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## About This Video

One of the crucial elements of Kingdom Come: Deliverance is medieval combat, which we at Warhorse Studios developed similarly to the other aspects of the game, i.e. as faithfully as possible, in order to show how medieval warriors really fought.

The documentary Fechtbuch is a record of what we learned in pursuit of that goal, and a guide to some of the secrets of historical martial arts.

In the course of shooting this film, we asked the leading Czech and Slovak fencers and martial artists who assisted in bringing combat to life in our game to explain and demonstrate the basic principles and techniques of medieval combat. We will show you arms and armour, present various schools of swordfighting and, together with the combat masters, contemplate the significance of knightly learning in the past and today, six hundred years later.

See what it looks like when a true master takes a sword into his hand!

## Featuring:

### Peter Koza, Tostabur & Magisterium

Peter Koza is regarded as essentially the founder of historical martial arts in former Czechoslovakia. The first generation of modern historical fencers emerged under his guidance and practically every serious HEMA school in Czechia and Slovakia, whether concerned with stage performance or authentic re-enactment, somehow owes a debt to his heritage. In Fechtbuch, he speaks of the spiritual aspects of martial arts and their history, as well as demonstrating with relish the intricacies of the varied approaches of the main historical fencing schools.

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## **Petr Nůsek, ARGO**

Petr Nůsek is primarily a martial artist, but is also the leading Czech combat choreographer. He has lent his expertise to numerous European and Hollywood movies, worked as a stuntman and stunt coach and is an occasional actor and stunt double.

He acted as an advisor for Kingdom Come: Deliverance and choreographed combat and battle scenes. In the documentary Fechtbuch he tells us something about combat choreography as well as about martial arts as a particular pathway through life, irrespective of the century in which it is enacted.

## **Petr Vytopil, Paridon**

Petr Vytopil, the leading Czech fencing tutor, presents in the documentary Fechtbuch the principles of swordfighting, in particular the offensive German school and its emphasis on the “Vor” method – i.e. the importance of maintaining pressure on the opponent and foreseeing his every move before he has a chance to execute it. Petr is an expert on the German school of fencing and fighting in armour and also tells us something about how medieval swordfighting is re-enacted today.

## **Robert Waschka, House of Knightly Virtues in Brno**

Robert Waschka of the House of Knightly Virtues in Brno was the lead combat advisor for Kingdom Come: Deliverance and all the fencing techniques you see in the game are derived from his movements. Robert teaches fencing and conducts workshops in the use of different weapons in various styles and schools of combat. In the documentary Fechtbuch, he explains how he became involved in fencing and what it means for him, shows us how to hold a longsword and where to strike an opponent... and when it's not a good idea to talk to your adversary.

## **Combat scenes choreographed and performed by Adorea**

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Title: Fechtbuch: The Real Swordfighting behind Kingdom Come

Production:

Warhorse Studios

Distributor:

Warhorse Studios, Deep Silver

Franchise:

Warhorse Studios

Release Date: 5 Feb, 2019

Country: Czech Republic

Video Resolution: 1080p(2.4GB)

Aspect Ratio: 16:9

Audio: Stereo

Running Time: 63 minutes

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core 2 or AMD equivalent

**Memory:** 1 GB RAM

**Network:** Broadband Internet connection

**Storage:** 200 MB available space

**Additional Notes:** Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English,Czech,Polish,German,French,Russian,Simplified Chinese

### Mermaids.

That's the first thing you notice as you enter The Abyss. The mermaids.

The club dancers are using holorigs and harnesses to project themselves on stage with mermaid tails, swimming languidly through seaweed that drifts gently in illusionary currents, small silver fish darting around them in time with the music.

The walls of the club are windows into an underwater vista, sharks circling hungrily behind the bar. Probably more holograms. Real sharks, even clones, would be too expensive for a dive like this.









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this game is a great game, hope the sequel is more better should actually be a tillogy or ten of these. cant wait for merchandise of the puppets in real life i give this game a 10/10 hope markiplier, jackseptice, lordminion77 plays this game.. I havent beaten this game yet, I'll come back and edit this once I do.

Haque is an intriguing and addictive roguelike game. On the scale of "D&D: The Video Game" to "You Just Flight Guys" it tends towards the latter, which generally doesn't excite me that much. But with an immense number of races, classes, weapons, items, pets, monsters, special abilities, and environments, this game brims with that "new game" feeling. You know what I mean; when it feels like anything is possible because you haven't discovered all the boundaries of the game yet. To me, that has always been the most important job of procedural games, and Haque is one of the only new ones to pull it off.

Too many roguelikes any more have a painfully limited number of -things- in them, which to me has always felt like a huge waste of potential. This isn't quite Nethack (i dont think), but its definitely got more stuff to mess with than I'm used to. Its just a grab-bag of goodies every playthrough.

It has a killer sense of humor (a professor brothers quote led me to a fun-filled rewatch session), the art style is intriguing and eye-catching, the music is great, its decently fast paced, and you can die and restart with minimal effort. It has a commendable amount of visual settings to get it looking just right, and a death screen screenshot feature to boot.

Also: it's hard. Or maybe I haven't figured it out yet? Nah I think it's hard. I keep hearing intriguing story snippets and I honestly have no idea what to expect so I AM STOKED TO KEEP PLAYING.

