I'm not a bot

Reading this Crusader Kings III review, you're likely to be one of two people: either you're a fan from the PC version interested to see how it holds up on Microsoft and Sony's platforms, or you're someone new to the wonderful world of Paradox grand strategy and the consoles release of CKIII has finally provided you over the edge. In both cases, I say unto thee: anything's good, but there are some things to keep in mind. Crusader Kings III is not like other strategy games that you'll find on consoles. Its closest relative is Stellaris: Console Edition which is itself another PC port from the land asturias - and between these two they will challenge your expectations, and provide a fun distraction filled with in-depth strategy, RPG-like drama and light empire-building. From the newcomer point of view, the thing to know is that Paradox's take on real-time strategy game isn't as kinetic as for example a game in this genre. You don't be new'd by mass action sequences or an intense predetermined story. Instead you become the master of your own mediaeval world, taking control of a dynasty and living through the twists and turns of court life across several hundred years of history. These could be plots and schemes you enact yourself, or reactions to the living society that surrounds you. Unlike most strategy games, Crusader Kings III puts you in charge of a single character. This could be a semi-historical figure from one of the game's many start dates, although there are plenty of made-up dramatis persona as well as this game has thousands of individual characters all living out the life they want to make. Your character will be part of a dynasty - or a house - and will have relatives. Children, siblings, distant cousins... your goal as the player is to further your bloodline and bring glory to the house, although this is predominantly done through the lens of seeking personal glory for the character being played. There are no official win states, and only one true failure - if, when your character dies, there is no-one left within your immediate bloodline to take control of, your dynasty becomes extinct and you 'lose' the game. Your characters can be as low as counts, or as high as kings, queens, and emperors, and a typical goal sees you trying to secure more and more land, wealth, and prestige for your family. There are plenty of historical and fantastical Kingdoms and Empires you can try and ascend to. You'll need to ensure you make good marriages, engage in diplomacy, intrigue, and, when necessary, wage war. This is all old hat for anyone who's been playing the PC version this past year, but for newcomers it's worth going over the basics. For both crowds, it's also important to understand how CKIII expects you to interact with its world using a gamepad instead of a mouse. You can imagine the difficulties of converting something to a console that relies on a mouse-pointer interface, but I was pleasantly surprised with how well it adapts to the challenge. Crusader Kings III is already a new chapter in Paradox's on-going effort to lessen the amount of data on a screen at any given time. The visuals take centre stage, and that philosophy has carried over to the console version. Crusader Kings III is currently on patch 1.5 with a couple of expansions under its belt, but the console build is currently comparable with the game's 1.0 version, back when it launched at the end of 2020. There are plenty of updates missing, but all this means is that it will come further down the line – Stellaris' console version followed a similar journey. On top of that there are several features the console version has that the PC version does not. An automated AI army system for example will let you put your armies completely in the hands of an AI to wage wars for you, letting you fully embrace the role-playing aspect and submit yourself to the tides of fate. There are other options as well that will help you remain entertained, if you're struggling. If you're getting bored with your current dynasty or even section of your dynasty, you can also switch characters from the main menu. Choosing who to pick at the start of the game doesn't seem like such a tense choice, because if you're not finding it as fun as you thought you might there's not an easy-to-use out. Ultimately, this is a perfectly decent port of a perfectly decent strategy game. Five encountered bugs - including one crash bug - but provided you've got the auto-save set to a regular cadence you're unlikely to have missed out much. Well, you might even get a bonus upon reload, as the game state is always in flux from the moment you unpause. The fact that it is using an older version of the codebase may disappoint some PC fans, but it really means for newcomers is that there are more interesting features and updates on the horizon. If you're willing to broaden your horizons and challenge yourself in terms of what you can enjoy on an Xbox or PlayStation - adjusting with a healthy appreciation for mediaeval drama - then Crusaders Kings III is well worth checking out. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content Want to update what type of content you see on Steam? Update Content Preferences javaScript is disabled in your browser. Please enable JavaScript to proceed. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content Want to update what type of content you see on Steam? Update Content Preferences javaScript is disabled in your browser. Please enable JavaScript to proceed. