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Posted by [vetus@vetusware.com](mailto:vetus@vetusware.com) on Thu, 04 May 2017 00:00:00 GMT

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Seven Kingdoms 2.00

<http://vetusware.com/download/Seven%20Kingdoms%202.00/?id=13593>

Seven Kingdoms made departures from the traditional real-time strategy model of "gather resources, build a base and army, and attack" set by other RTS games. The economic model bears more resemblance to a turn-based strategy game than to the traditional "build-workers, and harvest-resources" system in games such as Command & Conquer, StarCraft, and Age of Empires. The game features an espionage system that allows players to train and control spies individually, who each have a spying skill that increases over time. The player is responsible for catching potential spies in their own kingdom. Inns built within the game allow players to hire mercenaries of various occupations, skill levels, and races. Skilled spies of enemy races are essential to a well-conducted espionage program, and the player can bolster his or her forces by grabbing a skilled fighter or give one's own factories, mines, and towers of science, a boost by hiring a highly skilled professional. For instance, having a skilled Persian general can make capturing and keeping a Persian village much easier. +++originally made for Windows 95/98, it runs perfectly on Windows XP and Windows 7 (Windows 8 and 10 not tested)+++

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