# Crusaders Of The Lost Idols Free Download [key]



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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.

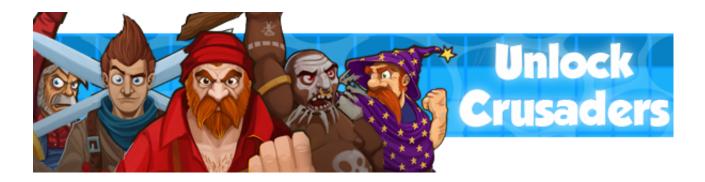
Create a band of unusual heroes to battle monsters, earn gold by killing them and use it to level-up and unlock new character abilities. Organize your Crusaders by designing the perfect formation for maximum damage.

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:

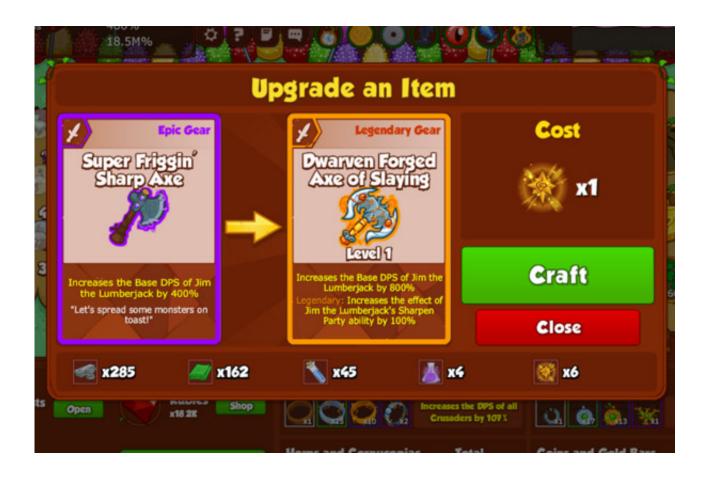
Codename Entertainment Inc.

Publisher:

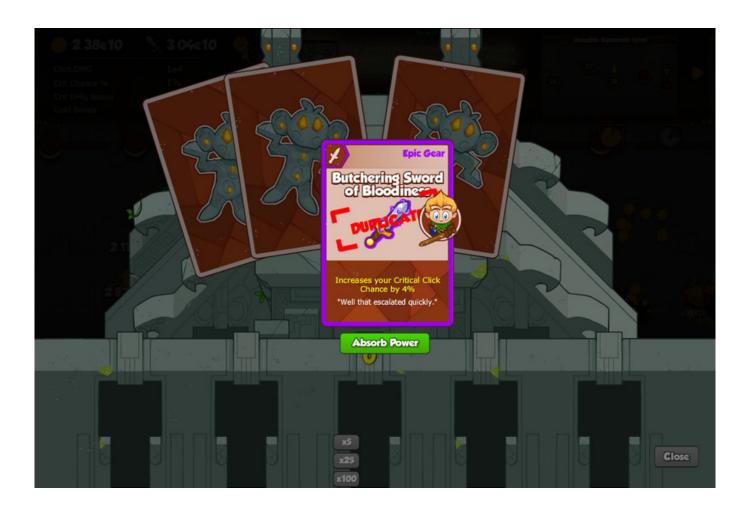
Codename Entertainment Inc. Release Date: 13 Oct, 2015

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English







Good game to play in the background. Gets pretty interesting and challenging. Totally different from all the clicker games I played so far.. \u0423\u0438\u0438\u0438\u0438\u0430\u0445\u0445\u0434\u04439 \u04421\u0432\u04432\u04451\u0435 \u04451\u0435 \u0441\u0432\u04451\u0435 \u0441\u0435\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u0445\u04

The problem is the loot system which works on a 5 tier system: common, uncommon, rare, epic and golden epic. The loot is progressive so uncommon is a better version of common, rare is a better version of uncommon, and so on. There is no choice of equipment - they simply keep the highest tier available and disenchant the rest.

Common, uncommon and rare drop from silver chests, the game's currency which each contain 3 items. VERY rarely a silver chest will be upgraded for free (about one in a hundred?) from a silver chest to a 'Jewelled' chest.

These jewelled chests contain 5 items one of which will be rare or above. EPIC gear can only be had from these chests. These chests are sold 3 for \$4.99. Buying chests is the difference between 'I might get the achievements this week' and 'See you in 2025'. Chest purchases also grant you a 24 hour 100% damage increase. Cheap, eh?

What's worse is the Golden Epics. They come with 'flash sales' which appear periodically to try and pressure you into buying them within a 8-10 hour window. They are ridiculously powerful. Many grant 150% bonuses when common items might be 5%. There are ALOT of these golden epics. You'd have to spend hundreds of dollars just to get those that exist right now, and more to get those they add with each update. Power creep is inherent here - they bring out new characters and gear to outdate the stuff you paid for so you'll buy more stuff. It's a hamster wheel of pay to win crap.

What's worse is the dev's have had bugs with the Golden Epic system awarding the wrong things - and refusing to correct all of it even though it's their fault. Even if you give them REAL MONEY for a in-game digital benefit which costs them nothing, they'll still give you the short end of the stick if their crap system glitches.

This is nothing but a mobile phone quality java game that rewards continuous spending and excessive playtime over any semblence of logic, skill, or ability. This isn't a game, it's a money pit.. For a clicker game this is one of the better ones. However it does have that same store mechanic like every other game where they're selling you stuff for hundreds of dollars. Why would you try to get people pay tons of money for a game like this? A game that barely even has content or gameplay? That's just preying on people who can't control their spending.. Yet another senseless, boring, ... clicker game... -.- Installed it because of a code from humblebundle. wasn't even worth the installation.... \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\

If you're a fan of clicker games, yes, this is probably better than others. If you're not, no this is not something so totally different than others that it is worthy of being called good entertainment.

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 \u2018formation\u2019 to complete a goal, say level 350. Each \u2018crusader\u2019 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\u2019s met you move on to the next one. Then you \u2018reset\u2019 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 V 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\u2019t be fooled. They just let it run, probably with an autoclicker to farm idols. Unlike AdCap you can\u2019t 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\u2019ve 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 backround 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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