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## FIVE: Guardians Of David Free Download [full Version]



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### About This Game

FIVE: Guardians of David is an expansive Diablo-style action-RPG set in the ancient lands of Canaan. Lead and play the five heroes, battling across exotic locations filled with archaic cultures, rich characters, and powerful artifacts. Experience one of the greatest stories ever told in this 11-Act epic.



### Heroic Gameplay

Fight a multitude of soldiers and Goliath-sized bosses.

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## Fluid Character Swaps

Swap between any of the FIVE and their unique fighting style on the fly.

## Miracle System

Smite your foes with the blinding light of angels, hailstones of destruction, fires of the Earth, and many other miracles.

## Equip your Gear

Gear up your FIVE with the extensive variety of ancient treasures, artifacts, and relics.

## Spy Network

Stop hoarding your items! Donate valuables to develop crucial ties with different Spy Networks, and reap the rewards.

## Epic 11-act Story

Experience the epic 11-act story of the FIVE featuring comic cut scenes from Sergio Cariello. Dave Fennoy (The Walking Dead, The Wolf Among Us) accompanies Adam Harrington (The Wolf Among Us, Tales from the Borderlands) as featured voice over actors.



Eleazar is so intense during battle that he has fought beyond the limits of his own flesh





Of all David's Mighty Men, it is said that Abishai was doubly honored above all others



Ariella is Abishai's sister and leads David through the catacombs while evading city guards





Benaiah is a valiant warrior from Kabzeel who protects the King, executes his laws, and dispenses justice



Jashobeam is the storied son of Zabdiel who pledges both his spear and allegiance to King David



Shammah, son of Agee, decimates Philistine battle camps in service to the King



FIVE was developed by Kingdom Games, a studio formed by a talented team of artists and developers who previously contributed to Darksiders, Shroud of the Avatar, Mass Effect, The Old Republic, Ultima Online, Deus Ex, Saints Row, Red Faction, Epic Mickey, Call of Duty, Warhammer 40K, and even MORE great titles.

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Title: FIVE: Guardians of David

Genre: Action, Adventure, RPG

Developer:

Kingdom Games

Publisher:

Kingdom Games

Release Date: 24 Nov, 2015

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English,German,Hungarian,Russian











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this game doesnt work

and guess what

its not the only game in steam that

doesnt work and still they sell them. Excellent Art

+ Friendly AI (Big selling point for me)

+ Gameplay is good

+ Good OST

+ a NEW GENRE, Biblical Fantasy

+ Not complicated. User Friendly

- Equipment somewhat anachronistic and fantasy based

- You might not like that it is not overly complicated

- Not able to actually collect Philistine foreskins. Amazing game really long, not fun for atheists. Terrible pathfinding issues..

**Check out our [Steam Curator Page](#)**

**and [Website\[bluntlyhonest.review\]](#) for even reviews and exclusive content!**

This game was like eating a bowl of ice cream and finding someone added sardines, what was good was great, but there were some really odd design choices, and in the case of Guardians of David it was the pointless filler missions and forced character selection, some character (the archer) REALLY sucked, however the overall story and the rest of the characters were very much an enjoyable experience and equal to that of Diablo 3 quality wise, it's a mixed bag for certain but worth a play, if you can get through the boring filler you will find a solid and enjoyable aRPG.

This Mini Review is part of "10 games you probably will never play in 2019."

<https://bluntlyhonest.review/2019/04/02/10-games-you-probably-will-never-play-in-2019/>. The developers need to do one of two things, Optimize their game further, or post a better idea of what "Minimum Specs" are. Solid game, solid story for the 20 seconds I'm able to play of 4 FPS...

Running on an I3 2.3ghz ram

Intel HD3000

6gb ram

. iHeard about this and researched it a bit before I purchased. I experience some FPS issues, for sure. Saving isn't the best, but it's straightforward that you need to save at the start of levels (i.e. finish the one you're on before you quit playing). The inventory and outfit customizations are deep and well designed. The art (scenery, wardrobes, weapons, enemies, etc.) are all \*very\* enjoyable to me and most of all, I am very happy to finally have a decent game to play that is mainly focused on Bible themes. The fact that many of the bosses are GIANTS is totally awesome IMO as well ! I think most of the people who have reviewed this poorly have not played through it very much or already have a favorite game in this style that they hold this up to (perhaps even one based on the lord of terror rather than The Lord ? :o lol). Once you get to Act 3 the locations that open up offer more chances to divest your inventory, save, etc.

