





To all Crusaders who have protected Hasla throughout these 3 years...





















THANK YOU... LEDNAS...

고마워요... 레드나스...

谢谢...蕾德那斯...

蕾德那斯...謝謝你...

ありがとう…レドナス…

ขอบคุณนะ... Lednas...



Editor's Note

With a heart overflowing with appreciation for our amazing fans, here we are with our 2nd Official Fan Book.

We cannot thank our fans enough for helping <Crusaders Quest> flourish for 3 years in a world where Mobile Games have trouble surviving for even 1 year.

This book is dedicated to all of you and filled with Fan Art, Concept Art, Photos of Events, User Stories, and Recollections of Major Events.

We want to show off our awesome and talented Captains from different parts of the world to each other!

We would like to close this intro by saying that we believe that <Crusaders Quest> has only just begun its journey to becoming the best game of all time.

So, please bear with us and let's all continue this journey in Hasla, Grancia, and Trista TOGETHER!

We love you all so much!



편집자의말

한분한분찾아뵙고인사드리고싶은마음을 담아, 이렇게 두번째 팬북을 전달드립니다.

모바일 게임들이 오래 지속되지 못하는 격동의 시장 속에서 단장님들의 관심과 조언 덕분에 이렇게 <크루세이더 퀘스트>의 3주년을 기념할 수 있음에 감사드립니다.

게임 안에 넣기 어려운 컨셉 원화와 개발팀 아티스트의 개인 작업물,지난 1년 동안 추가된 콘텐츠와 기념비적인 이벤트,단장님들의 이야기,사진,팬아트를 모아보았습니다. 부디 즐거이 읽어주시면 좋겠습니다.

3년이 지났지만,<크루세이더 퀘스트>는 아직 시작 단계의 게임인 것 같습니다. 단장님들께 새로운 재미와 놀라움을 드리기 위해 정진하겠습니다. 앞으로 계속될 하슬라의 변화를 많이 응원해주세요.

항상 감사합니다. 사랑합니다.



编辑部的信

怀着对每个勇士团长感恩之心, 准备了本次粉丝纪念册。

在手游无法长久并激烈的市场中, 因为有团长们的关心和支持 《克鲁赛德战记》才能迎来3周年, 再次感谢各位勇士团长们。

在粉丝纪念册中可以看到游戏内 无法放入的原画与开发团队设计师的个人作品, 以及过去1年追加的内容、有纪念意义的活动、 还有团长们的故事、照片、同人作品。 希望各位团长们能喜欢。

虽然已经3岁了,但是《克鲁赛德战记》还处于开始阶段的游戏。 为了给团长们新鲜感,我们会更加努力。 荷赛拉的变化也将会持续下去,还请勇士团长们多多支持。

谢谢一直以来的支持。

爱你们。



編輯者的話

滿懷感恩的心帶著第二本Fan Book 與各位打聲招呼。

托各位團長們的福 讓我們<克魯賽德戰記> 在這手機遊戲激盪的市場裡 可以迎接3週年紀念。

內容包含了遊戲內的設定圖和開發組設計師的個人作品, 以及過去1年新增的內容和具有紀念價值的活動, 團長們的故事、照片、玩家作品等。 希望各位會喜歡。

雖然過了3年,但<克魯賽德戰記>就如同剛起步的遊戲一樣。 我們會繼續的全力以赴帶給團長們嶄新的樂趣和驚喜。 也請大家多多支持海瑟拉今後的變化。

謝謝。



編集者の言葉

お一人お一人への感謝の気持ちを、第2弾目となるファンブックに込めて。

スマートフォンアプリが長続きしない昨今、団長さまたちのおかげで クルセイダークエストは3周年を迎えることができました。 本当にありがとうございます。

ゲームの中には入れることができないコンセプトアートや開発チームのアーティストが作り上げた作品、過去1年の間に追加されたコンテンツや記念イベント、団長さまのお話、写真、アートを集めてみました。 ぜひ、読んでいただけると嬉しいです。

3年という時間が過ぎましたが、「クルセイダークエスト」はまだまだ 初期段階のようなゲームです。 団長さまたちに、新たな面白さと驚きを もっと感じていただくため、これからも精進いたします。

まだまだ続いていくハスラーの変化にご期待ください。



ข้อความจากบรรณาริการ

ด้วยความรักของทุกท่าน ทำให้พวกเราเดินทางมาจนถึงวันนี้ได้ พวกเราจึงได้จัดทำหนังสือ Official Fanbook ฉบับที่ 2 เพื่อแสดงความขอบคุณต่อแฟนๆทุกท่านที่ให้การสนับสนุน

ปัจจุบันโลกขอมเกมมือกือมีการแข่มขันค่อนข้ามสูม ต้อมฝ่าฝันกับเรื่อมราวต่ามๆเพื่อให้สามารถ ข้าม 1 ปีไปให้ได้ สำหรับ

<Crusaders Quest>นั้น จะไม่สามารถเดินทาวมาครบ 3ปีได้ หากขาดแรวสนับสนุนจากผู้ เล่นทุกท่าน

ในหนังสือฉบับนี้ ประกอบด้วย Fan Art, Concept Art, ภาพจากกิจกรรมต่างๆ, เรื่องเล่า จากผู้เล่น และความทรงจำต่างๆจากกิจกรรมครั้งใหญ่รอบโลก โดยมีเป้าหมายเพื่อที่จะให้สุด ยอดท่านผู้นำฮีโร่ที่มีพรสวรรค์จากแต่ละส่วนของมุมโลกได้มาพบเจอกัน!

และสุดท้ายนี้ พวกเราเชื่อว่า นี่เป็นเพียมแค่จุดเริ่มต้น ที่ <Crusaders Quest> จะกลายเป็นหนึ่มในเกมที่ดีที่สุดขอมโลก ขอให้ท่านผู้นำฮีโร่ทุกท่าน ร่วมพจญภัยไปใน Hasla, Gracia และ Trista ด้วยกันต่อไปเรื่อยๆนะ!

"ขอขอบคุณทุกความรักอีกครั้ม ด้วยรัก จากทีมวาน Crusader Quest





CONTENTS











CRUSADERS QUEST

LC Data Bank



Leaked information from Loadcomplete's database, on 4th Dec 2017

Number of goddesses in Hasla.

Number of forces in Hasla

Number of unique heroes. There are some crusaders who have made contracts with all heroes.

Number of unique SBWs.

Number of unique monuments.

Variety of breads.

Variety of home decorations.

Variety of fruits.

Number of times Hasla's Ice has melted

The highest record of token a crusader had gathered during a collection event. (the Harvest Festival)

5,447,057

Number of times Fergus' robot was broken.

Number of times Fergus had meal with crusaders.

Average level of crusaders who visited Hasla on 4th Dec, 2017.

Proportion of Lv.80 crusaders who visited Hasla on 4th Dec, 2017.

238,582

42

The highest record of fame on 4th Dec, 2017.

Number of developers in CQ Dev Studio.





Number of times CQ Devs held live streams.

Number of times CQ Devs held official conferences.

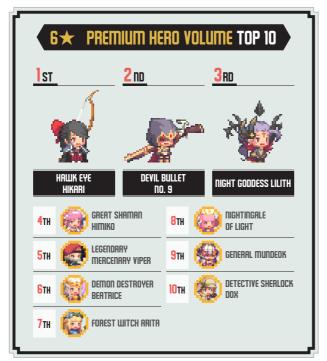
HUNGRY



Meaning of Manacar's gibberish.

Suit color of the only girl of Gacha Rangers.







CQ 3rd Anniversary Official Fanbook CQ Report | 20 - 21 |







FAME COLOR PROPORTION





29.22%

Silver



10.23%
Gold





0.20%

CQ 3rd Anniversary Official Fanbook

CQ Report | 22 - 23 |

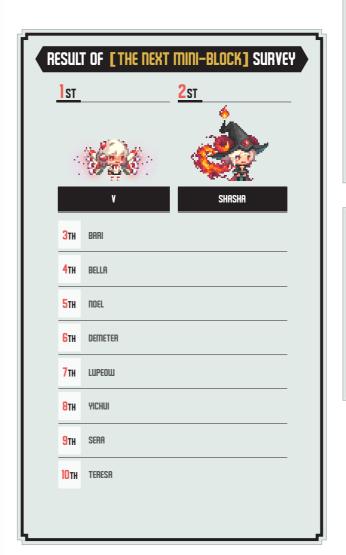








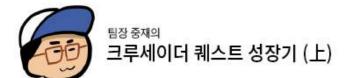








CQ 3rd Anniversary Official Fanbook CQ Report | 24 - 25 |



























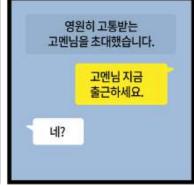












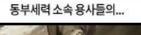






CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook CQ Report | 26 - 27 |













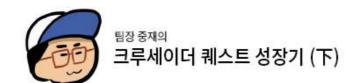








다음화에 계속...









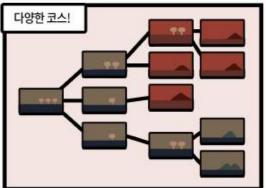












CQ 3rd Anniversary Official Fanbook CQ Report | 28 - 29 |







































CQ 3rd Anniversary Official Fanbook CQ Report 30 - 31

CRUSADERS QUEST

A quick overview of what has happened since the game has released.



2014

- **09** Closed Beta Tester Recruit VIP Test
- 11 Korea Android Market Release
- 12 Global Release 1M Downloads

2015

- **01** 3M Downloads 5M Downloads
- **02** Ep.5 < Memories of the North > Update
- 03 7M Downloads
- **04** Introduction of <Fortress of Souls> and <Soulbound Weapons>
- **05** Korean Offline CQ Conference
- **06** Create-a-Crusader Contest
- **07** China iOS Market Release "Another Device" Bug Incident
- 09 CQ @ Anime Expo, LA
- 10 10M Downloads
- 11 Introduction of <SSB> and <Berries>
- 12 China AOS Market Release Ep.6 < Legions of the Empire > Update

2016

- **01** Official M/V <Knots Way> Release CQ @ Cake², Seoul Introduction of <Costumes>
- **02** 1st Guilty Gear Collaboration
- **03** Couture Crusaders Contest
- 04 15M Downloads Clean CQ Campaign Armor Girls Collaboration Introduction of <Manacar> and <Rings>
- **06** 2nd Guilty Gear Collaboration Online CQ Conference in Korean
- **07** CQ Meetup @ Anime Expo, LA Introduction of <Champions>
- 08 CQ @ Cake², Seoul
- **09** EP.7 < The Heir of Light > Update Online CQ Conference in Mandarin
- **10** CQ @ Seongnam Game World Festival Introduction of <Exploration> System
- 12 2nd Anniversary Official Fanbook Release

CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook CQ Report | 32 - 33 |

02.16

20M Downloads & Introduction of <Fame>











04.11

Introduction of <Media>







12.15

1st The King of Fighters '98 Collaboration



01.12

2nd The King of Fighters '98 Collaboration



03.05 03.09

Online CQ Conference in Taiwanese





CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook CQ Report | 34 - 35 |

Online CQ Conference in English & Official M/V <Elegy of Ashes> Release







[Crusaders Quest] Official MV - Elegy of Ashes (Korean ver.)

[Crusaders Quest] Official MV - Elegy of Ashes (Japanese

07.01

CQ @ Anime Expo, LA



08.29

1000 Days of CQ Global Launching



05.11 **RWBY Collaboration**



06.01

Introduction of <Legend of Primal Flames>



09.14

Introduction of <Hero Home>



CQ 3rd Anniversary Official Fanbook

CQ Report 36 - 37

CQ @ CICF EXPO, Guangzhou



Season2: Inheritance Pre-Registration Open



11.23 CQ @ MoFun Cafe, Seoul



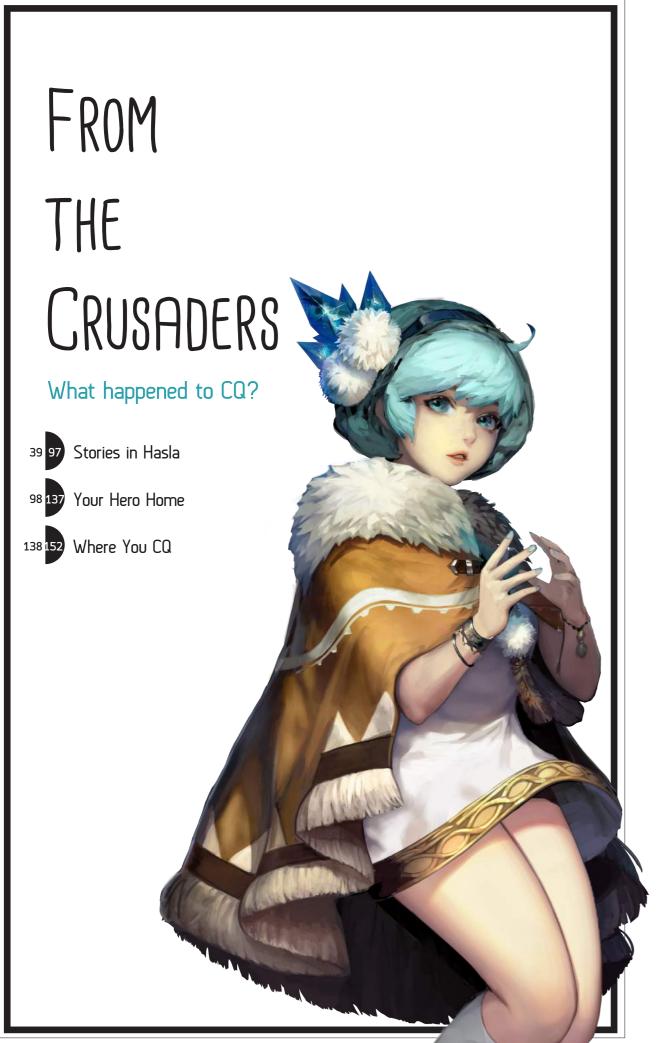
11.25 Korean Offline CQ Conference



Official CQ Online Merchandise Shop Global Open







CRUSADERS QUEST

Stories in Hasla



Remembrance of Crusaders' Three Years in Hasla: Heroes and Goddesses, Experiences and Memories, Laughter and Tears

마성의케이

크루세이더 퀘스트 같은 도트풍의 게임을 워낙에 좋아하는데.. 크루세이더퀘스트가 처음 출시 된 당시에 전 다른 게임을 하고 있었습니다.. 제일 친한 친구들이 전부 크루세이더퀘스트를 하자며 다들 게임을 시작 했는데 저 혼자 안하겠다며 고집을 부렸죠.. 그리고 오픈 후 2년도 훨씬 지난 지금 뒤늦게 시작해서 하루 여가시간을 전부 크루세이더 퀘스트에 투자하며 게임을 즐기고 있습니다... 정작 그때 당시 같이 시작하자며 절 꼬셨던 친구들은 전부 크루세이더 퀘스트를 하지 않고 있지만요.. ㅠㅠ이벤트 꼭 당첨 되서 친구들한테 이 사연을 보여주고 다시 게임 시작 하자고 내가 정말 잘못했다고 그때 당시 그릇된 선택과 짧았던 생각을 반성하고 있다고 사죄하며 친구들이 다시 크루세이더 퀘스트를 하게끔 만들겠습니다! 친구들과 같이 게임할 수 있게 도와주세요!!!!!

