

## Astral Heroes Download For Pc [PC]



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### About This Game

Astral Heroes is a Collectible Card Game that's simple to learn, exciting to play, and deep enough to challenge even the greatest strategists. It's the spiritual sequel to our older game, Astral Masters, which still enjoys a loyal following over ten years after its release!

Astral Heroes uses a truly fair Free-to-Play model that never hides the best content behind "pay walls". There's nothing in the game that you can't have for free, and you won't need to grind for months to build a competitive deck.

Why choose Astral Heroes?

- Fast-paced and simple core gameplay
- 3 different game modes
  - Custom Decks: Construct and play a deck of your own personal design
  - Random Decks: Improvise a strategy on the fly with a deck of random cards
  - Draft Tournament: Draft the cards you need before your opponents snatch them!
- A deep library of wellbalanced creatures and spells

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- No “junk” – every card in the game can be powerful in the right hands
  - A global Online League – match wits with players from all around the world
  - Guilds – team up with other players to earn extra bonuses and access special cards
  - Sophisticated and merciless AI opponents that will test your mettle
  - A rich singleplayer campaign, available for free to every player

In the new version (1.1) you can find 8 new cards and you can play with 3-color decks.

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Title: Astral Heroes  
Genre: Free to Play, Indie, Strategy  
Developer:  
Apus Software  
Publisher:  
Apus Software  
Release Date: 20 Oct, 2016

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**Minimum:**

**OS:** WinXP or later

**Processor:** 1 GHz or faster

**Memory:** 512 MB RAM

**Graphics:** OpenGL 1.4 or higher, 32MB VRAM, 1280x800 screen resolution

**Storage:** 150 MB available space

**Sound Card:** Any

English,Russian,French,Ukrainian

Quests League Guild

**ASTRAL HEROES**

Cooler, total level: 5 Hero Points: 37 of 66

Your Campaign Profile

My current deck:  
Order+Chaos-2 ( 675 / 710 )  
New Edit Delete

Your Opponent

 **Adept of Chance**  
Round and round it goes... What she'll play, no one knows...  
Both you and the Adept of Chance will play this match with decks composed of random cards from all four Classes.  
Quest difficulty: **hard**.  
Reward: 5 Gold

**FIGHT!**

Missions Market 286 990 Premium: 4 days

Cards: 25/25    Cards cost: 695    Astral power: 700

Order (28 cards)    Chaos (26 cards)    Life (43 cards)    Death (31 cards)    All cards (128 cards)

Clear    Mana Curve:    Deck name:     OK    Cancel

Quests
League
Guild

Cooler, total level: 5
Hero Points: 37 of 66

General Info
Caravans
Guild Perks
Guild Cards
History

Guild perks active  
**7 / 20**

Activation points left  
**0**

Total bonus to astral power  
**+50**

Total bonus to guild experience  
**+45%**

Reset Perks (20)

Active	Available	Available	Active	Available
Active	Available	Active	Available	Available
Available	Active	Active	Available	Available
Active	Available	Available	Available	Available

**Mysticism**  
Guild members receive +15 Astral Power.

Guild Members (2/10)

Name	Experience contributed	Rank
skroliks	975	Guild Master
Metre	364	Recruit
Cooler	41	Recruit
alexrk	758	Recruit
bagira	332	Recruit
Ellaniele	499	Veteran
Baros	302	Recruit
DimDome	161	Recruit
Wolond	149	Recruit
Phalenopsys	181	Recruit

Maximum guild size: 10 Increase (500)

Missions

Market

286
 990

Premium: 4 days

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As with almost every tcg, chaos/fire is overwhelmingly powerful. Just playing against the npc that does lazy ogre + death knights and then attack spell all you have as they build up death knights shows the unbalance. If you had access to more cards as a fresh player, then maybe you can combat it by altering your deck but not being able to fight it with what you want is a disparity. Well, its not as bad as M&M Duel thing. So bad.

Positive side is that it is fun for what it is... just tired of tcg that makes destructive/death too strong.. campaign is addictive -once campaign is over it's pay to win. Just like the old Astral Masters : ). It's a fun game but it has a stupid ♥♥♥♥♥ing barrier you have to cross in order to continue playing it. All I want to do is play the campaign, but instead I first have to reach level 5 in PvP, which takes about 3 minutes to find a match. It's just a tedious process that serves no actual purpose but to keep you playing more. ♥♥♥♥♥ you Astral Heroes devs. Get rid of the level 5 pvp requirement.. LVL 1 VS LVL 3 No balance at all!. Astral Heroes is a new card game in a series of similar card games. The early ones were Astral Masters and Spectromancer. This is free and worth trying to see if you like the style of game, but I feel like it's a step back from Spectromancer. In Spectromancer, you got all the cards you could possibly play right at the beginning of the game, and so you could proceed along a longer term strategy. Here you have a hand and draw at the end of your turn like a normal card game. Frankly it's a lot less interesting. The core game is good, but I'd just go buy Spectromancer if I were you.

