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About This Game

Unlock Crusaders, collect Gear, and earn Achievements!

Crusaders of the Lost Idols is the Award Winning idle game of heroic awesomeness.

Create a band of unusual heroes to battle monsters, earn gold by killing them and use it to level-up and unlock new character abilities. Organize your Crusaders by designing the perfect formation for maximum damage.

Master Formation Strategy over multiple campaigns and events that are updated every month.



Formation Strategy

The only clicker/idle game to feature a formation system. Crusader specific abilities, buffs, and gear challenge the player to find the best formation every campaign and event.



Unlock Crusaders

Collect an unusual host of over 120 Crusaders such as The Bat Billionaire, Emo Werewolf and RoboTurkey, inspired by the world of video games and popular culture with more added Every Month.



Collect Gear, Buffs, and Trinkets

A cornucopia of content with hundreds of unique upgrades for each character, including unique gear, and buffs are available to collect.

PLUS

Over 10,000 Levels

Master over six campaigns with dozens of objectives with deep playability and challenge; more campaigns released regularly.

Daily Quests

Each day players are challenged to complete mini-objectives that reward success with precious red rubies.

Monthly Events

Limited time events featuring special objectives and exclusive new content updated Every Month.

Missions

Send your idle Crusaders on side missions to unlock past Event Crusaders, new gear, earn Enchantment Points and jeweled chests plus more!

Title: Crusaders of the Lost Idols
Genre: Casual, Free to Play, Indie
Developer:
Codename Entertainment Inc.
Publisher:
Codename Entertainment Inc.
Release Date: 13 Oct, 2015

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English

Upgrade an Item

Epic Gear

Super Friggin' Sharp Axe



Increases the Base DPS of Jim the Lumberjack by 400%
"Let's spread some monsters on toast!"

Legendary Gear

Dwarven Forged Axe of Slaying

Level 1



Increases the Base DPS of Jim the Lumberjack by 800%
Legendary: Increases the effect of Jim the Lumberjack's Sharpen Party ability by 100%

Cost

 **x1**



Craft

Close

 **x285**

 **x162**

 **x45**

 **x4**

 **x6**

Open Shop

 Increases the DPS of all Crusaders by 107%







a fun idle clicker with lots of potential. I mainly play on browsers, which doesn't matter in the context of this game since they're all the same, except on mobile. But yeah, if you want an idle game this is an amazing one. One of the key things you're gonna have to get used to is optimising formations for specific purposes, be it purely for power for freeplay, or adjusting your formation based on an objective's specific gimmick.

Only real downside is it's pure RNG when it comes to unboxing Epics for your crusaders. For the vanilla 20 (or 21-26 depending on whether you reach that far) crusaders that's not that hard, but for event crusaders it's pushing you to burning your warps to get event currency for more map runs, or eventually succumbing to spending steam wallet money (or the site's appropriate alternative like Kreds where I mainly play it).. Crusaders of the Lost Idols is a clever game that is far too hard core and far too grindy to really be enjoyable.

The premise is simple, use a group of characters, in a certain formation to complete a goal, say level 350. Each crusader has slot with equipment as well as powers. By placing certain ones next to other ones you might gain more damage or more gold. Each level has a goal, when it's met you move on to the next one. Then you reset the game which gives you idols. The idols in turn, permanently give you more dps and gold.

The problem is that game is so complex, there are so many different talent and builds, that people have tried to make spreadsheet to figure it out. Those are so complex you need an MBA just to figure out where to spend your idols. You can try just any combination, but you will hit a wall and accomplish nothing.

The devs have certain bases campaigns that are available all the time, and then 2 weeks a month, a special event. The difficult with the game comes with the grindy nature of the game. To finish the last mission of the first world you realistically need about 100k idols. Idols are earned at best at around 100-300 / hour. That means doing over 300 hours of mission just to be able to win it.

You will notice a lot of people have thousands of hours in it. Don't be fooled. They just let it run, probably with an auto-clicker to farm idols. Unlike AdCap you can't just turn it off for months and get a haul of idols. Turn efficiently grind, you have to babysit the game, and is the most time intensive idle/clicker game I've played. The last mission I did I let it run for four days straight, to reap a stunning 280 idols.

Bottom Line: Nice game if you have 20,000 hours to spare

. This game is stupid but an effective time sink for idle gaming.. Its ok, nice to have runnign in the background during work.....

Nice idle game.. installed for 30.3 hours played for 30.3 hours

good fun for idling game!. Clicker games - a genre well-known for it's shameless money grabs.

How do you compound it?

Add microtransactions.

Not recommended.

Gets boring quick.

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