#에이머

크루세이더 퀘스트,이 도트로 가득한 용사단 키우기 게임에서 어떤 추억이 있을까.그저 액정 속에서 움직이는 작은 도트 조각들이 나에게 어떤 추억을 줄 수 있을까.크퀘가 오픈을 시작한 얼마 후 시작해서 벌써 계정생성일은 1000일을 넘어섰다. 그 3년가까이 되어가는 시간 속에서 그렇게 소설같은 일들은 일어나지 않았다. 크퀘를 통해 친구와 돈독한 우정을 쌓는다거나, 어떤 꿈을 찾는 계기로 다가왔다거나 그런 일은 일어나지 않았다. 그저 그 1000일동안, 내가 핸드폰을 2번 바꿀동안 내 핸드폰의 바탕화면 한 구석에서 늘 존재했다. 누굴 기다릴때, 심심할때, 습관적으로 패턴을 풀고 맑은 띵소리를 무의식으로 넘기며 자연스럽게 핸드폰을 가로로 잡는 나의모습이 속에서 난 찾을 수 있었다.

처음 설원을 깨던 날,베아트리체 초월무기가 죽도록 안나오던 날,홍련 마지막 스테이지를 9번의 실패만에 깨던 날, 내가 가진 용사들로는 도저히 친선을 이길 수 없던 날,푸거스 마스터조차 찍지못해 서글펐던 날까지,그모든 날들이 각각 내 삶에서 특별하다고 부르기는 힘들지만 그 모든 순간들이 모여 내가 크퀘를 즐겼다는 하나의 추억이지 않을까. 내 삶에서 크퀘를 즐겼다는 그커다란 추억으로 내 머릿속에 즐겁게 자리잡았을 것이다. 항상 곁에있는 존재의 소중함은 쉽게 얘기 할 수 있는 것이아니다. 크퀘가 나의 추억으로써 그렇다.

dongng

학교를 다니면서 크퀘를 하게 됬습니다. 제 학교생활 말에, 대학도 떨어지고, 몇년동안 한 첫사랑한테도 차였습니다. 학교를 졸업하고나서도, 지속적으로 연락하는 친구들도 없어지고, 외로워졌어요.

근대크퀘를 하면,저의 젊음과 청춘과 추억들이 떠올라요. 근대크퀘가 이젠 3주년이라니! 제가 졸업한지 1년도 언됐네요! 아직도 젊고 아직도 추억들을 더 만들 수 있을 기회들이 많고,힘이 생기네요! 제 젊음에 행복을 준 역할을 해주셔서 감사합니다! 크퀘 항상 응원합니다! 화이팅!





kamiyang

정말 추억이 많은 게임이죠.. ㅎㅎ처음 접했을 때3성 아쳐를 어떻게든 승급시켜서 4성 R-9999를 뽑아서 쭉 키워나가 6성을 찍고 기뻐하고있을때가 엊그제같은데 벌써 3년이라니 세월 참 빠르네요. 저는 거의 이 게임과 함께 고등학교 생활을 지냈던거 같습니다. 보석이 모여 뽑기를 할때도 친구들의 손을 빌려서 대리뽑기로 기쁨과 분노를 나누고... 아! 제가 처음으로 모바일게임에 과금을 질러본게 크퀘랍니다~!! 와아아아~~제가 진짜 어느 모바일 게임을 하건 과금은 절대 안하고 그냥 했거든요. 근데 크퀘는 진짜 저의 인생게임같아서 결국은 과금을 질렀답니당 ㅎㅎ 결과는 나름 괜찮았어요 그래도 화없찐은 탈출했거든요(수없찐 실화?!!) 초월무기가 처음 나왔을 때도 저는 R-0의 초월무기로 선택해서 애정을 담아 키우고 나중에 크리스마스때 R-0 코스튬이 나온걸 보고 매우 기뻐했답니다~~

대부분 R-0얘기가 된거 같지만 저와 크퀘를 함께해온 친구여서 그런거 같아요. 별볼일 없는 얘기였지만 정말 좋은게임 계속해서할 수 있었음 좋겠습니다~크퀘 파이팅~~~

검은정의

안녕하세요!저는 현재 계정생성일 337일차 하슬라인이에요!저는 많은 기억들이있지만 23레벨때 계정이 한번 날아간적있었어요. 하지만 로컴 직원분들이 신속한 대처 덕분에 3일만에 계정을 되찾고 열심히 크퀘를 하여 저보다 훨씬 오래한 친구도 이겼고 애정캐인 루이실라와 맘바를 만났어요! 맘바덕분에 친구를이겼죠! ㅎㅎㅎ

루이실라는 제 스타일인데 이걸로 많은 아이들을 학살했죠 ㅋㅋ

크퀘는 아직 가능성이 많아요! 넷OO처럼 현질유도도 심하지 않구요ㅎㅎ앞으로도 계속 재미있는 크퀘로 남았으면 좋겠네여! 루이실라 쿨타임이 너무길어요! 쿨타임을 낮춰주시던지 버프해제를 당하지 않도록 해주시면 좋겠네요!

크퀘를 더 재미있게 만들어주세요! 수고하세요!

아슈켈론

추억이라..제가 크퀘 계정 생선된지 900일 정도 됬는데요 그중에 638일을 군대에 있었습니다.

그래서 휴가나 외출외박을 나왔을때만 크퀘를 즐길 수 있었습니다 제가 일병때였나요 부대 후임이랑 같이 집으로 가는 기차에서 황금계약서로 용사뽑기를 시도했었는데 제 손이 똥손이라 후임에게 한번 맡겨봤습니다. 그랬더니 그 시절 최고 존엄 원거리 딜러인 노구가 짠하고 나온겁니다. 너무 기쁜 나머지 후임을 막 껴안고 난리쳤던 기억이 나네요.ㅎㅎ 그리고 지금은 명예점수 75000대의 크린이로 꾸준히 크퀘를 즐기고 있습니다. 크퀘 화이팅입니다.

앞으로도 계속 발전해주세요.

천상의피리

저는 초창기 크리스마스 던전이 닫히고 나서 들어왔습니다.저는 원래 부터 도트 그래픽을 좋아하였고 그리고 이 게임은 정말 저에게는 취향 저격하는 그런 안성맞춤의 게임이었습니다.저는 정말 재미있어서 시험기간이었는데도 밤에 침대에서 이불을 뒤집어 쓰고 꼭 자기전에 1시간씩 하고 자는 크린이었습니다.처음에 시작했을때는 뭔지 몰라 보석 7개나 하는 계약서도 사보고 금테 두른 레온이 깐지나서 정말 좋아했던 기억이 나네요.뮤 레온 로빈후드 이 3명의 용사를 절대로 잊을 수 없습니다. 그거 아시죠? 초창기에는 마법 학생이 아닌 걸스카우트 아처를 주셨던거.. 정말 열심히 키워서 로빈후드 6성 찍고 만족감을 느꼈던 것이 생각나네요.처음엔 전설용사 다 모으기라는 목표를 만들었는데요.다 모으고 나니 새로운 전설용사가 생겨서 그것도 다모으려 했지만 그 당시 핸드폰도 좋지 않았고 크퀘의 서버가 상당히 불안정 했었으므로 잠시 휴슬라를 했습니다. 그리고 다시 돌아온건 초월무기 업데이트!새로운 무기들이 생겨나 좋았지만 만들기가 너무 까다로워 힘들었습니다. 이레저레 많은 수난과 힘듦이 있었지만 전 아직도 크퀘를 하고 있고 이것이서비스 종료 할때까지 할 생각입니다.

사랑합니다 크퀘!!!♡♡♡ 마지막으로 릴리스좀...화없찐 그없찐 우러욧!

CQ 3rd Anniversary Official Fanbook From The Crusaders | 40 - 41 |

PaRaeKim

고등학생 시절, 하굣길 버스에서 옆에 앉은 친구가 하던 게임을 힐끗 쳐다보던 것이 처음으로 크퀘를 알게 된 계기였습니다. 당시 전 핸드폰이 없던 학생이라 그저 구경만 할 뿐이었으나, 간결한 조작으로 아기자기한 도트 캐릭터들이 움직이던 모습을 보는 것이 여간 즐거웠었죠. 밝은 색감과 잘 짜여진 뼈대를 이용해 다양한 용사들을 만들어낸걸 보고 감탄스러웠습니다. 비록 15분 정도 밖에 되지 않는 짧은 하굣길 동안만 볼 수 있는 잠깐의 유흥이었지만.

시간이 흘러 고등학교를 졸업하고 나서야 핸드폰을 처음 사게 되었고,제 핸드폰에 처음 깔린 게임은 크루세이더 퀘스트 였습니다. 지금 생각하니 전 친구가 이 게임을 하던 모습이 부러웠던 것일테죠.

하지만 그 친구와는 졸업 이후 약간의 다툼이 있었고, 결국 사이가 소원해지고 말았습니다. 지금에서는 연락처조차 모를테죠. 그래서인지 크루세이더 퀘스트를 할 때마다 이미 멀어져버린 친구가 기억에 아른거립니다.

지금 생각하면 사소한 일로 다퉜던 친구가 말이죠.

전압소년

고등학생때 친구의 권유로 시작했던 게임. 친구가 추천 해 주었을 당시에는 베타게임이라 딱히 끌리지는 않았고 금방 접게 되었다. 그러다 크퀘에 처음으로 초월무기가 나오던 기막힌 타이밍에 "잠깐 들어가볼까?"라는 마음으로 크퀘를 다시 시작했다. 그때부터 였는지도 모른다. 내가 이 도트의 마력에 빠졌다는걸... 시간 될 때마다 크퀘를 하고, 처음으로 모바일게임에 현질도 해보고 참 열심히 했었다. 그러나 고등학생인만큼 수능이란 큰 벽이 존재했었고 뛰어넘기 위해서 모든 게임을 그만두었다. 물론 크퀘도 예외는 아니었다. 1년동안 게임 암흑기를 보내고 수능시험장에서 나오던 날. 이런 저런 일 후에 집에 오자마자 크퀘에 접속. 오랜 기간을 참다가 시작하는 첫 게임이라서 그랬는지도 모른다. 그 때 이후로 나에게 크퀘는 인생게임이 되어버렸다. 그후 길티기어 콜라보를 했을 때는 같은 회사게임인 블레이블루도 나왔으면 하는 바램을 갖기도 했었고, 킹오파때는... 이전과 똑같은 마음이었다. 어쨌든 수능 이후부터 지금 대학생활을 할 때까지 크퀘와 함께 정신없이 달려왔다. 물론 불미스러운 일도 있었고 운영에 실망을 받는 일도 있었지만 게임자체에 애정을 가지고 붙잡아왔다. 어느덧 크퀘 시즌3가 되었다. 지금은 같이하던 친구들은 대부분 하슬라를 떠났지만 그렇다고 나는 떠날 생각이 없다. 가능하다면 크루세이더 퀘스트의 마지막까지 함께하고 싶은 마음이다.

시즌3기대하며 앞으로 보다 나은 크루세이더 퀘스트를 만들어 주길 바랍니다.

크퀘화이팅!ㅎㅎ

Ukoko

처음 크퀘와 운명적인 만남은 고등학교의 친구의 권유로 부터 시작되었습니다. 모바일게임을 즐겨하지않았던 저에게 크퀘는 영혼의 울림을 느끼게 해주었고, 지금까지 매일 접속하게 해주었습니다. 크퀘의 제일 처음 기뺏던 것은 처음으로 6성초월무기를 아칸에게 맞춰주어서 어려웠던 하드던전을 손쉽게 밀때부터였습니다. 그 이후부터 저의 용사칸에는 하나하나 6성용사가 쌓여갔고 하나하나의 6성용사가 탄생할때마다 저에게는 큰 기쁨이었습니다. 반면에, 스킬맥스를 만들려고 40만골드를 투자했지만 실패해서 6번넘게 골드를 모아 재도전 성공할때의 끔찍한 기억과 초무가 저에게 있지 않은 영웅이 나오거나 쓸수없는 옵션이 나올때는 제마음이 무너질거같았고 이 게임을 그만두어야하나도 생각이 들었습니다.

하지만, 저에게 크퀘는 뗄수없는 손발처럼 놓칠수없는 신체일부분같았고, 최근 푸거스를 부탁해를 할때에는 금지영웅으로 인해 새로운 딜러용사를 키우기위해서 여러용사들(벤야민,카노,달타냥,스파이로,스파이니,테레사,너스파이,금지용사인줄모르고 키운 브이)과 있지도 않았던 챔피언을 만들게 되서 새로운 경험을 하게되어 매우 행복하게 느꼈습니다. 반면에 마스터등급을 찍지 못한 큰 슬픔도 느꼈고 아쉬움을 뒤로하면서 다음을 기약하게 되었습니다. 이벤트를 달성하기 위해서 사용한 브리짓포인트와 다이아가 아깝긴했지만 그것또한 제 크퀘에 대한 열정이라고 느끼고 훌훌 털어버렸습니다. 이제 46일된 크린이 이지만,

희노애락을 했던거는 1-2년 넘은 크퀘인과 다를바없는 애정이 있습니다.

지금까지 함께한 용사들과 앞으로도 쭈욱 함께하고 싶은 마음입니다. 저와함께 하슬라를 지키시지 않으시겠어요?



#나더넌

처음 크루세이더 퀘스트가 사전예약을 하는 것을 보고 사전예약 후 게임을 시작한지 약3년이 다 되갑니다. 그 후 1년간 열심히 게임한 결과 80레벨을 찍게 되었는데 폰을 아이폰으로 바꾸면서 계정이 날아가게 되었습니다. 하지만 그럼에도 불구하고 열심히 노력하여 지금은 처음 계정보다 더 강해졌습니다. 그렇지만 역시 무과금 유저이다보니 과금 유저들과는 많은 차이가 나게 되었고 결국에는 현질을 하지 않으면 안될 수준에 왔었습니다. 하지만 제가 게임들에 가장 오래한 게임이다보니 끊기 어려웠습니다. 이런 시행착오를 겪고 나니 게임이 더 재미잇어지기는 했지만 주변 사람들이 폐인이다, 크퀘충 등 여러가지로 놀림을 받게 되었습니다. 하지만 저는 제가 노력하여 얻은 결과이기 때문에 좋게 생각합니다.