TLDR: buy it, its excellent.. This game is loads of fun, even though it can demolish people alot, and the bosses are challenging yet memorable (sometimes for the worse) if you have the time i'd say go for it.....also dont let the game know your getting mad, then the game will win. this...this game is awesome, bring me back to where vehicular combat was a thing and really popular and crashday is one of my favorite vehicular combat besides twisted metal.. This a great single player game with excellent graphics.. When I bought this for 1.24 I was a little skeptical, but after about 9 hours in and done the game, I can safely say it's more than worth it, at first the game did feel pretty ♥♥♥♥♥♥, weapons shoot much differently than what you'd expect, the camera bobs when you pull the trigger and overall it felt awkward and clunky, but I gave it another chance and holy crap it's really fun! Weapons are actually satsyfying to use, it's nice to one shot an enemy on the head with my pistel and see a cloud of blood fill his face as he turns into a ragdoll, sometimes they'll fly all over the place!

The lack of checkpoints REALLY help the tension and add to the experiance, I don't savescum and it really made the game a lot

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more tense at moments because when you die you have to start at the beginning of the level. Bulletime is usefull but it's a little TOO slow, there are a variety of weapons but sadly only a handfull of them you'll actually use because there are weapons that are just simply innefective, maybe it's just me but I found the dual UZI to be a really ♥♥♥♥♥♥ thing to use. The bossfights are just enemies with a lot of health but it's not neciccarly a bad thing, could've been more though. There's a variety of levels in this game, from jungles to mansions, nothing too special here. Music fits each situation but it may not be something you'll wanna download and put on a mp3 player.

Overall this is a really good game, pretty underrated at that. Gameplay is where El Matador shines and I highly recommend this to any fan of the Max Payne series or third person shooters in general. Even the starting price of 5 dollars is worth buying the game for.. unplayable DO NOT BUY its the worst game iv eva spent money on

. 4\*/5

If you've played EG1, then EG2 is the logical sequel: it's bigger and shinier while keeping what worked with the original. The graphics, lighting and sound are great. Controls are very responsive (I used a 360 controller). New gameplay elements include a couple more superpower-hats for your sidekick. Generally I found the levels more varied and entertaining than the original game's.

Here's why I can't rate it a 5-star:

- while "if it ain't broke, don't fix it" applies to some extent, I'd have liked to see a couple more enemies added. The sawblades and the reapers are back, and that's it - apart from the snake-boss (whose levels I didn't enjoy, because they were too fiddly). How about some different classes of reapers, at the least?

- some of the levels are way too tricky, while most are plain sailing (can be done within a couple of tries). I wonder how many of those really tough levels were beta-tested? Because the timing required on some of them is outrageous. A couple involve your goat being stuck at the bottom of the screen on a platform which is decaying or otherwise moving out from under you. If you jump too soon, you die; if you hesitate, you fall and die; and, if you jump incorrectly (by not hitting a high-enough jump or by brushing against a tiny pixel) you are blocked from completing the jump (and then you fall and die). In desperation on those levels, I looked up how the YouTube experts did it, but replicating the same feat is another matter. I always say it with puzzlers: if you can see how something is meant to be done yet can't replicate it within an hour of trying, the game has failed. Or should be labelled: only for kids with catlike reflexes. :(

Niggles aside, I had a blast with the majority of the game, "finishing" it in around 7hrs (87% completion, it says, but more than enough to get to the outro).. Me, I like it. It's not perfect. But I like it.. I've enjoyed the Air Conflict series since the first game was released, so don't get me wrong here. I enjoy the Vietnam addition, however there are some issues that take away from enjoying this title compared to it's predecessors. I'll keep this short and simple. There are some of the most iconic planes and helicopters in the post WWII era, and they have managed to do a good job in the graphic and loadout department. The size of the conflict zones is sometimes so small, that you find yourself constantly having to manuever your aircraft to avoid going, "out of bounds", as it were. This drastically lowers the possible enjoyment of many campaign scenarios, which I find frustrating. I haven't tried the multiplayer so I can't speak for that part, as of yet, but unfortunately I find myself on the edge of a question. Would I recommend this game to a friend? Sadly, the answer is no but, once again, I'm on the fence here. Whereas I find many aspects of the gameplay questionable another person may love it. So, who am I to say, "don't purchase this game". Well, so much for short and simple. Also, I can't quite place my finger on it, but there's just something missing in this Vietnam release.



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Don't even waste your \$0.99 on this game.

Looks like a Rhythm game right? Not really.

It's more "hold the correct button" with no real need of timing. Hold the button early, you're all good. Granted most of the game requires you to just switch from one to the other without much gap in between, but don't worry about actually hitting the "note" when it gets to the center perfectly. Even if you do, you don't get any extra points. No "Excellents" or "Greats" here.

About those "notes." You can't really call them that, because I'm hard pressed to find any kind of correlation between the notes on screen, or even their spacing/timing, and the song for each "level." It's essentially "Press buttons while a random song plays in the background."

22 minutes is all it took to make sure I had every achievement (5 star every level). Apparently I got so good at the game in that time that it reported my rank for level 5 as 1st place. Take that 3 other people that opened this game!

Avoid.. Wizard guy won't even lift his hand to move a chain out of his face, is stiff as a board and completely silent even while falling to his death, and wears robes he probably bought second hand from the Spanish Inquisition.

In other words, it's great.. Not a very big game. The variety does not approach any number of other roguelikes (most free or cheaper). The level generation is simplistic. The same room shape over and over. And too much of it bothers me; from the speech sounds to the soundtrack. I'm sure it's good for many, but it's not to my taste, nor is it worth the price to my mind.. Best Game Ever!

i Wish if they Add Work Shop To it so people can customise There Own Weapons and Charcters  
And Maps For More Fun!. Its classic! Get whole serie (include CM2)! We waiting for new CM games... I really liked the story.  
what the in god damn did i just play

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