NEW

:!: Jester- Right now he just offers cheats. If You use them Your game will probably suck. It's made for testers. Use it for own responsibility. NEW

- :!: You can acces Party/Inventory windows while besieging a castle. NEW
- :!: You can now talk to enemy lords and pay them (a LOT) to make peace with their kingdom. NEW
- :!: Not releasing Centurions for ransom does not lower player's honor. NEW
- :!: Own Lords will always have positive relation with player (every day game will check if it's positive so don't worry for temporary low relations). NEW
- :!: Ransom brokers now pay you sum based on prisoner level. NEW
- :!: It's easier to capture lords.
- :!: Lords kept in castles are now less likely to escape (prisoner tower is still good idea).
- :!: You collect taxes from all fiefs by visiting just one.
- :!: Engineering has bigger impact on improvements. Having low engineering makes them slightly more expensive and time consuming while high engineering reduces cost and time greatly (GREATLY, really)
- :!: Mill gives 5% bonus every 2 weeks and school gives 1 point bonus every week
- :!: You can talk to Village Elder from village/town menu
- :!: And possibly something i forgot of...

:!: Bandits will will not NEW

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Re: Mount & Blade

Publicado por Piteas - 28 Ene 2009 21:58

Sí, es impresionante. De lo mejor que he visto para el M&B.

Hay que ver lo que da de sí este juego. Cada vez me gusta más.

La única cosilla un poco fea en este gran mod es lo pedazo bestias que son los invasores. Unas máquinas de dar sopapos. Pero sin desafíos no hay juegos.

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Re: Mount & Blade

Publicado por Celtiberojeno - 30 Ene 2009 01:21

Hola!!!

Me he descargado en dos ocasiones la versión 1.011 directamente de la web, porq el juego no me detecta nuevas versiones (lo tengo comprao). Bueno, el caso es que habiendo descargao dos veces el juego me da problemas y ni siquiera me deja instalarlo ni abrir al menos el instalador. ¿Alguien sabe algo?

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Re: Mount & Blade

Publicado por CeltiberoCarrasca - 30 Ene 2009 10:50

Celtiberojeno escribió:

.....Bueno, el caso es que habiendo descargao dos veces el juego me da problemas y ni siquiera me deja instalarlo ni abrir al menos el instalador. ¿Alguien sabe algo?

Hola Jeno, cuánto tiempo!!!! :D

Yo en su día actualizaba, pero no desde el juego. Me bajaba la actualización y después ejecutaba el instalador sin ningún problema. Cuando salió la versión .011 ya me descargué el instalador del juego completo y después desinstalé la versión antigua e instalé la .011; también sin ningún problema.

¿Esos problemas que comentas son además de que no puedas instalar el juego?

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Re: Mount & Blade

Publicado por Celtiberoldibil - 30 Ene 2009 11:28

Tiene pinta de que te has bajado un archivo corrupto o algo así. Prueba a bajarlo desde otra fuente, jeno.

Es rara la cosa.

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Re: Mount & Blade

Publicado por Celtiberojeno - 30 Ene 2009 13:46

Ahí están los tios!!!! Jejejejej ;)

Gracias, Carrasca e Idibil, hermanitos!!!

Ya tá todo solucionao, cabezas! Ya he dao unos cuantos palos por ahí.

Toy desconectao, esperando el Empire, en el paro, haciendo un master y viendo las listas de interinidad pa profe de Hª que no andan ni palante ni patrás...Jejejejeje :D

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Re: Mount & Blade

Publicado por CeltiberoCarrasca - 30 Ene 2009 18:42

Me alegra que conserves el buen humor a pesar de todo y espero que se te mejoren las cosas ;)

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Re: Mount & Blade

Publicado por Celtiberoldibil - 30 Ene 2009 22:54

Bajate el mod que postee más arriba, jeno, te va a gustar jeje. Aunque es jodio cuando llegan los romanos...

Se te echaba en falta en el castillo, tenemos el fregadero a rebosar :rolf:

Un abrazo, turdetano :D

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