앞으로도 재미있는 컨텐츠를 많이 만들어 주시면 좋겠습니다.

#고급양민

음...어떻게 이야기를 시작해야할까요.저에게 있어 크루세이더 퀘스트는 특별하게 시작한것도 그렇다고 작정해서 한 것도 아니라 그냥 우연히 라고 단정짓기도 애매한 평범하게 시작을 한것같아요.첫시작은 고등학교 친구의 제안으로 그렇게 시작을 했는데 그때 당시 저는 카카오 게임이 한참 열풍이였을때 질릴때쯤이라 한번 재미삼아라도 해볼까 시작했는데 하하...어느센가 계정생성일을 보니 1000일이 넘었다고 적혀있더라구요.

지금은 군인 이여서 자주못하는 점이 아쉽지만 제게 있어 크퀘는 모바일게임을 책임졌습니다. 한번 시험기간에 너무 재밌어서 난생처음으로 크루세이더 퀘스트 하다가 코피 쏟아본적은 처음이였습니다.

3주년이 되어가며 뭐랄까...

한때 너무 실망스러운점도 있어서 안한적도있었고 다시 복귀해서 재밌어서 다시 시작한것도 있고...

항상 언제나 함께 제 옆에서 모바일 게임을 책임지었네요. 운영자님 감사합니다.

#여의도신사

게임을 시작하고부터 도트게임의 귀여움에 반한 내가 크퀘의 눈이 쏠린건 당연하다. 그 당시 모바일 게임시장에서의 도트라는 그래픽은 신선하게 다가왔고 사전예약을 통한 시구르나 전설용사를 받은 나는 달타냥을 받지 못한것을 얼마나 후회 했던가. (라피스 라즐리 나쁜넘) 용사를 얻어야 상급스킬이 풀리고 특정용사를 얻어야 스킬이 해방되는거 또한 아주 나를 설레게 만들었다......아주.....

이후 지속되는 업데이트와 바이퍼를 얻으며 대포 포대로 화산지역도 클리어하며 초월무기가 나오고 최초 초월 무기는 사스콰치의 눈의꽃 이었다. 월보가 나오고 4스테이지는 너무쎄고 3스테이지까지 기절면역이 없는 보스를 얼마나 사스콰치로 기절시켰던가 현재 지금은 고기 9만개를 바라보는 크루세이더 열성팬으로써 앞으로 더욱 새롭고 더 나아가 모두가 만족하는 게임이 되기를 바란다.

여자사람칭구

크퀘...나의 인생게임.. 핸드폰이 없어서 형폰으로 하던 기억이 나네요 그리고 폰을 산날 바로 깔아서 시작했습니다...
그렇게 지난세월이 2년반정도네요 삐약이를 6성만들고 시나리오부터 깨고 다시한번 시나리오를 곱씹으며 보는데 한번더 보는데도
너무재미있었고 역시 크퀘의 재미는 시나리오도 한자리하는구나 느껴보았습니다. 결투장에서 마스터를 찍어서 핸드폰을 던지고
함성을 지르던 기억, 제일 좋아하던 용사인 비비안이 나와서 바로 6성까지 올려주던 기억도.. 이제까지 너무 힘들지만 좋았던
기억들 입니다. 하지만 좋았던 기억만 있던건 아니죠 지금은 좋지만 게임초반에는 서버가 많이 느렸지요 그리고 우리들의 푸거스
그는 돈이 아주 많을거에요.. 정말.. 기기괴괴 사건때는 제가 없었지만 그 사건을 보면서 크퀘로 돌아왔으니 저에게는 그렇게
나쁜사건은 아니였네요. 영혼의 요새, 탐험, 홍련의힘이제까지 추가된 시스템모두 좋았습니다.

CQ 3rd Anniversary Official Fanbook From The Crusaders | 42 - 43 |

연습용아이디

저는 편의점에서 알바를하는 한 대학생이에요. 크퀘를 너무 좋아한 나머지 이게임을 밤을 새도록 열심히해서 1등을 하는게 목표였어요. 하지만 그노력은 한순간에 무너졌고 일주일동안의 노력이 물거품이되었어요. 콩습용아이디, 2등용 아이디라는 콩의 상징이 되어버렸어요. 하지만 전 입대를 앞둔 그 전주에 1등을 하게 되었어요. 한편으로는 아쉬웠지만 1등이라는 사회에서 못해본 경험을 크퀘에서나마 남길수있어서 너무 기분좋았어요.

그후 1년 6개월이라는 시간을 군복무를 보내고 전역후에도 열심히 티켓을 모았어요.

때는 11월 13일 월요일, 티켓을 열심히 풀었지만 또 2등이 되어버렸어요.

하지만 전 포기안할거에요.그러니깐 크퀘도 열심히 포기하지않고 운영 부탁드려요.

시즌2많이 기대하고있어요,화이팅입니다~!



LeQuest

크루세이더 퀘스트를 하면서 가장 기억나는 에피소드라면 역시 박진감 넘쳤던 결투장 동상 세울 때가 떠오릅니다. 때는 5월 화창한 봄이었습니다.저는 사람들이 휴일이면 밖에 나갈 거로 생각하고 모아둔 결투장 티켓 풀려고 했습니다. 그런데 제가 크퀘 유저들을 너무 얕봤던 것이었을까요? 결투장에서는 그 어느 때보다 피비린내 나는 경쟁이 펼쳐지고 있었습니다. 저는 간신히 1등 자리를 탈취했지만 2등과 겨우 100승 정도 차이가 났기 때문에 긴장을 놓을 수 없었습니다. 결국, 밤을 꼴딱 새우며 월요일 아침 까지 2등 유저분과 경쟁을 해야 했습니다. 과정이 힘들어서 그런지 결과는 더 달콤했습니다. 월요일 아침 마을 중앙에 위풍당당하게 자태를 뽐내는 제 동상은 눈물 없이 볼 수 없었습니다.

가끔 그때 찍어둔 스크린샷을 보곤 합니다.참,이렇게 열정과 정성을 다한 게임이 있었나 싶습니다. 갓흥겜 크퀘! 3주년을 넘어 30주년까지 화이팅입니다.저도 우리 단원들과 크루세이더 퀘스트의 역사를 함께 쓰겠습니다.

갓흥겜언리쉬드

어렷을 적제가가장 좋아했던 게임은 정말 투박한 그래픽과 움직임, 그리고 지금 생각해보자면 정겹기 그지없는 플랫폼으로 출시 되었었습니다. 한창 게임에 빠져 모험을 즐기던 도중 잘 시간이라며, 공부할 시간이라며 팩을 강제로 뽑혀 괴로웠던 추억은 이제 희미하기 그지없이 빛바랜 추억이 됐고 너무 눌러 버튼이 부드러워지다 못해 고장이 나버린 1P 조작기와 그렇게 고장나 때 아닌 수난을 맞게 된 2P 조작기의 쟁탈아닌 쟁탈전이 벌어서 동생과 번갈아 가며 쓰던 기억이 한 켠으로 아련하게 떠오릅니다. 그러나 어느새 부터인가 그렇게나 소중했던 게임기는 소년기를 지나, 청소년기, 청년기에 이르러 완전히 잊혀지고 지금에 와서는 까마득한 추억이 됐으나 어느 날 한 게임의 프로모션용 스틸 사진을 보게 되고 다시 옛 기억의 작은 불씨를 지펴 볼 수 있게 됐습니다. 크루세이더 퀘스트, 화려한 그래픽과 오토 시스템 그리고 과도한 결제유도의 게임들이 판치던 당시 투박하고 정겹기 그지없는 자그마한 용사들의 도트는 제게 신선한 충격으로 다가왔습니다. 어째서인지 남극에서 모험한다는 단순한 시스템과 스토리 귀여운 도트 속에 빠져 밤을 꼴딱 새우며 게임하던 그 시절이 떠오르더군요. 밑져야 본전이란 심정으로 사전예약을 하고 오픈 후 시간이 좀 지난 어느날 반쯤은 감회에 잠겨 사전예약으로 받았던 쿠폰을 입력해 시구르나, 그리고 레온과 모험을 떠나보기로 했습니다. 그리고 그 여행은 다시다난 했고 수많은 일들이 있었으나 결국은 여기까지 왔습니다. 이 따뜻한 여정이 언제까지 이어질지 아무도 모를 것입니다. 하지만 하나만은 자신있게 이야기 할 수 있습니다. 제 가슴 속 조용한 곳에 모닥불처럼 정겨운 시간으로 남았을거란 사실과 매번 게임을 킬 때마다 제 추억의 시간들을 살며시 저며오는 게임이 될 거란 걸요. 초심을 잃지 않고 그때처럼 즐길 수 있다면, 아마 이 포근한 여정은 언제까지고 계속 될 수 있을 것 같습니다.





산책왕하우동

정말 재밌는 게임,좋은 게임,잘만든 게임에는 공통적인 특징이 있습니다.

흔히들 말하는 '접는게 아니고 잠시 쉬는거다' 라는 말이 통용되는 것이지요. 다른 모두에게 이 말이 통용될런지는 모르겠지만 최소한 저한테는 크퀘가 그런 게임입니다.

저는 오픈 초기부터 크퀘를 즐겨왔던 유저입니다. 초기에 아무 것도 모르고 시작해 전설용사라는 이름만 듣고 레온을 주력으로 키웠었었다가 후회하고 달타냥이라는 캐릭터가 무척 강한데 사전등록 보상으로 받은 사람들이 있다더라 하는 말에 부러워하곤 했던 기억이 나네요. 그 시절엔 여우동과 기파랑이 굉장히 강세였고 곧 떠오르던 달타냥은 마리아, 로빈 후드와 조합되어 강력한 힘을 보여주기도 했죠. 이 시점에 저는 달마로에 강력함을 느꼈으나 그 조합을 완성하지 못한 채 박탈감을 느끼고 접게됩니다. 2D 도트류를 좋아하던 저는 크퀘를 대체할 게임을 찾아보았지만 결국 크퀘로 돌아오게 되었고 이 땐 유난히 운이 좋아 당시 강하다는 용사는 거의 다 얻게 되었습니다. 당시엔 전설 용사의 등장확률이 낮았음에도 불구하고 빠른시간내에 모든 전설용사를 모았으며, 바이퍼라는 강력한 헌터가(당시 스네이쿠) 떠오름과 동시에 운 좋게 얻게되어 알렉, 스사노오, 크림힐트 일명 알스크림 조합으로 재미를 보기도 합니다. 하지만 계속되는 반복에 또 한번 크자타임을 겪고 초월무기가 나오기 직전 접게되는데..결국에는 크퀘만한 게임이 없더라구요. 올해 초 또 한번 돌아왔습니다. 아마 크퀘를 즐기고 가장 오랜기간 접지않고 플레이한 것이 지금 만든 세번째 계정이 아닌가 생각합니다. 지금도 마찬가지로 매일 같은 컨텐츠 반복하는 것 아니냐구요? 그쵸 맞는말인데 결국엔 이만한 게임 없고 돌아올거 알기에 이젠 접지 않으려구요. 사실 접는다 표현도 맞지 않겠네요. 전 잠시 쉬다온거지 접었던게 아니었으니까요!

PS. 또 하나 추억을 말씀드리자면 크퀘가 출시됐을 당시 저희 과에서는 리그오브레전드(이하 롤)가 한창 인기였고 롤을 같이 즐기기 위해 단체 카톡방이 하나 있었습니다. 약30명쯤 되는 친구들끼리 롤이 아니더라도 재밌는 게임이 있으면 서로 추천하고 정보도 공유하는 건전한 단톡방이었죠.이 단톡방에서 제가 추천하여 많은 친구들이 같이 시작했던 게임이 있었는데 이 게임에 시들해질 즈음 크퀘가 출시 됐었습니다. 그 때 또 한번 제가 강력하게 크퀘를 추천했고 약 15~20명이 되는 친구가 한꺼번에 크퀘를 시작하여 즐겼었던 기억이 납니다. 단톡방의 원래 목적이었던 롤 얘기보다도 크퀘 얘기가 더 많았었고, 골수유저였던 저한테 무슨용사가 좋은지 뭘 키워야되는지 다들 물어보곤 했었는데 말이죠. 개인적으로 그때가 가장 재밌었던 것 같습니다.

갓욤욤

크루세이더 퀘스트를 시작한지 어느덧 1년이 넘었네요. 크루세이더 퀘스트를 시작하게된 계기가 처음에는 페이스북에서 우연히 크루세이더 퀘스트라는 게임이 홍보 되는 것을 보고 재밌겠다 생각이 들어서 시작하게 되었어요.

막상 해보니 제 스타일의 게임이었습니다.용사들을 육성하면서 성장해가고 다양한 용사들도 모을수 있고 그 용사들에 걸맞는 무기도 구해야하고 강해진 용사들로 모험 스테이지를 깨가는 재미가 아주 쏠쏠했습니다.그리고 제가 황금계약서에서 히카리라는 용사가 나왔는데 이 용사때문에 지금의 제가 있는게 아닌가 싶네요. 히카리 정말 강한 용사입니다.ㅋㅋ 초반에는 이 용사만 있어도 스테이지를 쭉쭉 밀고갈 수 있었습니다. 물론 결투장에서도 강하구요.

그렇게 초월무기도 맞춰주고 반지도 껴주고 코스튬도 입혀주니 한때는 저의 최애캐가 되었죠.지금은 밀려 났지만..
갑자기 히카리의 초월무기가 나왔을때 환호했던 기억이 떠오르네요.ㅋㅋ아무래도 초월무기는 랜덤으로 걸리기 때문에 제가 좋아
하는 용사의 무기가 나왔을때 정말 기쁘잖아요! 또 히카리는 제가 영혼의 요새 10층을 클리어 하게 해준 장본인이기두 해요.정말
많은 시도 끝에 클리어 할 수 있었죠.패턴이 생소해서 처음에는 어려웠지만 하다보니 적응이 되었습니다.솔타르가 또다시 부활해
서 등장했으면 하는 바람이 있네요.하지만 히카리만으로는 모든 스테이지를 클리어 할 수가 없었습니다. 하드전장 성도부터는
새로운 조합의 용사들이 필요했죠.그때부터 제가 주로 사용한 용사는 네크론 브이(V) 레이첼 움파 잔다르크 뮤 김갑환등 많은
용사가 도움이 되었습니다.이제는 이 용사들 모두 저의 최애캐입니다!곧 시즌2계승이 업데이트 된다고 하는데 벌써 기다려 지네요.
또 어떤 용사의 조합으로 클리어 할 수 있을지~크퀘가 점점더 재밌어질거같네요 앞으로도 기대가 됩니다 크퀘 파이팅입니다!!