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content Want to update what type of content you see on Steam? Update Content Preferences Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content Want to update what type of content you see on Steam? Update Content Preferences Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content Want to update what type of content you see on Steam? Update Content Preferences In recent years, Paradox Interactive has seemingly proved there's no such thing as a strategy game that 'only works on PC,' with surprisingly playable console ports of games like Cities: Skylines, Surviving Mars, Age of Wonders: Planetfall, and more. Those games have nothing on Crusader Kings III though, a grand-strategy epic packed with more menus, mechanics, and mindboggling depth than anything Paradox has attempted to bring to consoles before. Does Crusader Kings III work on PS5 and Xbox Series X, or will you feel like a peasant in a kingdom of knights? Let's detailed this review to find out. Conquer your Enemies from Inside Both the PC and console versions of Crusader Kings III are detailed, complex, and - at least in the beginning - daunting. The game will throw everything you need to know at you, but it's up to you to make sense of it all. Fortunately, the map scroll zooms smoothly, and Paradox portrayed 'ok and bad' well on PC. Crusader Kings III console developer Lab42 has rearranged the screen to better suit controllers, with the PC sidebar featuring your Council, court, and other key menus now sitting at the top of the screen. The game makes clever use of the DualSense's analog L2 and R2 buttons, as light presses scroll through the top menu, while holding them all the way down for a couple of seconds open a pair of radial menus to good effect in a number of their other console ports, and they continue to work well here. In fact, I'd argue they're more accessible and logically arranged than some of the PC version's menus. In addition to the analog triggers, CK3 makes smart use of the DualSense's touchpad, allowing you to increase or decrease the game's speed with a swipe of your finger. Admittedly, some of this DualSense trickery takes a minute to get used to, but it soon becomes second nature. One aspect of Crusader Kings III that doesn't translate as successfully are its in-depth tooltips. On PC, descriptions of all the game's terms and concepts can easily be accessed by simply hovering your mouse over them. It doesn't work quite as smoothly on consoles, descriptions do automatically pop up when highlighting certain things, but the PC lets you easily open multiple layers of nested descriptions. To do that on console, you need to hold down the left control stick to enter "tooltip mode" then highlight the terms you want described with a cursor. It works, but is notably more cumbersome than on PC. Now, personally, I didn't find this a huge drawback as I've already sunk dozens of hours into CK3 and know how the tooltips works. But it's a fiddly process that I can easily see people being put off by, especially if they're expecting a game that's as easy to pick up and play as Crusader Kings III's console cousins. Starting a new game is a lengthy affair, with plenty of options to pick and choose from. Do you want to play with all the DLC content available on PC and as of today, Xbox Series X and PS5. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content Want to update what type of content you see on Steam? Update Content Preferences Review scoringCrusader King 3 takes the throne as the new king of historical strategy by expanding on and deepening the best parts of what made its predecessor memorable and unique.Read ReviewCrusader Kings III NewsLoad More Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Windows macOS SteamOS + Linux Minimum:Requires a 64-bit processor and operating systemOS: Windows® 10 Home 64 bitProcessor: Intel® Core™ i5-2120 / AMD® FX 6350Memory: 6 GB RAMGraphics: Nvidia® GeForce™ GTX 660 (2GB) / AMD® Radeon™ HD 7870 (2GB) / Intel® Iris Pro 580 / Intel® Iris® Plus G7 / AMD® Radeon™ Vega 11Storage: 8 GB available space Recommended:Requires a 64-bit processor and operating systemOS: Windows® 10 Home 64 bitProcessor: Intel® Core™ i5-4670K / AMD® Ryzen™ 5 2400GMemory: 8 GB RAMGraphics: Nvidia® GeForce™ GTX 1650 (4GB) / AMD® Radeon™ R9 390X (8GB)Storage: 8 GB available space Minimum:OS: Catalina 10.15.7 or Big Sur 11 Processor: Intel® Core™ i5-2120 / AMD® FX 6350Memory: 6 GB RAMGraphics: Nvidia® GeForce™ GTX 660 (2GB) / AMD® Radeon™ HD 7870 (2GB) / Intel® Iris Pro 580 / Intel® Iris® Plus G7 / AMD® Radeon™ Vega 11Storage: 8 GB available space Recommended:OS: Catalina 10.15.7 or Big Sur 11 Processor: Intel® Core™ i5-4670K / AMD® Ryzen™ 5 2400GMemory: 8 GB RAMGraphics: Nvidia® GeForce™ GTX 1650 (4GB) / AMD® Radeon™ R9 390X (8GB)Storage: 8 GB available space 2 :]h3]Spire Spotting[h3]And now it's your local Spirelife guide, Demi, here to update you on the latest things about last week's Steam Spotting! Now, that's one hell of a brilliant hypotheses...[img]{STEAM_CLAN_IMAGE}/29087962/550038dea00bb1250337b230bc271b47a27e7e00.png[/img][img]{STEAM_CLAN_IMAGE}/29087962/2ee42ae340c7ad8c7e79221624560509cdde67b88.png[/img]The award for most inventive guess goes to Kangaroodoo, who imagined the creature's jittery movements as an engine![img]{STEAM_CLAN_IMAGE}/29087962/564fe28e46713da6c8c4f0613c53a1d4abffe37e.png[/img]While it was hard to pick a clear winner this time around, we think Moffster edged out the competition!Take a look at a small selection of the other many submissions we got this time around:[img]{STEAM_CLAN_IMAGE}/29087962/d9ee4a5e45445396adad77cdc4a5de735348328.png[/img]Credit in order from left to right: balls, Jokester, Wild, Samich, ssorgatem, AxolotlBoop, chairmanbun, AuxIRB, Hubert, mothtransman,u00a0u00a0u00a0