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## About This Game

Sphere 3: Rage of the Devastator is a brand new MMORPG created for the most hardcore players. Missed the unstoppable PVP-action with non-target system? This game surely will bring you all you want! Take part in epic sieges of huge castles. Use a wide arsenal of siege engines to achieve your goal. Do not focus on the only one strategy — you have thousands ways to be victorious!

Sphere 3: Rage of the Devastator has a strong classic fantasy storyline which currently consists of more than 1000 quests. It will take approximately 600 hours in total to make a complete journey through the story of political deceit, war atrocities and vile treachery.

## Key features:

- The world of total PvP: Battles and engagements between individual players, parties, clans, alliances and factions in different modes can occur on the most parts of the game map, sometimes with no exception for stating areas.
- Non-target, no compromises: Sphere 3 combat system provides total freedom of aiming, dynamically calculates the damage and allows a player to quickly pick an optimum attacking ability at a given range with its unique color telltale crosshair.
- Performance for the masses: Moderate system requirements make Sphere 3 a perfect place for mass PvP action.

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- A thrilling story-driven adventure: The game's storyline comprises more than 1000 quests moving through which a player makes up to 80% of levelling progress.
  - Epic, exciting and challenging castle sieges: Conquering a castle is impossible without using an arsenal of siege weapon and demands a whole list of objectives to be completed by attacker (capture the flag points, wipe out NPC defenders, breach the gates etc.).
  - It's all about castles: Owning a castle is a headache of micromanagement, defensive upgrading and constant state of alarm which pays off in the end by an opportunity to get some of the best items available in the entirety of the game.
  - Unforgiving yet fair PK (Player Kill) and Karma system: PK is not persecuted in numerous free PvP zones, while gathering bad karma points causes an offender to lose both gold and items after death.
  - Well-balanced PvP team: Characters of 9 different classes with their own unique strengths and weaknesses combined in the way to functionally complement each other on the field of battle.
  - Diverse PvE entertainment: Dungeons, world bosses, global cooperative missions on the enemy territory etc.

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Title: Sphere III: Rage of the Devastator  
Genre: Action, Free to Play, Massively Multiplayer, RPG  
Developer:  
NIKITA ONLINE  
Publisher:  
NIKITA ONLINE  
Release Date: 18 Aug, 2015