CQ 3rd Anniversary Official Fanbook

사장님너무해요

2017년을 뜨겁게 달구었던 촛불의 행렬을 기억하십니까.친구들과 부산에서 서울까지 올라가 시위를 마치고 집에 돌아가는 지하철 안에서 친구들과 이야기를 하던 중 크루세이더 퀘스트를 켰는데 왠지 앞에 서서 게임을 하시던 회사원 한분이 흘깃흘깃 쳐다보는 것이 느껴졌습니다.혹시나 하는 마음에 그분 폰 화면을 슬쩍 봤더니 역시나, 크루세이더 퀘스트를 하고 계시더라구요. 밖에서 크루세이더 퀘스트를 하시는 분을 많이 본 적이 없어 반가운 마음에 혹시 이 게임 하시냐고, 혹시 친구추가 가능하시냐고 여쭈어 봤더니 흔쾌히 친구추가를 해주셨습니다. 비록 게임 속에서 친구추가를 한것 뿐이지만, 방금 전까지 한번도 본 적 없던 사람과 게임으로 이어져 지하철 안에서 나누었던 잡담들은 정말 인상깊었습니다.

말도 많고 탈도 많았지만 3년이란 긴 시간동안 수많은 단장님들을 즐겁게 해주었던 크루세이더 퀘스트의 3주년을 진심으로 축하드립니다!

세상을구하는용사

여긴 학교 기숙사다.모두들 점심을 먹고 같이 누워있지.

"야월보나하자"

"그라

우린 월보를 들어갔다. 우린 아직 초월무기도없고 용사레벨도 낮기때문에 세라의 보호막을 잘써야한다.

"야 니부터 써라"

보스의 파란게이지를 우린 잘 응시한다. 파란게이지가 꽉 차면 세라 발동

너한번 나한번 우리는 번갈아가면서 세라를 사용해 월드보스를 클리어했다.

민들레소녀

(음....어디서부터 말해야되나...크흠..)

크루세이더 퀘스트를 어떻게 알게되었나부터 설명하자면 유튜브에서 우연히 크퀘X디모 콜라보 광고를 봤을때 알게되었습니다. 크퀘가 무슨게임인지 궁금해져서 play스토어에 들어가 크퀘를 검색했는데 게임도트가왠지 특이하고 되게 귀여워보여서 크퀘에 관심이 생겨 게임을 설치하고 플레이하기 시작했습니다. 솔직하게 말해서 저는 RPG게임은 잘 안하는 타입... 맨처음에 크퀘 설치했을때에는 그냥 잠깐 플레이하다가 '아, 이런 게임이구나' 했을때 관둘생각이였는데...생각보다 저랑 잘맞고 생각보다 재미있고 일러도 예쁘고 스토리도 꽤 흥미로워서 계속 크퀘를 하게됬습니다.게임을 플레이하면서 레벨도 많이많이 올리고 여러가지 용사도 얻으면서 시나리오도 막 플레이하고 가끔씩 팬아트도 그리면서 크퀘를 즐기게 됐습니다.

음...크퀘하면서 가장 기억에 남는 추억을 설명하자면..레온을 6성까지 올리고 일러스트도감에서 6성레온 일러를 봤는데 4성레온 일러랑 엄청 다르게 핵간지나서 그걸로 엄청 놀랐던거랑 레이첼을 겨우겨우 찾아서 챔피언 레미를 얻어서 매우 기뻤던거랑 시나리오 성도하드까지 전부 클리어해서 되게 행복했었던것 등등...

기억에 남는 추억이 많이 있는것같네요ㅎㅎ(아무말 대잔치)

크흠...아무튼 크루세이더 퀘스트 추억 이야기는 여기까지입니다! 앞으로도 크퀘 열심히 플레이하고 지금보다 더 발전한 크루세이더 퀘스트를 기대하고있겠습니다. 쓸데없이 긴 이야기를 들어주셔서 감사합니다.)



From The Crusaders | 44 - 45 |



AwesomeW

크퀘를 시작한지 1100일 가까이되가네요.3년전쯤 전 학생이고 지금의 와이프 (그때는 여친)는 직장인이었습니다. 여친 직장앞에서 여친 퇴근을 기다리며 심심한 나머지 폰겜이나 해야겠다 싶어서 구글플레이에서 게임을 검색하다 우연히 크퀘를 발견하였습니다.어쩌면 유치할수도 있는 도트느낌의 알피지겜에서 묘한 향수가 느껴졌습니다.그렇게 시작한 크퀘. 미친듯이 하면서 거의 정점을 찍었다가 저도 직장을 다니게 되고 일에 쫒겨서 도중에 서너달정도 쉰적이 있는데 다시 생각나더라구요.다시 돌아오니 메타도 많이 바뀌었고 킹오파 콜라보도 지나간뒤라 그 유명한 갑환 킹테나도 못얻었습니다. 사람들이 없찐이라고 놀려서 다시 접을까도싶었다가 없찐이라도 다시 정점에 올라가보자 하여 다시 미친듯이 달려서 지금까지 하고있네요. 그 사이 달라진건 그때 여친이랑 결혼을 작년 3월에 했고 올해 8월에는 사랑스러운 공주님도 태어났습니다. 저에게 크퀘는 단지 폰게임을 넘어서 나와 와이프와 함께 이십대 후반에서 삼십대 초반까지 함께달려온 친구같은 존재인거 같습니다. 지금도 한손에 애기를 안고 한손에 폰으로 크퀘를 하는 저를보고 아내는 나이가 몇인데 게임을 하느냐 당장 지워라고 하지만 저는 그럴수 없습니다. 저에게 크퀘를 지운다는건 친한 친구를 잃는것과 같기 때문이죠. 서비스가 종료하는 그날까지 아마 제 옆에는 크퀘가 있을겁니다. 크루세이더퀘스트 파이팅!!!

#쿠엌

크루세이더퀘스트는 제가 군복무시절출시한 게임으로 휴가나갈때마다 짬짬히 하며 외박니갈때도 항상함께하며 근무 중에는 영혼의요새 덱을짜고 그렇게 군생활의 1년 2개월정도를 크퀘와 함께 해왔던 추억이 있는 게임입니다. 군생활중 크퀘를 너무 하고싶어서 상병2호봉부터 짧으면 4일이라도 휴가를나가서 남는시간마다 했던 추억도 있네요. 휴가나와서 과금하고 군대로 도망가면 아버지께서 페이스북메시지로 화내신적도 있고 이렇게 특히 강원도 원통에서 군복무했을때 크루세이더 퀘스트가 많은 힘이 되었습니다!

#시하이

때는 2015년 7월즈음, 여름방학 시즌에 알바를 하던시기였고 크퀘를 시작한지 두달쯤됐었다. 당시엔 크퀘를 정말 열심히 하던 시기라 알바하러가기 전, 쉬는시간, 집에서 쉬는 시간마저 크퀘를 하고있어서 폰이 손에서 떨어질 날이 없었다. 그 때, 사건이 터졌다. '다른기기에서 접속하였습니다.' 일명 기기괴괴 사건. 당시 알바를 하면서의 유일한낙이었는데 정말 게임이 불가능할정도로 계속 떴고 거기다 이문제가 몇주동안 지속되어서 화가 많이 났었지만 지금와서보니 이것도 추억이 될 것같다. 그러고 그뒤에 한동안 접었다가 이제야 다시 잡아서 내게는 이것이 가장 기억에 남는 일이자 추억이다. (참고로 꽤 오래한거 같지만 요즘엔 거의 필수스킬이라는 징벌이랑 그림자마법사가 없어서 애들을 제대로 키울수가 없는 상황이다. ㅠ 릴리스랑 비비안이 나오길 이 자리를 빌어 기도합니다.)

주츄르

한창 취직준비에 찌들어있었을 때 여친과 헤어지고 일도 잘 안풀려 스트레스가 극에 달했지만 눈치보느라 게임방에 다니기도 뭐해서 소소하게 해봐야지 하고 접했던 게임이 이 크퀘입니다. 가끔 원하는 초무가 안나온다거나 죽기전에 비비안을 볼 수 있을지 걱정되는 등 가벼운(?) 스트레스를 선사해주긴 하지만 취준생에게 조금이나마 숨쉴 수 있게 해준다는 점에서 많은 감사를 표현하고 싶습니다. 갓-게임 크퀘 흥해라!!!! CQ 3rd Anniversary Official Fanbook From The Crusaders | 46 - 47 |

#제너럴황

전 아재들을 저격하는 양산형 게임에 질려서 크퀘를 만났고,아이디를 생성한지 650일쯤 됐네요. 많은 일이 있었지만 변하지 않는 모습에 떠나기도 했었지만 도트그래픽임에도 불구하고 깔끔한 이펙트들이 향수를 자극해 며칠 전 복귀를 하게 되었는데 벌써 3주년이라니 저도 고1고2고3을 겪는 시기인만큼 감회가 남다르네요.

초창기에 저는 뭣도모르고 만렙도 안찍은애들을 그냥 명예귀환 시키던 사람입니다. 그 무지함 덕에 가장 처음으로 레이첼 초무를 먹었었는데 갈아버렸습니다. 껄껄껄

그렇게 소녀가장 카오리로 먹고살게 되었습니다.이가 없으면 잇몸으로 씹어야하는데 잇몸도 없었습니다.자그마치 히카리도 아니고 카오리..인생역전의 기회를 놓쳤지만 오히려 그때 카오리를 만나지 않았더라면 더 재밌게 하진 못했을 것 같네요. 특히 절대적 강함은 아니었기 때문에 좀 머리좀 써야했었습니다.^^...

지금은 진맥까지 시킨 카오리인만큼 전장 하드를 돌고있지만 그 시기덕분인지 뭐 다른 강한애들이 있어도 얘처럼 애정이 가진 않네요. ㅋㅋㅋ 그래서 더 재밌게 하고있습니다.

많은 추억은 없지만 재밌던 시기엔 항상 크퀘가 있었네요.의미깊은 3주년인만큼 특별히 축하드립니다. 4주년엔 4주년만큼만 축하드리겠습니다. ^~ 다들 파이팅하십쇼.

#하프엘

아이러니하게 크퀘 상황이 특히 유저들의 민심이 1년전과 많이 다르긴해도성장하는 과정에 생긴 성장통이라 생각하고 자신감 잃지 마세요!전 아직 크퀘팀이 가진 가능성을 믿고 있습니다!ㅎㅎ

나중에 4주년이 됐을 때에도 더 많은 컨텐츠, 임무, 퀘스트, 용시들이 나올수 있도록 좋은 게임 만들기 위해서 힘내주세요~!! 한번 더 도약할 수 있는 크퀘가 되길 기원합니다^^

Zared

음일단 전 고전RPG를 너무너무 좋아했기 때문에 크퀘사전예약을 보자마자 신청을했던 베타유저 중 한 사람입니다. 계정 생성일을 보니 어느새 1096일이 다 되어가네요.그 베타 당시에 저는 운 좋게 나이팅게일을 뽑아서 몽테와 함께 시나리오를 재미있게 털어버렸던 기억이 나네요.그 시절땐 몽테가 상당히 데미지가 강력했고 재사용 대기시간 이라는 개념이 없었기 때문에 질풍검으로 화면을 채울수도 있었죠. 본섭으로 넘어와서도 나이팅게일은 뽑지 못했지만 몽테는 여전히 사용했고 귀향의 무한\$마수급과 기절에 반해 귀향을 키우게 되었습니다. 당시 귀향은 자체 \$마수급이 되는데다가 마나재활용을 쓰면 기절이 묻는 시절이었죠. ㅎ ㅎ 하지만 몽테 재사용 대기시간 패치와 귀향의 효과 리메이크 더 좋은 신규 용사의 등장의 이유로 끝까지 붙잡고있던 귀향과 몽테를 놔버릴수밖에 없었죠. 그런데! 요번 패치로 귀향과 몽테가 상향이 되었더군요? 그래서 이 패치는 제가 오랫동안 봉인해 두었던 귀향과 몽테를 다시 꺼내 쓸수있는 기회를 만들어 주네요. 구 캐릭터들의 상향은 정말 가슴이 두근두근거리게 만드네요. 여러 사건 사고들도 많았고 욕도 엄청 먹었지만 어느새 3년이나 버텨왔고 전 아직도 크퀘를 버리지 못하네요.

사랑합니다 크루세이더 퀘스트.



착한닉네임1330

역시 크루세이더 퀘스트에서 추억이라고 한다면 자신의 첫6성이 아닐까요.요즘은 레벨이 높아져서 애들을 콩나물 마냥 쑥쑥 키울 수 있지만 그때는 그게 아니었으니까요.화로는 쥐똥만해서 빵도 힘겹게 얻었고 경험치는 두세판 정도는 해야 1렙을 업할 수 있었죠. 광고 화로도 그때는 없었고 탐험도 그때는 없었고 크퀘에 대한 것도 아는게 없었죠.지금은 가볍게 보는 일일퀘스트의 빵조차도 그때는 마치 사막위의 단비 같았어요.경험치 물약이라도 마시는 날이면 정신없이 맵을 돌렸고요.그렇게 힘겹게 만들어 낸 첫6성은... 뿌듯함에 미소가 안 지워졌습니다.

심지어 제 첫 6성은 레이첼 이었거든요.귀여움과 뿌듯함에 한동안 레이첼만 봤었습니다.귀엽다는 이유 하나로 정신없이 키운거 거든요.나중에 보니까 사용법도 모르고 방치해뒀던 포인트로 초월무기도 고를 수 있기에 확김에 무기까지 맞춰줬죠.운이 좋아서 6성무기까지 금세 만들었는대.그 뒤로의 레이첼의 활약은 극과 극이었죠.몬스터들을 쓸어버리는 굉장함에 감동까지 했습니다. 물론...이제는 탐험과 솔타르 정도에서 밖에 보질 못 하지만 여전히 제 최애캐는 레이첼입니다.

여담으로 레이첼 일러스트 나온 날에도 미소가 안 떨어졌던 것 같습니다.

아야세

크퀘가 오픈하면서 부터 쉬지 않고 해왔습니다.그러다가 외국으로 실습을 가게되었고 대양을 떠돌아 다니며 인터넷이 되지 않아서 크퀘를 5개월간 못했는데 진짜 너무 허전하더군요...실습이 끝나고 다시 크퀘로 돌아와 밀린 과제들을 할 때 정말 즐거웠습니다. 크퀘 앞으로도 더욱 번창했으면 좋겠어요!!