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Very rich and enjoyable card game. A true gem!. PvP and balance cards is ONE BIG SUX. Absolutelly unbalanced hard removal, 2 last cards on enemy hend 3 times in a row and my full board go to hell, then lost in 2 turn. What about to backtesting?

+ graphics  
+ interface  
+ PvE  
+ you can change card in you hand 1x a turn

- PvP  
- unbalanced cards  
- remove all board with one card  
- Pay to win  
- some cards are overpowered  
- you have skill, but if oponnent pick up 1 card with you can easily kill all your staff - nonsense. After the first handful of matches this game becomes almost immediately pay to win.. Balanced, challenging, cyclic, funny, relaxing. "Come inside the magic, feel the spiritual flux of mana, become the life and death in a sacred ritual of ancestral power".. Pro: Easy to learn game, free to start. music is nice, small download, quick to uninstall

Cons : Generic cards / mobs, nothing visually spectacular (no FX or anything), pay to get anything good, many of the game mechanics are unbalanced (some are pointless, others are overpowered).

Fun pro-tip : If you do want to play this sh\*tfest (and why would you?) and want to win constantly, just have cheap monsters that makes the other lose spellpower (amount of mana gained per round) upon summoning. If he can't cast anything, he can't win. It's a cheap way to win thanks to no limitations in mechanics.... Nice card game for those who loved Astral Tournament/Astral Masters/Spectromancer back in 00's

#### **New version - 1.13:**

The game updated to version 1.13!

- Completed missions are listed at the bottom.
- Ukrainian translation updated (by Denis Nizhnik).
- Some AI decks were changed as well as their occurrence probability.
- Some bugs were fixed.

#### **. New version - 1.12!:**

- Spanish translation added - big respect to Hansi Rojas!  
- French translation updated - many thanks to Alexandre Rossi.  
- Guild bonus "Investments" nerfed.  
- Bugfix: rare freeze during card effects fixed.  
- Interface: player status autoupdate in the player search results box.  
- Interface: more convenient card upgrading.  
- Cards: astral price for Armageddon increased by 10.. **Game updated to version 1.11:**

Main changes:

- Support for user-contributed translations, packages for French and Ukrainian languages included.  
- Bug fixed: wrong avatar size/placement.  
- Bug fixed: caravan battle doesn't start.  
- Some UI improvements.

Cards were not changed.

[How to make your own language pack](http://astralheroes.com)[astralheroes.com]. **New version - 1.2!:**



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## Game updated to version 1.2

What's new:

- View duel replays (all duels are recorded and stored on the server)
- Some cards are changed (see full list on the game forum)
- Inactive players (not played within last 30 days) lose 1% of their fame every week
- Magister title now gives +2 life in Custom Decks mode (regardless of the guild level)
- Caravan cooldown reset is made cheaper
- 3 new bots added: level 1, 2 and 3.
- Bugfix: wrong deck selection during the caravan process.

**ATTENTION!** By default your replays are visible to all players. If you don't want other players to access replays of your duels with custom decks, please open game settings and set a tick to make them private. Private replays are visible to you and members of your guild (except recruits).

**ACTION:** price for daily premium decreased by 40%! **New version released - 1.1!:**

- 8 new cards added.
- Player titles give passive abilities, including 3-color decks, initial health boost, card upgrade etc.
- Some cards were changed (see the full list at the game forums).
- Player levels now directly depend on fame, so they can decrease
- Turn time now depends on player's behavior
- Game UI improved, some bugs fixed

## . Game updated to version 1.01:

**Main changes:**

- Now the second part of the campaign unlocks upon reaching level-5 in any mode. It is made easier, so level-5 players can pass it.
- Search Players feature improved.
- Some cards were changed (full list below).
- Some bugs were fixed.

## CHANGED CARDS:

Chaos:

Tenacious Ooze, +1 attack (to 6)

Harpy, +5 astral cost (to 85)

Chaotic Wave, +10 astral cost (to 40)

Energy Wave, -10 astral cost (to 30)

**Life:**

Seeker of Knowledge, -15 astral cost (to 10)

**Death:**

Final Sacrifice, +10 astral cost (to 80). **New version - 1.2a:**

The game updated with bugfixes and minor improvements suggested by players on the game forum.. **Spanish translation.:** Looks nice, isn't it? Thanks to Hansi Rojas, who translated the game to Spanish. Very soon this translation will be available in the game!



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