

Igry New World Computing: Heroes of Might and Magic III, Heroes Chronicles, Might and Magic VII: For Blood and Honor

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✓ Verified Book of Igry New World Computing: Heroes of Might and Magic III, Heroes Chronicles, Might and Magic VII: For Blood and Honor

Summary:

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Istochnik: Wikipedia. Stranitsy: 78. Glavy: Heroes of Might and Magic III, Heroes Chronicles, Might and Magic VII: For Blood and Honor, Heroes of Might and Magic IV, Heroes of Might and Magic III: The Shadow of Death, Sacred, Heroes of Might and Magic IV: The Gathering Storm, Heroes of Might and Magic III: Armageddon's Blade, Heroes of Might and Magic IV: Winds of War, Might and Magic VI: The Mandate of Heaven, Might and Magic VIII: Day of the Destroyer, Might and Magic IX: Writ of Fate, King's Bounty, Erafiya, New World Computing, Arcomage, Heroes of Might and Magic: Quest for the Dragon Bone Staff. Vyderzhka: Heroes of Might and Magic III: The Restoration of Erathia (sokrashche nno Heroes III, Geroi III, HoMM3) - kul tovaya . entezii naya poshagovaya strategicheskaya komp yuternaya igra s rolevymi elementami, tret ya chast serii igr Heroes of Might and Magic. Byla razrabotana kompaniyei New World Computing i vypushchena The 3DO Company v 1999 godu. Russkoe final noe izdanie ot kompanii -Buka- - -Geroi mecha i magii III: Vozrozhdenie Erafii- - poslevalo v 15 marta 2000 godu Heroes III pozvolyaet igrat v odinochku protiv iskusstvennogo intellekta (kak v odinochnykh stsenariyakh, tak i v kampaniyakh - tsepkakh stsenariyev, ob edine nnykh obshcheyi syuzhetnoi liniyei), libo protiv drugikh lyudyei za odnim komp yuterom ili po seti. Vmeste s igroi postavlyaet.sya redaktor kart dlya sozdaniya otdel nykh stsenariyev, a v addonakh takzhe i redaktor kampanii dlya ob edineniya ranyee sozdannykh stsenariyev v kampanii. Heroes III razvivaet idyei, zalozhennye v pervoi i vtoroi chastyakh serii. Sut igry ostalas nyeizmennoi: igrok upravlyaet geroyami, vedushchimi v boi armii mificheskikh sushchestv. V igre sochetayut.sya dve sostavlyayushchie: strategicheskaya (geroi puteshestvuyut po osnovnoi karte igry, issleduya territoriyu i zakhvatyvaya vsevozmozhnye ob ekty) i takticheskaya (geroi srazhayut.sya s vrazhetskimi voi skami na otdel noi karte). Osnovnym iz...

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