#명품닭둘기

안녕하세요.크퀘초창기부터 지금까지 하슬라를 열심히 돌아다니는 유저입니다.지금 생각해보면 여태까지 했던 게임들 중 크퀘만큼 애정을 쏟은 게임이 없는 것 같네요.결투장 티켓이 1장 당 10 round를 돌던 시절에 하드화산에 막혀 낑낑거리고,설원과 전장시나리오가 신규컨텐츠일 때1판이라도 더 돌고 싶어서 고기가 채워지길 하염없이 기다리고,고대던전에서 크림힐트 1명을 얻기위해 6달 동안 시구르나 17명을 얻다가 마침내 크림힐트가 나왔을때 도서관에서 소리지르는 바람에 퇴실경고를 받고,영혼요새를 매일 10층까지 깨지못해 이쉬워했고,신수대난투가 너무 재밌어서 대난투만 했었던 기억들이 새록새록 나네요. 특히 첫 수집퀘였던 수확제 이벤트 때 달타냥 한정판 코스튬이 너무 얻고 싶어 마감날 당일까지 대학강의를 들으며 몰래 크퀘를 했지만 근소한 차이로 순위에서 밀려나 결국 코스튬을 못얻고 하루종일 우울하기도 했었네요.크퀘에 질리거나 시나리오에 막혀 크퀘를 잠시 놓은적도 많았지만 항상 한달을 못넘기고 돌아오게 되더군요.크루세이더 퀘스트는 정말 제 인생게임이 되어버린것 같네요.크퀘 2주년 당시 팬북과 미니블럭을 구매하면서 '내가 과연 이 게임을 언제까지 할까라는 생각도 들었는데 3주년 이벤트까지도 꾸준히 플레이하고 있네요.지금까지 많은 버그와 좋지않은 사건들도 있었지만 1,2주년을 넘어 3주년까지 열심히 달려온 크퀘 직원분들에게 감사드리고 기억에 남을 좋은 게임을 만들어주신거에 또 한번 감사드립니다.

RPGinLOL

저는 올해 8월달에 시작한 크린크린이 입니다.제가 크퀘를 시작하게 된 이유가 뭐냐하면 8월달에 영국에 영어 캠프를 1달 동안 갔었는데요.완전 멘붕이였습니다. 그런데 어느날 거기 중국친구가 디모를 하는데 크퀘 주제곡을 하고 있더군요! 그래서 오! 그거 한국노래야! 하니까 어 일본노래 아니였어? 이러더라구요 그래서 제가 얼른 크퀘를 깔아서 보여주면서 여기 한국 게임도 있어 하고 이야기 해줬습니다! 그 이후로 같이간 친구중 크퀘를 한다는 친구를 찾았고 그 친구한테 배우면서 크퀘를 시작했답니다!

CQ 3rd Anniversary Official Fanbook From The Crusaders | 48 - 49 |

주홍물약

여자 친구와 결별후 며칠간 방콕만 하다가 여자친구 생각과 너무 외로워서 핸드폰을 열고 게임을 찾던중 알게된 갓퀘... 어느새 헤어진 여자친구를 잊게되고 외로웠던 마음들이 사라지면서 갓퀘에 열중 하고있던 저였죠... 갓퀘를 즐기면서 새로이 얻게 되는 저의 승급 계전 용사들을보면 얼마나 마음이 뿌듯하던지...처음 릴망구를 얻고 환호하며 사랑스러워 했던 그때의 제모습이 떠오르네여요... ㅋㅋㅋㅋ 3주년 진심으로 축하드립니다.

앞으로도 무궁한 발전이 있기를 기원하면서 뜻이있는 이벤트였음 좋겠습니다.감사합니다.갓퀘 화이팅! 운영진님들도 화이팅!

Seasons

처음 친구가 꼬드김+(현)트위치 스트리머 머독의 방송을보고 크퀘를 겨울쯤 시작했었는데요.이걸 뭐가재미있다고 하는거냐고 뭐라하다가 결국 절이끌어들인 두명도 접고 저혼자 1000일을넘기고 1100일을향해 달리고있네요.

처음에는 무엇을키우고 해야할지몰라서 머독을따라서 기파랑 달타냥 마리아조합으로 당시 마지막보스였던 하드 세라까지도 밀고 오버드라이브 해금조건인 헌터레사 얻겠다고 2성헌터도 수십개 승급하다 결국 포포로떠서 오버드라이브 해금도하고 크리스마스때는 초록요정같은 이벤트캐릭도 먹겠다고 열쇠사가면서 열심히 하고 어느새 초월무기와 영혼요새가나오고 영혼요새 보스도 해보고싶어서 결투장도 엄청열심히 돌리고했었네요. 그동안 다른 모바일 게임도 안하고 정말열심히 하다가 군대갔던 기간동안 나온 킹오브파이터 콜라보용사도 못얻고 상심도컸는데 곧 시즌2까지 나온다고하니 정말 오랜기간한게 느껴지고 신기하네요. 이렇게 모바일게임 오래한게 처음인데 군대간동안 서비스종료하면 어떡하지?하고 생각했던것도 괜한 걱정인것만큼 승승장구하고 결국 시즌2까지도 나온다니까 아직까지도 늘 기대하게 만들고 또 어떤컨텐츠가 나올지 설레기만합니다. 어려운 일,여러 사건사고에도 지금까지 해온것처럼,혹은 그 이상으로 잘되기를 바라겠습니다 감사합니다.

#장수님멋짐

인터넷 방송으로 보았던 게임. "어? 너무 내취향이잖아?" 라는 생각만 가지고 찾지 않았지만 어느날 친구들이 하는걸 보고 "이 게임 뭐야?"라고 물어봤더니 "크루세이더 퀘스트. 너도 해볼래?"라는 말을 듣고 즉시 앱을 다운받아 하루종일 '레온'과 함께 숲지역을 깨면서 즐겼던게 기억이 납니다. 그때에는 '하드 숲 스테이지'도 울며 겨자먹기로 레온으로 격파하던 때를 생각하면 지금은 '이게 스테이지야?'라며 추억을 생각하며 강해진 저를 보고 흐믓했던 기억도 떠오르네요...처음엔 언제 많은 용시들을 모을까..하면서 고민도 했지만 지금은 저의 용사들은 부끄럼 없는 친구들입니다!

크퀘가 힘든 고비를 넘길때 마다 기뻤고 다시 고비를 겪을때는 '어째서 이런 실수를..'라고 생각하며 마음속 한편으론 비난했던 기억도 떠오릅니다.하지만 3년을 맞이하는 크루세이더 퀘스트. 앞으로 어떻게 될지는 모르겠지만 제 인생에선 '그래 이런 게임이 참 좋았지' 하며 되새겨 볼수있는 좋은 추억이 될거같습니다! 앞으로도 힘내시고 후회없는 게임이라고 생각할 만큼 개발 열심히! 운영 열심히 해주세요! 달타냥 사랑해!!

산길바다

회사 내에서 사이가 좋지 않은 직원이 있었습니다.

그런데 같이 출장을 갈 일이 있었는데 잠시 쉬는 시간에 서로 크퀘를 켜는걸 보고 바로 우리 사이는 돈독해졌습니다.

그리고 지금은 제 옆에서 자고 있습이다. 왜냐면

또 출장을 왔기 때문이죠.뭐겠습니까ㅎㅎ



점성재

중학교 3학년 때 크퀘를 친구의 권유로 시작하게 되었었습니다. 맨처음에는 약간 생소한 게임 진행 방식이 적응하기 힘들어서 포기했었던 게임이라 그냥 한 번 플레이해보고 말았던 게임 중 하나였는데요, 아기자기한 도트 그래픽과 중독되는 BGM때문에 다시 친구들 손에 이끌려서 새 계정으로 새 시작을 하게 되었었습니다. 3명 중 권유한 친구 1명을 제외한 2명이 새 계정을 파서 게임을 시작해 지금은 1년이 지나서 저 혼자서만 플레이 하고 있습니다. 친구들이랑 1년동안 플레이하면서 서로서로 정보 공유도 하고, 서로의 소식등등을 말하면서 크퀘를 플레이하는 새 친구들도 생기고, 현재는 수다방이 되어버린 크퀘 카톡방도 만들었는 등 친구들끼리 서로 이어주는 좋은 매개체가 된 것 같습니다. 그 전까지는 ADHD도 있었던 탓에 중학교로 올라온 후 2년간 가까운 친구가 하나도 없었는데 크퀘 덕에 드디어 가까운 친구가 생겨서 은인같은 게임이기도 합니다.

크루세이더 퀘스트3주년 축하드리고요,홍보도 많이많이 해서 크퀘가 더 흥하길 바랍니다♡

#The리스

2년 전처음 크퀘 아이디를 만들었을 때 친구 여럿이서 같이 동시에 시작했었습니다. 남고를 다녔었는데 그때 우리반의 크퀘열풍은 정말이지..그 때는 정말 즐거웠습니다. 우린 고등학생이었고 그 흔하디 흔한 일반 6성무기먹고 정말 좋아하곤 했었죠. 다 같이 정보 공유도하고.. 한번은 시나리오 퀘스트 먼저 많이 진행한 친구가 아직 덜 진행된 친구에게 스포를 한 적도 있었는데 이 친구가 워낙 스토리를 즐기면서 하던 친구라 복수랍시고 친구의 영웅을 귀환보내려고 했었습니다 ㅋㅋㅋㅋ.완전 뼈아픈 기억도 있네요. 그땐 뭣도 모르고 우리들끼리 용사 평을 하면서 필요없다고 여겨지는 것들을 골라 단체로 귀환 보내기를 했었는데 당시 진짜 크린이었던 저희들은(친구들 중 최고레밸이 30 안됐었었던 같아요) 계약 전용 좋은 것만 골라서 다 귀환 보냈죠.. 그 때 보내버렸던 녀석들 킵했으면 지금쯤 제 하슬라 인생이 달라졌을지도..? 뭐 어쨋든 탈도 많았습니다만 학창 시절의 한 때를 크퀘와 함께해서 즐거웠고 좋은 기억들로 남습니다.

다른 친구들은 진작에 탈슬하고 저만 뒤늦게 복귀해서 하고 있지만 크퀘의 맛은 그때와 달라진 게 없군요! 항상 즐겁게 플레이 하고 있습니다. 감사합니다!

우주에서온응가

전 여자친구와 헤어진 이유가 크퀘였어요ㅎㅎ

그당시(초무나오기전) 폰으로는 카톡과 게임을 왔다갔다할 램이 충분하지 않았죠

여러분들도 일요일엔 사막하드에서 포포열쇠작 하잖아요?저도 그거하느라 연락이 안되곤 했죠.. 당시 결장은 열쇠 하나에 10판했었고 로딩도 각자 있는데다가 폰이구려서 길었죠ㅎㅎ

지금은 새로운 여자친구와 같이 크퀘합니다ㅎㅎ참 인연이 긴 게임인거 같아요

직산불주먹

논산훈련소에서 훈련병일 때였습니다. 늦가을이라 너무 춥고 힘들어 언 손으로 사격 훈련을 갔었습니다.

20발 중 18발 이상 맞추면 전화를 시켜준다는 중대장님의 말에 열심히 해보자 마음 먹었는데 앞 친구들을 보니 18발 이상은 쉽지 않았습니다. 드디어 제 차례가 되어 집중을 하는데 100m, 200m 목표물은 잘 맞추었는데 도저히 250m 목표물은 잘 보이지 않아 좌절했습니다. 그런 사이 주어진 시간은 지나가고 마음은 점점 급해졌는데 그 순간 저 멀리 흐릿하게 보이는 목표물의 십자 표시가 크루세이더 퀘스트의 프리스트인 마리아의 십자가로 보였습니다.

또렷히 보이는 마리아의 십자가를 향해 신중히 한 발, 한 발 쏘았고 18발을 맞추어 부모님께 전화를 할 수 있었습니다. 게임 속 구세의 성녀 마리는 훈련소에서 만발의 성녀 마리아로서 제게 힘을 주었던 것입니다!!



CQ 3rd Anniversary Official Fanbook From The Crusaders | 50 - 51 |

#로링이

고등학교 1학년 때 부터 시작하여 지금도 하고있는 모바일 게임

버스에서 크루세이더 결투장 돌다가 깜빡 졸아서 1라운드에서 패배한 추억

황금마차에서 내가 원하는 용사가 나왔을 때의 기쁨

황금마차에서 구제불능인 용사가 나와서 아까워했던 내 아드레날린

학교 수학여행 첫날 밤 같이 크퀘하는 친구와 잠자리에 누워 친선경기를 했던 추억

솔타르 8층도 겨우 깨고 빌빌댔던 추억

네크론.롤랑.히미꼬.메이에게 시달렸던 크퀘 결투장 암흑기

대난투 시스템에서 데메테르로 학살하고 다녔던 추억

처음으로 용사 진맥강을 시켜줬을 때의 뿌듯함

나의 첫 챔피언 진정한 친구 레미

친구와 같이 설레하며 기다렸던 크퀘 업데이트

못 참고 아까운 데이터 네트워크 사용하면서 업뎃했던 크퀘

그냥 조금 하다 말겠지..했던 크퀘는 어느새 저의 학창시절이 되어있었습니다.

jasonbluechi

2주년 팬북에 글을 응모한지 벌써 1년이나 지났군요. 1년전 저의 용사단은 10층 솔타르도 힘들어 했고, 성도 쌍퀘는 꿈도 못꿨죠. 이제는 나름 유명한 조합도 맞추고, 늦게 크퀘를 시작한 친구들에게 조언도 해줄정도의 크청년이 됐습니다. 지난번 팬북에 의대생인 제가 의사가 될때까지 10년 남았고, 크퀘도 그때까지 있기를 빌었는데 이제 9년 남았군요! 계속 이렇게 함께 하길 다시 응원합니다.

p.s. 의사 모티프 용사는 아직 계획에 없으신가요? ㅋㅋㅋ

ChiuKam

不知不觉就要三周年了,开始接触这款游戏呢已经有747天了,是因为一个游戏的内置广告吧,因为小时候接触的都是马赛克风格的游戏,所以一直对这些类型的游戏有着莫名的好感,就下载来试试了,下载后操作很新颖啊,那时候玩着什么也不懂,磕磕碰碰自己瞎琢磨,导致游戏体验和进程落后了很多吧,不过也挨过来了,第一次离开游戏是因为一个活动,因为无论尝试了什么方法都连接不上游戏,真的很不友好,无论怎么跟客服联系也得不到解决方式,各种方法都无法解决,真的很失望,后来隔了许久再次重新下载,问题貌似得到解决了,再次回到了CQ又开始了自己的咸鱼之旅,到罪恶装备的联动了,那时候自己存了些许的钻石和购买了少许的钻石发现一个也抽不到,爆率真的太低了吧…活动结束也没有抽到,好吧,反正也是咸鱼无所谓啦,后来的联动中也收获了不少角色,但是一直到现在都是爆率最低的那几个一直抽不到,血统真的没法改变,玩游戏到现在我一直都是觉得心态决定一切了,慢慢的渲染周围的人带动周围的小伙伴们,不过最后坚持下来的也只有我一个,现在又拉了个好基友陪我,一路上从什么都不知道到现在变成了咸鱼,每天上去看着这熟悉的一切,不舍得离开,当初我把账号给卖了,但是,三天我又把账号买回来了,我发现,我已经离不开CQ了,那三天魂牵梦绕的,就连做梦都想着CQ,我知道我舍弃不了的还是这一切,CQ里我所留下的点点滴滴吧。最后还是要说一句祝CQ越办越好,我会一直陪伴着CQ度过一个又一个年头直到闭服。



