

# Assess the Rising Lords, the life of a medieval power lord

The medieval landscape has been plagued by game makers for years, so what can we expect from Rising Lords?

## Medieval plot is all black night?

Medieval period is a historical period in Europe, starting from the 5th century to the 15th century. This period is associated with the phrase "mouth of the medieval night" and is often seen as a dark space between the grandeur of the Rome empire and the brilliance of the Renaissance. Is that the reality? First in the middle historical period of the Middle Ages, beginning in the 11th century, the European population increased rapidly as technological advances and favorable weather helped production to grow and trade followed. reach. The emerging economy created a manor and feudalism that established the socio-economic structure of society in this period. As the wealth of Catholic church leaders wished to strengthen the church's influence through crusades called to recapture the Holy Land from Muslims. That is why there are so many fierce expeditions organized that give posterity an unfriendly view of this historical period.



Politically, the monarchs in many countries strengthened the central state to centralize and reduce the situation of sand in weathered soil. The intellectual life recognizes the dominance of the seminary and the establishment of universities, while the art of witnessing Gothic style culminated. In the post-production period, the Middle Ages suddenly collapsed quickly by a series of difficulties and catastrophic disasters including famine, plague, war . These catastrophes seriously reduced the population. Western European numbers. The plague alone or the Black Death alone destroyed a third of the European population at that time. Dispute the doctrine, heresy and schism within the church along with the scale war between the great powers, civil war, peasant uprising erupted throughout the continent. In a situation of confusion and confusion, The previous economic and cultural

development was gradually denied.

When the Middle Ages closed to make way for the historical period belonging to the modern period, most of them only looked at the previous stage in a glorious way because of the brilliant development of the Renaissance. Even when compared to the historical period before it as the Rome empire to the civilization of Eastern Rome and Western Rome, the medieval times have no advantage at all. Because of this dark period of history, there are too many NSX games that have relied on the discrete evidence left in the past to create interesting works for themselves. If A Plague Tale: Innocence tells a somewhat mysterious story about the plague and the weird rats, **Mount & Blade** is the series of endless battles of warlords to annex the land. A number of strategy games such as Knights of Honor, Crusader Kings or Anno 1404 also turn medieval times into poetic with thoughtful but no less subtle battles.



Review Mordhau - "Surprise" flood you like the medieval knights

Although not a fan of the hack & slash genre, Beetle has been conquered because of Mordhau's fascinating gameplay and exciting PvP battles.

So, with those highly successful seniors, what can gamers expect from the Rising Lords city construction strategy game? New gameplay? Featured image? Or is something dirty that can make people laugh at the manufacturer's illness? Check out the review below!

## Images and sounds conquer players

The genre of city construction is familiar to every gamer, Rising Lords is such a game and takes the theme of Middle Ages. The play of Rising Lords is quite unique with a management style focusing on small details, which will be a strange dish for gamers who love this genre. The play of the Rising Lords focuses entirely on macro control, with the expression of every detail in the city, as well as the production of raw materials. Everything in the game follows a closed spinning wheel, such as planting barley to make flour, from flour will have cakes and draft beer. Or if you want to produce weapons, you must first exploit iron ore, melt them into embryos and finally close with leather to make armor. The mechanism of producing raw materials in Rising Lords is very realistic and interesting, It partly shows us how it was produced in the Middle Ages. Moreover, this also requires the player to know how to arrange the construction, so that the production areas are connected together so that the materials are continuously circulated.



Of course the land is limited, so this requires a lot of calculations, but it is impossible to build it indiscriminately. For those who love nostalgia, Rising Lords reminds them of another city-building game once famous as Knights and Merchants, both of which are set in the Middle Ages with the construction method near. same. Rising Lords also has many additional factors such as weather and terrain, in the game, the time is divided into 4 full spring-autumn-winter seasons with different effects. If spring is best, winter causes snow to cause the lake to freeze, unable to fish, and plants will not be able to grow, resulting in stalled production. Weather constitutes a very important factor in Rising Lords, because the player must calculate the food properly, if not until the winter of the whole territory will likely die.

