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## About This Content

### Crusader Kings II: Orchestral House Lords

Orchestrated by Swedish composer Tobias Gustafsson, Orchestral House Lords is a crossover interpretation between electro orchestral and marching epic music. Picture Hans Zimmers Interstellar-sound with a nice beat whilst building your own dynasty.

Based on some of the iconic Crusader Kings II tracks, the Orchestral House Lords selection elevates songs to a new level and is for the CK fan craving an up tempo experience across a classical backdrop.

This music pack includes the following songs:

- 01 Main Theme ( Electro Orchestral Mix)
- 02 Journey To Absolution ( Electro Orchestral Mix)

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- 03 Kingdom Of Jerusalem ( Marching Epic Mix)
  - 04 The First Crusade ( Electro Orchestral Mix)
  - 05 Horns Of Hattin And The Aftermath ( Marching Epic Mix)

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Title: Crusader Kings II: Orchestral House Lords  
Genre: RPG, Simulation, Strategy  
Publisher:  
Paradox Interactive  
Release Date: 14 Jul, 2015

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English









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Bought this DLC thinking this was Orchestral **Horse Lords**, instead got **House music**. No regrets, the music is awesome :)  
**The tracks are all based on their own original versions which you can find on the Soundtrack folder.**

**Songs:**

**Main Theme**

**Journey to Absolution**

**Kingdom of Jerusalem**

**The First Crusade**

**Horns of Hattin and the Aftermath.** I enjoy the tracks. Check Youtube to preview them before buying. But more importantly the DLC doesn't change the main theme while you load the game like Guns, Drums and Steel does for EU4.. Nice music.

**Doesn't fit the period? Well, duh.**

**It's a nice change of pace from time to time while in-game.. Misleading title, it is dumbstep not classical. Don't buy it expecting anything short of a Victoria II soundtrack, it is electronic music.. This expansion pack isn't for everyone. I would first recommend listen to it on youtube, if you like it? buy it! If you don't? Don't buy it.**

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It all comes down to personal taste, but as far as i am concerned these "remixes" are just downright downgrades of the originals.. This is amazing, it adds wub wub sounds to the original score. Pass some MDMA please.. My lord, the people say that your musicians have become possessed by devils from the east!

What?! Bring ALL of them to me immediately!

\*They all arrive at court\*

They do not seem possessed to me.

\*Starts Playing\*

See norma- How the?! A drum does NOT sound like that, neither should that lyre!

Should I round them all up and prepare them for a public execution, my lord?

Auhhmm... No... No... That will not be necessary here, just... tell the people that their liege will deal with this personally.

\*Medieval Electro Party Ensues\*. I love these alternate music style soundtracks Paradox has started publishing. After many-many hours with the game, they add an extra spice to the game with a new take on familiar tracks.. Imagine a game where you have a very pleasant orchestral collection and the occasional choir. Then that game added a dubstep DLC with similar tunes. Then imagine that it played those two things back to back because some idiot thought they mixed well.

They did not.. Great electronic mix without losing the medieval feel. It's not good just annoying. Go find the the songs on YouTube or something by this gets a down vote from me.. Not what I expected. As far as electronic music goes, this isn't even good. The tempo changes constantly and the choices made by the editor are really confusing. It feels like the orchestral and electronic parts are out of sync.

I'll be sticking to the traditional Wadletoft music for CK2, it's far better.. Wether you like this dlc obviously depends on your musical tastes so i'd advice trying to listen to some of the tracks on youtube before you buy. I personally am a bit dissapointed by it. the tracks in my opinion are far to similar to the originals, mostly just addin a beat to the original tracks and doing a little bit of sampling and keyboard accompaniment. Unlike the excellent guns, drums and steel packs for EUIV non of these tracks change the musical tempo of the game much, which to me seems like a missed opportunity. The last track of the Set, Horns Of Hattin And The Aftermath ( Marching Epic Mix), seems the 'newest' of the bunch with it's own feel, so more of that.

For future music packs i hope they add more HOUSEVElectronicaVDubstep elements to the House lords or go with Metal.. I want to say they know their audience, but I wonder if I'm the only person buying this. I never thought there would be much of an intersection of interest between medieval historical grand strategy and electro... but it definately hits MY spot.

If you're into electronic music, this definately spices the game up while still managing to capture the medieval theme. Totally worth it.



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