I was mainly excited to play this because of the subject matter and historical period and I am not disappointed. From smashing Fish-man idols to wearing antlers and capes; there is a primal feel to the whole game that permeates the first few chapters like nothing I've ever played before. It's like, if you ever played AOE or something and just wanted to be the nomad for a while - but I digress. Seeing renditions of Jerusalem (then running around it) when it was only a 15 acre walled settlement was really interesting to me too.

I would say it could use some polish in a few areas and I will be happy to make a post in the forums once I do some more evaluation. Still, I decided to buy this at full price because I really wanted to support the developers vision and, again, I am not



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disappointed.

If they do another patch at some point and just tidy it a bit, without changing anything that they really have here already - this would be an easy 8 or 8.5 for me. Maybe more. I certainly look forward to the next title from this dev. Keep att'er and good work !!

7.5/10 (+1)

If you can get it on sale, or are really looking for a game with this theme already then I would still give it an 8+. The only thing that very modern gamers might pooo-pooo is that the cut-scenes are all 'comic book style' but they are well done and there is adequate voice acting throughout. Some of it is really good but other parts are more satisfactory to the role. All in all, I don't see why anyone wouldn't like this title - especially if the FPS can be improved someday via another optimization patch or a guide. (maybe i should poke around and see if there's more on it in the forums, etc still too :P )

Recommend ? Yep.

Heads up - known FPS issues, needs a bit of polishing but generally a good game on it's own merits. I would say these devs are worth keeping an eye on if this is an early product. Tons of good games happening in Texas lately, this is another very worthy offering in the Lone Star State's stable.. Pros:

Great ARPG combat (plays kinda like Diablo)

Good voice acting

Good story (It isn't preachy, it just has characters from the Bible but its more fantasy than anything)

Great controls

Good graphics (not the best but it looks nice)

Hard Bosses

Cons:

It is based on the Bible (this may turn people away)

It could use some optimization as it does sometimes drop below 60fps and at times below 30 :(

Bad A.I (at times your companion won't attack or use spells)

-Overall Good game but it does have flaws, if you can look pass that it is fun :)

-My Quick look video:

<https://www.youtube.com/watch?v=U4XRTFdtzak>

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FIVE: Guardians of David is an isometric action RPG based on the Biblical stories of David's life starting from a young giant killer's perspective to an influential leader. The story of David is at the center of attention right from the start, most of it depicted through comic-book style cut-scenes between the missions and the rest through scarce dialogue encounters in the game.

Most of the time when you actually bother to pay attention to what the game has to say you get the impression that you are listening to some kind of a weird Biblical teaching device. Characters are paradoxically soulless, and despite being some of the most important Biblical figures, they have no personality whatsoever. Representation of that storyline onto the battlefield is even worse. Missions you venture through will give you absolutely no sense of accomplishment as you literary won't die. Even if you do, you will simply take control of some other character from your party of five. Atop of that almost every single mission objective in the game is a boring fetch quest where you must either destroy, collect, grab or pull something, killing hundreds along the way.

The player controls a party up to a 5 class-based characters: ranged weapon users, spear wielders, sword and shield fighters. There is plenty of space for quite a number of collectible gear and weapons on the shoulders of five men you control, which unfortunately makes no difference due to the fact that such a casual combat doesn't require you to even bother with comparing or even collecting new gear. You slice through hordes of enemies like knife through butter any give weapon.

There is no depth or high quality here, not by any means a Diablo-style action RPG clone. FIVE: Guardians of David is simply a below average game for a below average player. On the other side FIVE being a "Bible Game," doesn't bring much of anything to the table other than slaying people by thousands, while promoting some kind of twisted morality through the comic-book cutscenes. Levels are entirely linear and narrow corridors, with some kind of and open space usually associated to a boss battle (which you can't lose, as you respawn over and over again). Leveling-up is done collectively by group and new abilities are auto-assigned by the game, though these can be modified.

I really cannot recommend FIVE to anyone. Fans of action RPGs have literally dozens of better games to choose from. Price of 22,99\$ is ridiculous for the content you get. Aside from the novelty of the Biblical theme and story, FIVE's gameplay ignores a lot of what has been a standard in the genre for quite some time. Such important gameplay aspects as strategic groups, tactics and proper character development are nowhere to be found here. With its bleak heroes and dumb enemies FIVE: Guardians of David is something not worth your time or money.