In addition to the weather, the mentality of the people is also very important, people in the territory need not only accommodation and food, but also the type of entertainment must also have. In Rising Lords there is a mental index depending on how you manage, things that will make it up or down include: taxes, landscapes and whether or not demand is met. If the morale index goes down, the ability of the people to work also decreases, even leaving the kingdom. The pace of Rising Lords is quite slow, it is the style of classic city building games in the form of sitting for a few hours to leisurely enjoy. The missions in Rising Lords are usually not limited in time, allowing players to build everything boring and then return to do it. Just like other games of the same genre, Rising Lords is divided into 2 main parts that follow the storyline with increasing difficulty or into a free screen. The plot of Rising Lords will take gamers into the role of an unknown warlord, who is struggling to find ways to wrestle with the outside forces to build his territory.



It is divided into several stages with different items such as building a trading station, organizing horse tournaments and fighting against bandits from outside. Meanwhile, if you choose to play freely, you will be free to do anything with your kingdom depending on your preferences. Players will be able to choose from many different terrain types or weather, more than enough to challenge themselves at the highest level. Overall, the play of Rising Lords is very diverse, enough to satisfy gamers who love the genre of city construction.

## While the gameplay is trying to do the opposite

Rising Lords is a strategy game but after a long time of experience, one will feel like he is playing the wrong card game with a random chance that can make anyone bloody. Talking about the proportions in the game, maybe for example by a very profound and humane case as your lord has the skill to increase the food harvested after each turn. It is a wonderful thing because in the medieval winter, even the most affluent regions could hardly guarantee the fullness of every farmer. You have about 15 turns to go to the wretched winter, you cut down each sample of rice, prepare every battle of food, get ready for everything ahead and feel secure about your facilities. Of course, in winter, no one can tell when hunger, epidemics or looting can happen at any time.



But it is strange that Rising Lords' random event system can make your efforts of 15 turns of brainstorm turn into a disaster with a simple announcement, sudden outbreak of plague, rebellious residents, lack of food and the neighbor lord there was no better opportunity to visit when to borrow food right now. Talking to lend it to the mouth, the book is flat in the face and robbers and meanwhile, the beloved kingdom that you've just cared for 15 turns is confused blindly by hunger and plague everywhere. If you want to chase the guest, you have to have a soldier, but the soldiers who saw the disturbing internal scene do nothing and morale to fight, so easy to guess for a result when you take out the troops and there are not many live birds. 15 turns, more than 1 hour of care and you can't even win an honor battle just because of the damn random rate of the system.

## Conclusion

After all, Rising Lords is still a strategy game set in the middle ages with great images and music. The image of the funny lords and their pro-corps corps is created in a framework that prevents the old medieval substance from being lost while meeting the needs of modern art. Music is the strength of the game when melodious melodies are always waiting to attract the dreamers. Of course, as mentioned, the gameplay has not been completely dealt with because the occurrence of random events seriously affecting the experience has surpassed

the tactics that Rising Lord can tolerate. Fortunately, this is still an early testing phase, so NSX can adjust this random event rate when officially launched. Ideally, they should do so otherwise many people will quit the game after a few hours of experience just because of the random chance of an event likely to cause anyone to blood out.

### **Advantages:**

1. Hand-drawn graphics with beautiful colors
2. Pleasant melodious sound with medieval sound
3. Interesting gameplay that recreates medieval production

### **Defect:**

1. The system of random incidents is much less evil!

## **Link Download Game**

Steam Store

[https://store.steampowered.com/app/835650/Rising\\_Lords/](https://store.steampowered.com/app/835650/Rising_Lords/)

You finished reading the article "**Assess the Rising Lords, the life of a medieval power lord**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.