#北狩

我是克鲁赛德战记的老玩家,是第一批踏上荷赛拉大陆,寻找女神踪迹的冒险者。

天真可爱的塞拉,森林深处温柔的菲蕾丝蒂娜,滚滚黄沙中爽朗的亚奴特,海洋深处沉静的阿勒芙勒,还有炽热火山里豪迈的贝拉.....一路走来,我们一起对抗着使徒,寻访着新的大陆。我们一同经历了使徒之乱,在诺斯加尔德抵抗机械兵团,又在和涅斯的交战中经历了一幕幕悲剧。我们不进探访了索塔尔的要塞,击溃了戴斯塔罗斯吞噬光明的阴谋,更击败了妄图吸收一切魔力的玛那卡尔。

我们在冒险中遇到了新的伙伴,自身也变得更加强大。开服三年,我在游戏里结识了很多朋友,也收获了很多帮助。当我对角色的定位不够准确时,会向朋友讨教。当有了新的思路,也会迫不及待的与大家分享。我想,这也是克鲁赛德战记的魅力之一吧。

最后,祝各位伙伴欧气满满,祝克鲁赛德第二季早日上线~荷赛拉,就由我们守护~

#方片king

玩cq已经500多天了呢,先说说我最喜欢的角色吧,还记得刚玩cq时是罪恶联动的版本,作为萌新的我很幸运的抽到了海豚梅伊,并且在豚爷(那时海豚可是爷爷级的角色!)的王八拳下推了一个又一个boss,可以说在成为大佬(秃子)之前一直都是海豚陪伴着我,所以特别想对海豚说"一路走来感谢有你 >3<"。然后呢,就说说我和cq的事吧,我是一个特别喜欢像素风的人所以对cq可以说是一见钟情呢!但我周围的人都不怎么喜欢,在宿舍的时候室友们总是聚在一起玩moba类游戏而我每次都是在一边默默的肝着我的cq,显得有些不合群,室友有时候会说:"那马赛克游戏有啥好玩的!还玩的一股子劲"我也每次都大声的说你懂个球球!也许我是一个偏执的人吧,即使被孤立我也不会放弃cq!(当然只是玩游戏的时候被孤立(ω)

#一名反法西斯主义者

想说一说有关CQ的一些回忆。

我也算老玩家了吧,2015年7月17日入坑,后来退坑数次,在坑外的时间比在坑里的还长,进度也赶不上大多数 新人,但一直自认为是见证了荷赛拉历史的存在。

还记得我2015年7月22日拿到了文森特,我刚入坑翻图鉴时就因为外形和故事等原因看中了这个角色,系统送的三星枪进化成了斯派洛,我好不容易活捉了一只三星枪重新练最后用钻改选出了文森特,当时我心情那个激动……作为渣新时那些事我现在还记得。

虽然当时文森特作为废柴角色而备受歧视,但我一直没用放弃对他的信心,在留言板给他写过长篇大论式测评,曾经小有名气一段时间,虽然那种史前时代的事大概没人记得了,我的测评也因为更新版本被删了,和我同时代的玩家们大多也退坑了......厚颜无耻地说,我大概也算文森特神教初代教主之一吧。

2017年6月的更新把文森特改强了,当时我欣喜若狂,差点给开发组写信探讨人设,后来想到没人帮我送信于是作罢了。但我还是很好奇官方对文森特是个什么样子的设定。自己很久之前就给文森特写了数十页的二设,和官方的已经有很大出入了。话说回来文森特的打扮挺像典型的吸血鬼猎人(虽然猎魔人和吸血鬼猎人本来就是相近职业),而且是苦大仇深伤痕累累的类型,我顺着这方向给他编了一堆设定,还差点写小说出来…扯远了。总之,度过了很开心的两年多,今后也要继续守护荷赛拉,和文森特一起(这句划掉)

(一直对自己不会画画感到遗憾,今后会继续练...也许明年的纪念册里就会有我的画了。)

CQ 3rd Anniversary Official Fanbook From The Crusaders | 52 - 53 |

咬两啖苹果

说到接触CQ这游戏,这要说起2015年8月27日了,当时被游戏的像素风格和人物所吸引,

从开始什么都不懂的铜框萌新到现在钻框的老玩家(虽然开始玩的时候没有名望系统),当中经历过CQ的无数版本,也认识了很多朋友,到至今每天都玩着这游戏,2年多从未间断,算是CQ粉了吧。

说到回忆的话,第一个千万下载活动后悔没选莉莉丝,到现在的10连没见莉莉丝1次,最后用金卡换了一个。 还有就是没抽到海豚和各种联动的限定英雄(毕竟收集控难受)

PS:希望官方能出一个专武UP,像金卷英雄UP一样,有时候开一个没有的专武,一两万的粉末都未必开出来。。

希望能复刻以前的联动,可以新联动+旧联动,可以给个机会满足下收集控没收集到的限定英雄,同时也可以让新手们有机会抽到。

#奔雷的闪光

首先谢谢LoadComplete的各位给我带来了这么好玩有趣的像素风游戏!身为一个像素爱好者(已废)哈哈...在第一次看到这款游戏的相关内容后,立马就对CQ产生了浓厚的兴趣。因为手机平台和学业等的原因,从国际服刚开不久等到了安卓国服上线才玩上CQ。虽然在游戏的早期版本是不是的会出现这样那样的问题(当然现在也有很多,笑~)但制作组的各位一直都在坚持不懈地通过改善游戏内容,营造出绝佳的游戏体验,这一点让我很感动。回头看过来,这两年左右的游戏时间,也是充满了各式各样的美好回忆(虽然也占用了我许多休息时间)哈哈哈。嘛~在CQ三周年之际,真心祝愿CQ越来越好玩,人气越来越旺,同时像开发R-Zero这类相关作品或者推出周边商品、游戏联动这样,把CQ打造成一个ACG圈内一个经典的大IP~

#澄明

说实话最开始玩CQ是很不情愿的,暑假放假在家无聊不知道干嘛,看到appstore推荐这款像素游戏初印象是很不屑的,后来想着既然上了推荐应该也不会太差就这么入坑了。入坑的时候游戏内外都是海豚多imba balabala,可是我刚好完美错过这次联动,没有拿到海豚没什么,没有拿到吉他可以说是我玩CQ一年多以来最恼人的事之一了。这一年多经历了很多次联动,最喜欢的火舞,weiss (RWBY的粉丝,知道联动的时候激动兴奋到死)都没有拿到,中间弃坑了一个月,可还是这么坚持下来了。从没有玩一个手游如此长时间,就算16g的手机内存非常吃紧,依然舍不得删掉CQ。CQ的吸引力不仅在于游戏本身优秀的质量,也在于玩家群体的素质和氛围。在我玩游戏玩到迷茫的时候遇见了我师父,耐心的教我跟我聊天,后来熟悉游戏以后也帮助过很多来询问我问题的人。互助是CQ玩家给予我最深的印象,在讨论交流中找到游戏方向,也能找到自己的游戏风格。

虽然CQ有时会犯小错误,但是CQ运营的大方向是很正确也是很独到的(或许这就是CQ与一般手游不一样的地方——关注玩家的体验),CQ之于我比起一个手游更像一个朋友,陪伴着的朋友。

希望CQ能保持原料,也能增添新味。不求扶摇而上,只愿乘风而扬。



Yang6666

我會玩這遊戲的時候,是被朋友之間的討論有了興趣,看他們有時候都會討論的很激動,就會去想他們是不是抽到好角或活動有什麼爆炸性傷害。這讓我決定下載了這遊戲來玩玩看,我還記得當初剛開始玩的時候,剛好是RWBY系列合作,很幸運的讓我抽到了"懷絲",堪稱最低機率中獎的角色((雖然也很想要陽小龍!!,好的開局也讓我玩這遊戲玩到現在,有時後10連中了重複的,心裡會覺得很不是滋味,可是又會跟自己說,石頭慢慢存再抽就好了,果然真的一次比一次還要好,現在有一群朋友一起跟我一起玩,打活動關卡也可以一起討論隊伍,真的還蠻不錯的。到至今已經玩了100多天了,希望可以繼續維持下去。

Versys1000

從克魯這個遊戲剛出來 高中時期的我為了玩這個超可愛的像素遊戲上課都偷偷拿手機在座位底下玩每天打競技場打世界王想到當時跟30肉世界王拼死拼活終於過關的那一刻那種感動 就無比惋惜 當時跟我的初戀女友 也剛開始交往 所以常常 跟朋友推薦這個可愛又好玩的遊戲的時候 我總是都說 我跟我女朋友交往多久 這個遊戲就陪我多久 時間很快的過去 三年了從高中畢業出社會了女友依然在我身旁陪伴著我 克魯賽德這個遊戲也依舊在我的手機桌布每天下班 回到家第一件事 就是打開手機 點開這陪伴我走過許多人生歷程的遊戲 再次在克魯世界做高貴的英雄 克魯賽德 謝謝你 陪伴我走過這充滿回憶的三年 未來的日子 還要繼續與你一起奮鬥下去 CQ 加油!

Ibaaais

想當初是在一個通訊程式在跟朋友聊天,突然之間他們聊到了克魯賽德戰記,我一時好奇就問他們那是什麼, 之後也就不知不覺的進去玩,還記得那時候聖誕節剛結束,那時候聖誕節3星角色有夠op,然後介面全都是英文 ,當時英文有夠差什麼問題都要問我朋友,當我慢慢玩熟了也產生興趣了,我的朋友就不玩了只剩我一個人在 玩,直到高中高二又有人跟我一起玩,現在反倒是我去教別人這種感覺真的感覺真奇妙,玩著玩著又只剩下我 在玩,直到現在我還是繼續玩著,隨著更多的故事、角色更新我慢慢的成為了老玩家,直到大二了當初找我玩的 朋友又回鍋了,直到現在我還是繼續玩著,就算不常玩也是每天碰一下打個雪原去餵領主,這款遊戲真的陪伴 我很久,遊戲的品質也不錯使得我有玩下去的理由,我愛你克魯賽德!

Gooi867

當玩這遊戲是抱著玩玩復古風的遊戲的心,但遊戲的故事深深的吸引著我。從一開始的里昂玩至如今的古樹旋律,中途也有許多的聯合活動中也獲得不少的角色,從一星慢慢的練成六星,看著帳號慢慢的成長心裡是喜悅的、抽到金卷心中也有說不出的興奮,或競技場與實力相當或高超的對手競技所代給我的刺激感,這些是我在克魯賽德戰記所獲得的是無法在其他遊戲所感覺到的。

Sean33423347

已經這麼久了

帳號創辦時間過9百一段時間了

回想第一次下載的時候 和幾個朋友在Google Play本週推薦翻到克魯賽德戰記 玩法感覺滿新奇的 玩了幾個月,朋友紛紛離開 到最後只剩我 看著好友名單中的XX天前上線 心裡禁不起這種寂寞

去年的暑假一個學弟拿著手機 興奮的向我介紹克魯賽德戰記 解釋著 梅 有多強 大家口中的四皇 就想說載回來吧

看著熟悉的名字 熟悉的遊戲 卻好像多了些許的陌生 點開勇士團 原來你們都還在啊!對不起

早已忘記的遊戲方法沒看過角色 因緣際會下我加入了現在的群組 一個回鍋新手,意外的受到了歡迎 問了一堆問題,打了一堆關卡 加入許多英雄

空白的朋友區 現在以充滿了群組的朋友 吵鬧 歡笑 生氣 哭泣 漸漸的 我發現這不是個群組 是個公會,屬於我們的公會 一路上 1-1也到了7-3-8 世界王要別人帶的我 也可以帶別人打戒四了

也許朋友沒有一輩子的

也許不是所有人都會一直玩下去 但 因為這個遊戲,認識了新朋友 因為這個遊戲,獲得了成就感 因為這個遊戲,得到了不曾獲得的歸屬 這次,我不會再刪掉了 直到結束營運那天



From The Crusaders | 54 - 55 |



#友熊

還記得第一隻培養的領主是東部王國柳,因為用領主技能時她全螢幕砍一刀太霸氣了,那時候特別喜歡柳的勢力,最常用香織、竹取和卑彌呼,因為他們的風格和招式都很帥,後來竟然還出了關於柳國的關卡紅蓮之力,整個超級震撼,而且還有卑彌呼的造型! 往後的遊戲日子我要繼續為柳國而戰!

龜懶怕火

這款遊戲陪我度過了三任女朋友,直到第三任也是最後一任(準備結婚)。

謝謝CO在我最難過的時候陪我一起度過,在我最開心的時候也一起度過。

雖然中間因為考試而斷掉,但是它的操作介面跟方式讓我忘不了,玩其他遊戲都嫌麻煩,最後還是回鍋回來玩,也謝謝CQ讓我認識裡面的元老級玩家,大家都很熱心的教導一些小技巧,希望CQ也要多多照顧老玩家而非新玩家,這樣老玩家才有動力繼續支持,加油!

佛心公司, CQ萬歲\(^o^)/~

snowmo

我是從遊戲最初出現沒多久的時候就開始玩了,當我第一眼看到克魯時,彷彿就有股非玩不可的念頭,剛開始玩的時候,總是隨便亂按,然後在競技場上狂輸XD,之後玩了一陣子終於開始上手了,不巧的是那時候剛好遇到要考大學,所以只能放棄不玩了,在我升上大學時的某一天,我又突然有股念頭想繼續玩克魯,所以又去下載來玩,回來玩的時候才發現改了好多東西,竟是一堆我看不懂的,如靈魂地牢和專武,那時候我努力了一陣子又終於開始上手了,不過那時候在大學的考試考的不怎麼好,所以又放棄了一陣子,直到最近幾個月我才又從新燃起對克魯的愛,又再一次的回來了,這次我一定不會再走了,這就是我與克魯那剪不斷理還亂的回憶XD

timzeng

想當初第一次碰到這款遊戲是在我當兵的時候,我是第一批遇到義務役開放智慧型手機的老人,哈哈。這樣就知道我是在哪一年當兵了,開放之後就看到學弟在玩這款遊戲,突然被這款遊戲的操作方式給吸引了,那時候最紅的就是神X之塔,X族拼圖之類的轉珠遊戲,所以被這總簡單且容易闖關不需花費大量金額再抽關卡必備的角色就能一路玩下去。想想當初大家休息時間就是邊抽邊玩遊戲,討論今天開到誰的專武,誰又抽到什麼金卷角...。就這樣玩到退伍到現在,雖然中途退坑玩過其他遊戲,不過最後還是又回來玩這款佛心公司遊戲!!! 總是邊玩邊回憶當兵樂趣!!!

anckles

這是一款拉近了公司同事所有人的關係的遊戲,

不管是上班時,下班後,休息時間,只要一有空閒幾乎都是在討論克魯塞德戰記,因為有千萬種的角色搭配及各種技巧的關卡設計,讓公司同事邊討論邊增加同事間的好默契,

真是一款不可多得的好遊戲!!!