*Disclaimer: Key was provided by developer for testing the game and for review purposes only*

[FULL REVIEW](http://pcgamesnews.wordpress.com)[pcgamesnews.wordpress.com]. Great Hack n Slash game, had a few issues they should have already resolved such as some pathfinding and so forth. Game is not overbearing, interesting settings (yes it's a biblical historical setting but there is no indoctrination or actual anti-anything or offensive sermonizing as one has come to expect from the religious stuff these days. it's just the setting and a bit of historical application, nothing more). Game is smooth and graphically nice and I noticed no bugs of any relevance so far, gameplay is the typical diabloe style and should be fun if you are into that genre. Certainly not a bad addition to your library. Having bought their arena style offshoot Cannan a while back and enjoyed it, this too has been fun and certainly not a bad buy.. I am not a religious person. However, I have found a lot of enjoyment with this game.

It is not without its glitches... however, these are overcome with a bit of practise. The biggest one for me was when holding the SHIFT key down to remain rooted in place - it doesn't just keep you fixed to the spot, but it also fixes the direction. This made it more difficult at the start of playing. But as I said, you get used to this, and just release the SHIFT key when attacking a different enemy.

I saw other reviews that indicated that this game isn't very religious. I beg to differ in that regard. As you go through the game, you uncover rocks that provide information about the story. The majority of these also contain biblical references. Also, when switching characters, they have little speeches, one of which is a shout of "FOR THE LORD!".

If you can cope with all of the above, then give the game a try... and I hope you find enjoyment in this game.. I really enjoyed this game. The Diablo-like gameplay was fun and the quality was impressive.

For my personal part I think I'd like to see the action ramp up sooner as the beginning was a little slow for my taste, but once it got rolling I thought it was a hoot.. Okay... this is weird. It's an action RPG like Diablo based on biblical events. That these two don't mix too well would be an understatement. I'm not a very religious person, but having the protagonists of a biblical story kill lots of other beings while sprinkling in bits from the old testament feels very odd. The game itself is well presented, but the



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setting and story mixed with the gameplay just feel too weird to me.. Only seen two of the five so far, but the game seems ok so far, if not a bit clunky. Especially the moving can be annoying if you expect to be able to explore more. Can't enter tents etc, occasionally they block each others paths so you even have to switch characters just to be able to get out of a tight spot.

The normal fights were fairly easy, the boss fights I had so far a bit more challenging but still very doable.

The cutscenes look ok, but really don't match the style of the game which makes it annoying in the end.

On the edge, but so far still semi positive.

. <https://youtu.be/dcL0lwh3FWs>

I have a 20 minute preview video here if you want a more in-depth look.

This game reminds me a lot of Neverwinter Nights and Dungeon Siege. I had a great time playing it, it was pretty fun. The combat got a little boring after a while. Your main attack is the left click which is also how you navigate. Your right mouse button is the power attack and then special moves are assigned to 1-4.

I wish this game had a stat leveling system though, so you could put stats into certain attributes instead of the game just doing it naturally. I really did have a great time with this game though and do recommend it to those people who loved NN and DS.

If you are looking for a more action orientated RPG I do not recommend this game.. Just right up front state...Not a fan of the Diablo/Torchlight controls. To me they are always clunky and ineffective.

Overall presentation and style of the game is good. The fact that there is some tactics to some of the fights was a surprise too. Went in with low expectations in someways. Most Judeo Christian games, in my experience, tend to be either very dull or they feel like they're slapped together with duct tape and tossed out. Lots of similar stories and plot structures. Which sadly echoes how terribly repetitive Christian entertainment can be. But that's just like Hollywood right now anyways. Neither take a lot of risks on stories.

FIVE at least attempts something from a time period that isn't often done and puts their own spin on it. Overall for the better. They explain what is from scripture and what isn't. Which helps. Then also it isn't limited to just the Goliath story which is sadly where so much often begins and ends in Christian entertainment. They like the Goliath overcoming odds thing, but don't like bloody conquests or David's main exploits.

If I have any complaint about this, it's the voice acting. English voices kind of detract from the gameplay for me. Accents seem wrong, English voices a bit over acted. They don't feel natural and that is part due to the script which is so-so at times. Much rather have them done in either Hebrew or Aramaic with subtitles. Be a bit more interesting that way. Course I'm one who favors anime in it's original Japanese most of the time. You learn to appreciate the character which a language brings in.

Overall, decent game here if you are in the audience that would appreciate it. Probably not one if you aren't interested in the history or the story. Or if you have any opposition to it. If this very review makes you mad then you're better off not buying it. Take your anger to CoD or something else. But if you are curious to see a story with King David that doesn't begin and end with Goliath, this might interest you.. Unique ARPG, enjoyed the setting. Some pretty cool abilities if you stick with it. Really cool period armor.

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