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**Minimum:**

**OS:** Windows XP, Vista or Windows 7,8,8.1 (32 or 64-bit)

**Processor:** Dual core more than 2 GHz

**Memory:** 2 GB RAM

**Graphics:** Shader 3.0 support Geforce 6600, Radeon X1600, 256 Mb RAM and DirectX 9.0c support

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 6 GB available space

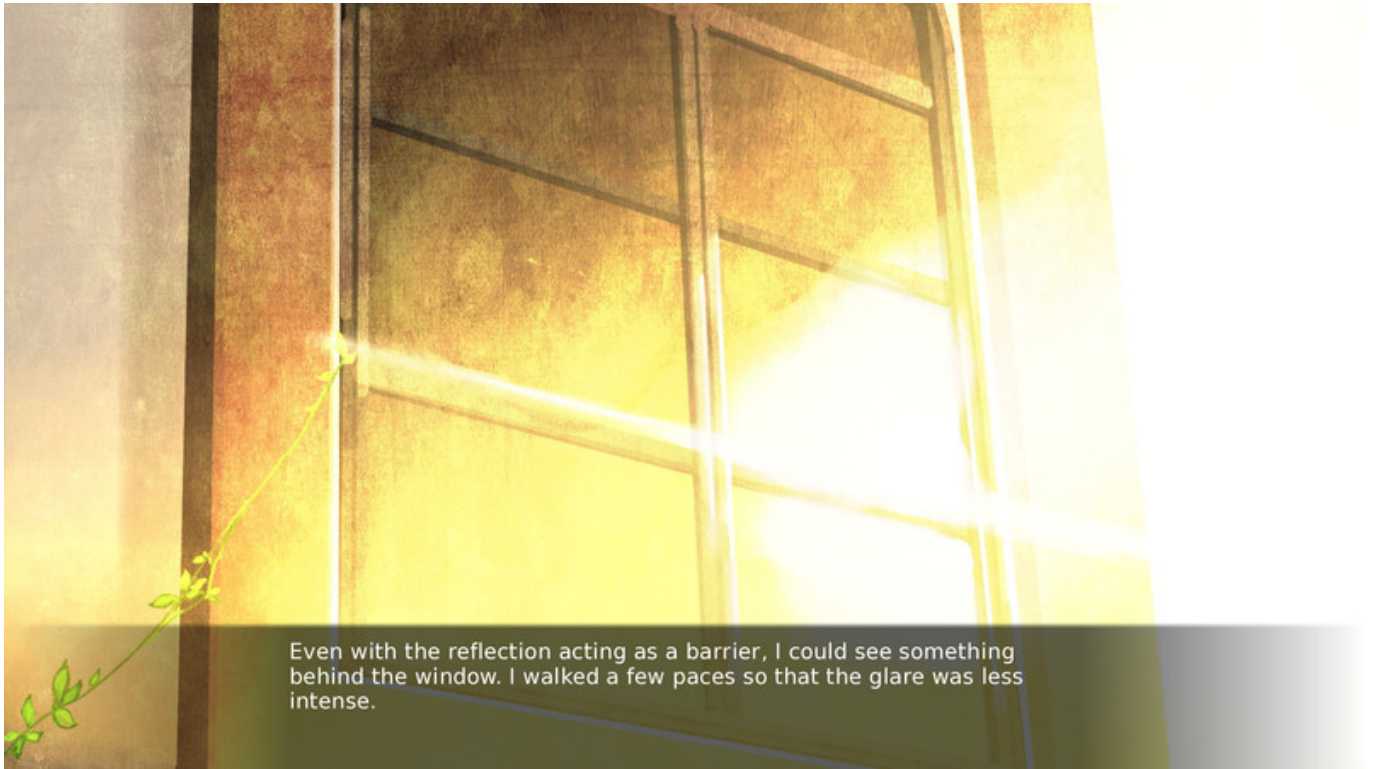
**Sound Card:** DirectX support

English,Russian

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**Game Update | 15-11-2018:**

*Version: 0.15.11*

Changelog: **Better Help:**

This update improves the manual to make level editing easier. Let us know what you think.. **Loading Fix Question:**  
Hey Guys,

So we know that some players are getting a loading issue where after leaving a scene the screen just goes black. We've also heard from some players that pressing ALT-TAB, or minimizing then maximizing the screen when this happens allows the loading to start working again. Can you guys confirm if this works for you?

Thanks, Blake. **Private Beta Update:**

Hello Tamers!

Tomorrow (Friday, March 8th) we'll be launching our Monster Crown Private Beta to the Monster Designer tier backers! The Beta covers the first two chapters of the game.

The game is being tested & polished extensively, but we're looking for some hands-on time from fans to confirm we're on the right track and the game feels and is as fun as it can be.

This is a big part of the reason there's no release date yet! Player feedback will be used to determine how close we are and if additional work must be done to make the game fun, fair and balanced.

We're starting with the Kickstarter Monster Designers and, based on the results and feedback determine if and how we'll extend this group to more Monster Tamers and possibly add additional chapters of the game to the Beta for your enjoyment.

**. A Taste of Exploration: Preview Build Now Live!:**

We are delighted to present you today a preview build of our upcoming exploration module as part of our "Unstable Builds"-program. There will be bugs and saves are disabled but it's by far our most polished unstable build yet. It will give you a glimpse of what's to come on the 31st July when we'll release the full module.





Here's how to access the preview build:

- Right click on Crest in your library
- Click on "Properties"
- Select the "Betas" tab
- Select the dropdown menu and choose "Unstable"
- The game will update, please wait (restart Steam if the game is not updating)
- Play

#### **Known Issues with the build**

- The energy bar of followers doesn't visually go down (currently figuring out if it goes down at all internally)
- Warriors can form clusters and just stand around or fighting forever.
- Children might not want to move sometimes (they can't find a suitable place to live, if the parents move they will find places in the new city)

#### **Good to know**

There's a migrate cooldown, if Followers have moved, they can move again within a half cycle.

The life bar for commandments is based on how many cities there were when it was written, that is why they differ in size now.

A detailed overview of all the features coming can be found [here](#) and we'd highly appreciate your feedback, especially regarding the balancing, in the [usual thread](#)

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Thank you very much for your patience & enjoy the new experience!

. **Patch 1.62:**

Just a tiny fix.

- Mouse is now properly locked in fullscreen mode

In more exciting news, I've been working on a followup to Witchinour for a while and it's nearing the point where I feel it's ready to be properly revealed. If you follow me on Twitter you've seen little clips of it but in the past weeks the game has become more and more playable. I don't have an exact timeline for anything but I'll be sure to post an update here when it's ready.. **Leaving Early Access soon!:**

Hey all!

Good news: we're launching the game out of Early Access on Friday!

To celebrate that, we're going to be playing the game today and tomorrow evenings (from 8pm CET), and Friday all day and night.

We'd love for you to join us (because as most of you know, bots aren't the most fun opponents ;) ), and help us welcome new players (or be welcomed if you are a new player!)

You can (but don't have to) mark yourself as attending on <http://vrlfg.net/schedule> (thanks DerHAMMER for that awesome site, btw!)

Also, if any of you haven't given us a review yet, and you feel we deserve one, please do so, to help us boost the game's visibility so the launch goes even better.

See you soon,

XTBoris

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