CQ 3rd Anniversary Official Fanbook From The Crusaders | 56 - 57 |

#咩哞

原來已經一年半了~

在一個秋高氣爽的午後,我下載了這個遊戲,在朋友相互提攜的喧鬧下,我們共同玩了這個遊戲,我有如賈寶玉,然而他然是是我的林黛玉,他喜歡練著阿蕊雅,然而我練著萊昂內爾,當他發現我還有其他更厲害角色可以練等,怎麼不拿來練角呢?

我笑著對他看著,因為你

你選了你命中注定的角色,然而我選了你

我輕輕地握起她的手:『為了你,我願意練著沒人討論的萊昂內爾,我們有如遊戲故事中的這對情侶,我們相護, 我們相愛』

我抱起了他,輕輕的在她耳邊說:『我們繼續練等吧』

他害羞的不說一聲,只是輕輕地點頭

一年後的今年

他去當兵了

我還在學校上課玩克魯塞德呦~

(網婆不可信,我的故事也難以置信

LOO0000

最開始接觸遊戲是須蛇蛇的時代 很幸運剛加入的第一抽是三星小狐狸 第二抽就是蛇叔 那個時代的專武非常 罕見 在一次改版降低專務合成的門檻 第一把專武就是蛇叔的專武 在特效的加持下 覺得無比的帥氣 6年來 雖然過程也有經理失望的改版 例如神獸對戰 角色極度不平衡等 直到現在每一次改版都有著驚喜 也期待著 舊角色有著覺醒的一天 例如從未崛起過的羅賓漢 烏鴉等 每次節慶都是最期待的 感謝CQ陪我每天的紓壓時 間。

#踹踹係

關於這遊戲的開始是在一個無聊的下午,那時候在思考著不知道應該在上班時候玩什麼遊戲,剛好看到了克魯所幸下載下來玩玩看id踹踹係也就是英文的trytrysee就是試看看的意思,剛開始不懂遊戲怎麼玩只知道里昂的大劍很厲害,漸漸的開始注意麵包的時間地牢ker還沒滿之前一定會清掉所有體力,研究每一支角色的技能消塊以及專武期待自己有一天能夠擁有這些角色,有一天女朋友也就是現在的老婆去吃尾牙那時候剛好天天鑽有送一張契約卷抽下去竟然是金馬車懷抱著4星白卷打開他~~~沒想到竟然是jr......當下狂敲床慶祝他也是第一支帶我上競技場10%的角色,漸漸的CQ成為生活中無法忽略的事情,CQ給我的不只有娛樂還有陪我渡過上班下班出門/無聊的時候,現在進入了養老期了可以慢慢的享受再來的改版以及新角色新章節我只想說讓我們明年在相見~CO在拼10年ouo

Shaluwhite

那天是分手的後幾天,朋友看著我難過的神情,說著別難過玩玩克魯賽德戰記,換換心情你會好很多,就這樣我接觸了這款遊戲也愛上了這款遊戲,後來在某些因緣際會下,我和女朋友講開,又復合在一起,感謝那陣子的陪伴,因為有你我度過了最難過的時分。謝謝你克魯賽德



Rousso

海瑟拉日誌 第1053話

記得剛加入時 的聖誕英雄們好強 三星媲美六星角色

而且設計得很可愛 馬上吸引了其他朋友來玩

第一次 打到四星旗魚劍 特殊造型 以為打到寶XD

第一次 努力刷到了瑪麗亞 超興奮的 馬上組了國家隊稱霸競技場

第一次 洗到龍捲風大成功 立馬組了 國王/貞德/莉莉絲 稱霸一段時間

第一次 遇到新女神 雪女 被AI連踢 踢到死

第一次 洗到槍主的AA專 立馬請周圍的朋友喝飲料

第一次組了桂香/貓補/索爾用真傷稱霸競技場

第一次遇到無限暈眩的羅蘭

第一次 刷新槍主地牢 結果新法主來了八隻

第一次 用品客成功單刷了 靈魂要塞B10

某一次 維修延長到晚上收到好多鑽石

某一次 周年紀念活動 抽到了想要的角色

玩了將近三年 當初加入的朋友離開了 也有很多新加入的朋友可以一起討論

克魯賽德有好多有趣的回憶 很適合跟朋友一起玩 公司真的很認真在經營 也很顧及玩家想法 是個值得細細品味的游戲!

我愛克魯賽德! Crusaders Quest.

#詩泉布

CQ在三年前剛問世時我就有下載來玩了,當時完一個月,但因為覺得沒人一起玩就沒玩了···後來今年年初因為朋友有玩一陣子了,跑來找我要不要入坑,當時他人物也算強,剛好可以帶我(好友支援),那我就玩了。 算起來我也算蠻幸運的,剛回鍋玩,碰到當時的回鍋禮,加上以前存的鑽石,加起來有100鑽左右,就十抽兩次,抽到薇薇安,依靠薇薇安打到第五章就打不下去了。

後來因為可以練腳色領1鑽,就這樣慢慢存,存到200鑽石,一口氣點十抽,抽四次,這四十支腳色,JR、荊棘、老鄭,後來又升級英雄升到圖騰及史派洛,直接J圖史過完故事模式。這將近一年中,各種與我那個朋友互相PK、較勁,都在比誰的腳色厲害,當中也有普勾斯活動,他一直都是比我分數還要高,我一直想超越他,但覺得是我腳色搭配有問題,一直找不到適合的搭配來超越。

不過對於PVC,我倒是打贏了,這對於我一直以來不斷的努力刷關卡、刷PVP、刷世界王等等,總算是有收穫啦!! 這過程當中,一定會遇到不如意的事情,抽角色、洗數值,這是一定會氣到跺腳的,但是當你洗到頂的數值;抽到 想要的角色時,心中會無比的開心,一整天的心情都開心了起來,不為什麼,為了有更強的牛棚阿~這回憶起來 感覺自己的小孩慢慢地茁壯起來,感覺非常的有成就感!!

這就是為什麼我會一直玩CQ的原因

CQ 3rd Anniversary Official Fanbook From The Crusaders | 58 - 59 |

Xpck

3年前因為晚上睡不著覺,想玩個遊戲解解悶,就在app商店翻呀翻,結果翻到CQ這遊戲,初期因為沒有中文介面,認識角色跟技能也是花了一堆時間呢。

後來越玩越上手,傳說角色也一個接一個來報到,也為了抽金卷角色每天都泡在競技場跟找泡泡買入場卷,之前也因為競技場一票要打10場,時常打到睡覺因此翻票,起床後懊悔不已,還好後來有改掉,不然我想我還是一樣打到睡著呢。

玩到中期跟一群朋友創了一個CQ的Line群,認識了許多朋友,更重要的是讓我認識到現在的女友,雖然中間發了了一些事,但到現在我們依然在一起喔。

現在回憶起遊戲的每個時代就覺得時間過的好快,遊戲剛上線、要塞的開放、專武的製作、現在暫時跟大家說再見的神獸以及不斷加入的新角色,讓我覺得這遊戲的魅力依然不減,希望能繼續跟我的女友一起體驗到更多更好的遊戲內容。

#了太

那時,在朋友的邀請下,踏進了海瑟拉大陸,開始了自己的冒險旅程…啊!我叫了太,是一個剛接觸克魯賽德沒多久的團長,每天期待著登入時看看有什麼新活動,每天跟靈魂之帝泡茶,為了取得超凡武器材料,鑄造一把超凡武器給心愛的英雄們,即便祝造出來不一定是自己想要的種類或是屬性,但這才是鑄造武器友去的地方啊!也每天在競技場與不同的團長們切磋…始終敗在紅蓮火山口的魔王下…但,這些都不算什麼!想起當時我時常不會配隊伍,當初擁有的英雄也還不多,其中最讓我印象深刻的是弓箭手一羅賓漢,當時我看著他橫掃各個關卡,我認為他是我心目中最強的角色,變一鼓作氣將他升級到6星,陪伴著我完成許多關卡,但隨著時間的累積,我擁有的英雄們越來越多,也讓我漸漸發現羅賓漢相較於其他英雄們,其實並無如此強勢,但即便如此,羅賓漢仍然是我喜愛的角色,畢竟他是我第一位升級到6星的英雄,對於我而言,他是我英雄團裡第一位,且意義非凡的英雄,啊!另外還有一位英雄對於我而言也是意義非凡,那就是魔法師一雅坎,一路陪著我過關斬將到光之章節,技能特效也越來越華麗,在我心目中,您也是一位協助我很多的英雄,感謝您!許多第一次的感動,至今回想起來,仍然歷歷在目,每一次完成新的關卡,那種成就感是無法比喻的,無論是我的英雄們,或是協助我的團長朋友們!隨著時間過去,我的勇士團也逐漸強大,往後我也會持續帶領著我的英雄們,守護海瑟拉的和平!

#蹦蹦嘎

一開始會接觸到克魯塞得是因為女朋友介紹這遊戲跟Demmo的聯名活動,那個和服小女孩超可愛的啊啊!開始爬文一陣子之後覺得角色故事背景以及技能做的很棒加上你們很用心的在經營這個遊戲,所以就投奔為海瑟拉的團長啦!雖然一開始角色很少麵包等很久、專武敲都敲不到我要的、競技場被虐到歪頭、世界王打不過、地牢傳說角打不到、關卡打不過、做的料理被普勾斯嫌棄,到現在角色很夠用、麵包滿出來、專武想要的基本上都拿到了、競技場一場一場的試組合到可以打到10%以內、有魔女領主7等之後關卡都不是問題、普勾斯的活動第一次能打上大師,這些感動不是三言兩語就能道出的Q_Q。克魯塞得是第一個我玩這麼久的手遊,謝謝你們很用心的經營這個遊戲,希望它還能陪伴我過完大學生活。



Freewish

想當年競技場門票上限還停留在3張時,那時的我就像是瘋子一樣,為了讓自己的排名高一點,不惜犧牲我的睡眠時間在晚上睡覺時,會在半夜3.4點設鬧鐘來叫醒自己來把票刷完哈哈,想起來真是瘋狂,不過自從票的上限改成5張後就沒必要這樣子做了,有足夠時間讓我們等票cd到早上在打,雖然是好的改善但爬分卻也因為這樣變難爬了。剛玩cq的時候我真的很瘋狂,當時整整一天都在玩,插著充電線也在玩,當時的手機電磁還因此被我玩壞了哈哈。

#十二御守

說到跟CQ也是蠻有緣的,一開始就只是個無聊,剛刪掉神魔X塔後覺得無聊。想找款遊戲玩,看到了CQ,覺得畫風蠻可愛的,就開始玩,剛開始甚麼都不懂,真心覺得里昂一開始很強,後來抽到JR之後就完全改觀XD,我當初以為開技能的腳色都很難拿。然後那些腳色都很厲害,其實有些根本只是為了那些技能而活。不知不覺一玩就快三年了。希望遊戲品質能繼續保持下去。然後多出一點心的關卡。不然好無聊啊~~

#kawa1

某年某月某一天

在一個風和日麗的早晨

陽光像花瓣一樣散落

悠閒當中下載了克魯塞德戰記

當時還很少人,拉了一點同事一起遊玩

發現內容精彩豐富,當時麵包跟榮耀跟錢好難取得,珍惜每一個打限時兔子麵包的時間,忍痛割捨英雄返回王國,只為了進化勇猛的英雄到六顆星,後來開放了靈魂要塞與超凡武器,因為資源不足,怎麼打都只能到B6,最終努力下第一把專武終於6顆星了,喜悅真的永無止境

後來因為工作忙碌暫停了快2年,這次回來發現多了好多專武與人物,還有地牢跟戒指,更有精彩的紅蓮、果實系統,讓英雄更往上一層樓,也順利的打到B10,只能說還能遊玩克魯塞德戰記真好,希望為來有更多精彩活動。

#艾芬多絲

時光飛逝,當初沒想到我會玩一款遊戲如此之久,像素風的可愛人物令我深深著迷啊,特別是一些女性角色都特別的可愛呢,而且如果有仔細看圖書館的勇士的故事,喜愛程度會更上一層樓,我最愛的章節為勇士也要談戀愛的,各種對話都很有趣,當然其它章節也是有各種不同的意義,希望大家能多多看看,小劇場真的做的很棒(女人的心思這章節為我的最愛,竹取真的好可愛),再來是宿舍方面其實也很不錯,心情鬱悶或是開心時都跑進去跟英雄玩飛高高,看她們的表情真的很療癒(私心如果有對話就更好了,我的小心心得就到此結束啦,感謝收看

CQ 3rd Anniversary Official Fanbook From The Crusaders | 60 - 61 |

#替代棋

我從大學時就得知有關於克魯賽德戰記的資訊,當時我同儕們也都在玩。我本來想跟風一下的,但看那Digital的特殊風格就滅火了,當時真的覺得很醜所以沒有踏上遊戲旅程。

研究所畢業後,在同儕半推半就之下,方開始接觸這款遊戲。根據以前玩多款手遊的習慣,不免要刷首抽一下,我當初想要的是像是天使一般的角色。根據朋友的建議終於累積到了50顆鑽石拚拚看,結果只有保底是金馬車阿(量~。結果跳下馬車的是粉色頭髮還有天使翅膀的奧菲歐阿!真是太剛好了吧~!?

刷好首抽後當然要馬上Google看看評價如何,結果大家都暱稱他為人妖補!!我...只好默默按下清除資料,最後用桃太郎開始我在海瑟拉大陸的旅程。我必須說這遊戲的畫風,真的很難吸引到我,但玩了一陣子之後,其實像素畫風也沒那麼糟糕嘛,2.5身的人物其實也很可愛!最近則是沉迷於宿舍布置,看角色走累了,坐在椅子上;或是看到桌上的情書眼睛一亮,真的讓人感覺很療癒。更別說你還可以點他惹他生氣,或是把他們提高高的,再把他們放下。不過這些小英雄真的很壞呢,給他們吃麵包還要付他們金幣!!(默默在抓一隻起來拋高高....

總之,克魯賽德是一款好玩也不會要求太多現金道具也能玩得很開心的遊戲。

如果有左鄰右舍一起玩就更好了,我把外籍朋友也找來玩,digital style 也讓他們很驚豔,大家都正在努力的與 鐵匠角力中,不要再給我把武器撬壞啦!!希望有更多小夥伴們能一起在海瑟拉大陸邂逅女神,一起探險尋寶!!

hahamax

想當初是剛有中文化的時候,有天朋友問我要不要玩一款手遊,他說非常耐玩即時他英文不好也是玩了超久都不膩,我查了一下發現是像素遊戲滿可愛的,從此就入坑了。

那時候我記得最強的競技組合是槍補羅,整個簡單、強力,讓我刷了好久的地牢想刷出槍主補主跟上大家的流行,結果沒想到還沒成形就被改掉了,後來又流行所謂的痴漢隊,由鎚主國王和須佐組成,鎚主量你、須佐脫光你、國王坦傷,簡直新一代毒瘤隊,一想到那些回憶都讓人會心一笑。

雖然玩到現在都沒有退坑過,但其實中途有一陣子遇到瓶頸,做不到想要的專武,這實在令人心灰意冷,但可能老天不讓我退最終還是讓我做到了!(那把是小光的專武)

持續玩到現在,經歷了臉黑各種10麵包,合作活動也是各種破馬車,即使抽不到角色但遊戲依舊不會厭煩,官方時不時會buff舊角色,等於多了一隻新角色可以玩,又有新的隊伍組合可以嘗試,而且重要的是官方持續在優化遊戲系統,本來超肥大的遊戲容量也縮減到合理,推圖、打競技也越改越好越順暢,這令人對官方有更大的期待,玩家們當然都是希望遊戲越來越好的!

這麼多年的回憶有那麼多,真的是講都講不完,但是帶給我的感受,不管是轉圈的痛苦,或是過關的快樂,抽到新角新專的喜悅,在我的人生中,留了一個很重要的位置。





#光之夜鷹

記得剛進克魯賽德戰記是剛開始大學生活認識的朋友在玩的時候在旁邊看他玩的,第一眼看到覺得風格蠻可愛的,不過如果有真正的角色插圖會更好(現在已經實現了真的很高興),

當時也蠻無聊的,前一個玩的手遊也因為容量越來越大所以忍痛退坑了,所以當天立馬下載來玩玩這款遊戲。一開始玩的時候也記得封面是雪女神-迪歐奈的雪地場景圖,克魯跟著我陪伴了快四年將近五年的時間,

中間朋友也跟我一樣因為手機容量問題退坑了,可是我還繼續堅持著,

各種大大小小的更新介面、UI設定、角色、專武.....,當然還有很多值得提起的部分,

在這些時間中也有看到Google Play的留言說明這遊戲超坑的,勸那些要入坑的人不要進坑之類的話,

可是真的要實際進來玩過才會知道它的好、一直在彌補不足的部分,一次又一次的看著克魯一直進步,

真的要很感謝當初認識了朋友讓我知道了這款好遊戲,就算現在有其他事情困擾著我,

我還是會到克魯的世界放鬆我的心情。

如果說有人問為什麼這個遊戲讓我執著玩到這個地步,那我就會告訴他,

這陪伴了我在這一生的大學生活讓我隨時都不會覺得無聊,還會有動力越玩越起勁,

還有這麼佛心的公司隨時照料我們這些玩家,你會不想要繼續堅持都很難。

#阿茲特克

剛開始是我高中的同學問我要不要玩克魯賽德戰記,然後我就說好。一登入畫面就是活潑的賽拉來迎接我的到來。起初我以為這是少女養成遊戲,但它其實是一款RPG像素風手遊,而且遊戲畫面有點神似風之谷,不過給我的感覺是很特別的。還記得兩年前開始玩這手遊的時候,常常喜歡一邊破關一邊觀看劇情,真的能給我心靈上的快感。

之後玩了一段時間後就開始卡關在雪原了!因為我的角色練得不齊全,其中很多英雄等級都沒練滿。那時候並沒有探險系統,所以要練很久才能練滿,導致我開始有點無心想繼續玩,便好幾天都只是登入領獎勵。就算變成這樣,我始終沒有放棄玩克魯賽德戰記。後來因弟弟也有玩,就和我做比較,結果他跟我說你的角色沒有練好怎麼可能繼續破關,這句話點醒了我,終於知道為什麼無法持續快感的原因了。在這之後,我開始用心培育我的角色,讓他們漸漸變強,他們用的武器也去努力的洗。然後我又找回以前的那種感覺。打之後推出的戰場和聖都,我是邊看別的玩家的建議邊調整自己的隊伍和破關方式,到了現在,我也算是老玩家之一了,關卡都破完,只有活動有的時候才會稍微多玩一些。

其實克魯賽德戰記的進步我都看在眼裡,角色越來越多元,角色的服裝也有變化,活動也有變多......等眾多的改變,讓克魯在競爭中還是不會輸其他手遊,我是這樣相信的!!希望未來來的第二季內容能給玩家帶來更多驚奇。



From The Crusaders | 62 - 63 |

tetrahedral

CQ 3rd Anniversary Official Fanbook

想到一開始玩這款遊戲是因為她長得很像我之前玩的某款遊戲,8bit的設計特別可愛呢!剛開始在玩的時候什麼都不懂,上網爬文看了很多資訊也是不太清楚,畢竟太多東西要知道了,我想到我的前幾次抽角色抽到了威廉,一開始不清楚他的實力強不強就拿來推圖、打競技場,勉強渡過了前期。等到過一段時間後漸漸的可以去打地牢,收集傳說角色,當時看到自己喜歡的傳說角色頭上出現害羞的圖案時,就覺得好開心!終於收集到了,有了一些傳說角色,打競技場就變得比較輕鬆,我依稀還記得我用的組合是:國王威廉卡娜,雖然到現在可能覺得這個組合很莫名其妙XD但是他們也幫助我拿到第一個30%呢!之後我在黃金契約書抽到了亞伯,在當時真的是爬競技場神器,敵人很容易死光光,也幫助我打到接近競技場的10%,打競技場真的是滿滿的回憶,看到最一開始的槍補羅、大家口中的羅蘭戰記、火符鬼法時代、亞罵忍到流行到現在的四皇組合(羅修 荊棘 維多 鄭成功)、最令大家討厭的荊九冰、荊維貝……等等實在是太多組合了,從以前的打不進大師,到現在周周5%(有一次還為了雕像,拼到了第一名)我看見了每個角色的特色,也看見克魯官方對角色平衡的用心!我身旁的朋友看到我這麼瘋狂的在玩這款遊戲,也紛紛下載來玩,看看這款遊戲倒底哪裡的魅力吸引著我,全盛時期有大概20多位朋友一起在玩,討論起來特別起勁!覺得克魯最有趣的就是一些人物的小故事,設計得十分有趣,常常分享給別人看呢。

玩了將近兩年多,克魯一直優化了很多的部分,不管是競技場的過場速度,還是推圖結束可以在結算看到popo 是否出現,對我們這種5%競技場農夫?!是很棒的改善,覺得有點可惜的是,大亂鬥的這個系統結束了,我覺得 這是一個很有趣的系統,雖然我知道是因為有些玩家使用惡意程式,導致這個系統需要關閉,但是也希望之後 也可以出類似的系統讓大家一起同樂!最近出的英雄小屋的系統,讓克魯也添加了很多趣味,看到大家都很有 創意的裝扮自己的小屋(連我爸都裝飾的很不錯?!)就覺得大家超有創意,除了這些之外,克魯也會跟其他的遊 戲或動畫合作,這也是我很喜歡克魯的一點,謝謝克魯這兩年多帶給我的歡樂,希望這麼棒的遊戲可以一直陪 伴在我的身邊,克魯加油!

Yushu

想起三年前才剛認識妳,那時候的妳看起來真的很青澀而且還只會講英文跟韓文,都不知道怎麼跟妳溝通,原來CCR就是這種感覺啊。後來妳為了我努力學會了繁體中文,還學了簡體字,只是我好像比較聽得懂妳的大陸話啦~

每天我都很努力地在一票10場的競技場跟其他玩家拼個你死我活只為了贏得鑽石來討妳歡心,那時候只要聘請到索爾、謬、桂香就可以讓妳每個禮拜都開開心心當鑽石貴婦呢! 我還常常窩在火山努力打賞金任務賺錢養妳。後來發現靈魂要塞還可以拿到漂亮的水晶,每天又多了為妳奮鬥哄妳開心的理由。就這樣我們認識了一年,接到兵單的我害怕我們要就此分離了,幸好智慧型手機也開放使用,我們就不用擔心遠距離戀愛了,當兵的365天陪我最久的不是朋友而是妳啊,無聊的時候找妳,想睡的時候看看妳,一下崗就找妳報道,每天摘果實給妳享用,什麼臉書還是line都比不上妳的存在!

退伍以後,我們又多了新的約會地點-聖都,看到席魯尼斯就更喜歡妳了,原來妳的朋友們都是正妹啊('ou'),不知不覺我們就在一起三年了,前幾個禮拜還因為一點小事就生氣就跟妳提分手,可是三年來的點點滴滴卻縈繞心頭,我覺得後悔了,花了一個禮拜的時間把妳追了回來,謝謝妳又給我最後一次的機會,未來的日子還繼續請妳多多指教呢!

妳永遠的騎士團長 -Yushu



GuguOP

剛進入村子是我高二的時候,那時還沒有專武,關卡只能到雪原,開頭動畫跟loading介面都是可愛的小角色在底下跑跟角色介紹,那時會進入此村,或許是這些角色吸引到我了吧。

進村之後,我跟其他勇士一樣,有空就開啟來去衝關卡升級角色,有鑽之後就去抽10抽或買金幣(現在想想超級浪費的)。不過那時的我根本不懂查攻略,還卡關卡,玩得有點沒方向,而且角色也都一直抽到重複的,所以玩個一年左右就離村了。

幾年後,在大學朋友的說服下,我回來村莊了!不過在進村前,那個開頭動畫真的嚇到我了,兩個想法,這…這是CQ嗎?我的里昂哪有這麼的!!進村後,多了許多東西,關卡多了4個,有靈魂要塞跟專武,一堆新角色,繪圖,宿舍等...還好有朋友的介紹跟指導,不然我應該直接收行李離村吧(哈哈)。

現在雖然還是個弱勇士,但有了方向,而且有角色繪圖(畫超棒),我才覺得有享受到遊戲的樂趣,雖然我的運氣還是非常非洲...當然!我不會再半途而廢了。

CrazyL

想不到準備要迎接3周年了呢~從高3玩到現在大3也1000多天了不知不覺也成為這遊戲的老玩家了,想當初還是用ipad2玩結果一直閃退讓我想玩也無法,幸好在網路上查詢到能用電腦模擬器玩手遊,克魯便成為我第一次用模擬器玩的遊戲,當初第一隻升到6星的角色是里昂在當時對新手來說非常好用的坦克與輸出角,而我運氣也很好的抽了活動送的英雄契約卷拿到了我的第一隻金卷角',南丁格爾',相當會補,之後將南丁格爾與R-9999(第一隻升到的弓手)都升到6星便組成了第一隊伍,也用了這隊伍在競技場爬上了大師,想想當初在睡前打競技場時都會在載入時間不小心睡著,當初的一張票可以打10場可是那時的優化還沒有很完善載入的時間相當長,導致很容易有這樣的情況發生,可說是失眠的好幫手呢!(X。回到現在也經歷的不少英雄技能的調整、合作活動、系統優化等....每次的改動都讓遊戲變得更有新穎感,非常期待3周年的活動!希望遊戲今後能開發更不一樣的遊戲模式吸引更多玩家來玩克魯賽德戰記。

#心卞

一開始看到是8bit像素遊戲不是很看好,但因為想跟老公有共同聊天話題而配合,到最後是兩個人熱烈的討論的遊戲角色,想練哪個角色,對哪個角色的印象崩壞(看玩角色故事或他的圖文照),又對於合作打世界BOSS訓練著兩人的默契。兩人的點點滴滴因為CQ更加,也了解對方的喜好個性跟製造了很多回憶。雖然兩個人不是因為這款遊戲而認識,但將來要辦兩人的紀念活動的話,真的很想辦CQ的主題紀念日。將來的COSPLAY活動也想以CQ為主題,或是畫一些二創的漫畫,因為CQ兩個人也鬧出很多笑話,雖然說遊戲只是拿來消磨時間,但我們兩個人卻是以享受遊戲而繼續玩。算是第一次遇到很顧不課金玩家的遊戲,但在"廣告"方面很需要加強。玩快兩個月的我們,還是期待著也繼續支持著CQ,等小孩學費籌好,就可以顧一下CQ的人物們~因為他們很缺衣服換啊XD

CQ 3rd Anniversary Official Fanbook From The Crusaders | 64 - 65 |

LaLaHao

我從來不知道,一件簡單習以為常的事竟然因為一個小插曲而成為了我人生中一個美好的邂逅。

還記得那天,我一如往常的在捷運上打著CQ的競技場。平常上學的早上就是我戴著耳機輕鬆在CQ競技場虐電腦AI,那給我無比的榮耀。

但因為每天玩的關係,很快的,隊伍也越來越強,而我消塊的按法也漸漸亂按,女神使用的時機也變成看我心情而用,進場前買塊買SP就更不用說了,也變成懶得買了。

「啊,抱歉!」突然一絲痛覺從我腳下竄起,並且伴隨著一個溫柔道歉的女孩聲。

原本坐在捷運椅上聽著音樂消著方塊,低頭打著CQ競技場的我頓時心情不悅了,因為我今天穿的是一雙全新的 白鞋。

當下聽到道歉的我不是先抬頭,而是將視線看往我的右腳。

「不是吧?這麼快就有腳印痕了?」我心裡想著,結果耳機裡的音樂傳來了戰敗聲音。

「不是吧?我只是忘了開女神就被荊棘打死了?」我視線轉回手機螢幕,看著LOSE的字眼,好不容易想在這禮拜 衝上前100名的心頓時破裂。

我拿下耳機抬起頭看,看到底是哪個不長眼睛的在那邊亂踩。

「對不起對不起,我把你的白鞋踩髒了……」一位穿著高中制服的女孩低著頭跟我一直道歉。

「我可以先坐你旁邊嗎?我有點不舒服。」那女孩有點無力的說著。

「喔。」還好妳不舒服,不然我一定不給坐。看著漸漸客滿的車廂,那女孩緩緩的從我旁邊坐下。

「抱歉還讓你輸了。」坐下後,女孩又開始頻頻向我道歉,而這時我才看清她的臉。

因為剛剛抬頭視線被燈光影響,所以遠看覺得這踩到我鞋子的女高中生,長的很普通。不過現在她坐下後,給人一種很有氣質的感覺,而且皮膚白皙,有著烏黑亮麗的長髮以及一雙水汪汪的大眼。 根本是我的菜。

「對不起,要不要等等下站下車,我幫你擦鞋子?」她摸著額頭說著,看起來真的很不舒服。

「不用了,我會很尷尬。要不然...給我妳的line就好!」我不知道是精蟲衝腦還是怎樣,竟然蹦出這句話。

「呃……就當作是一種有緣吧哈哈!」我尷尬又快速的接著說。

看著她用不敢相信的眼神看我,我迅速的將視線轉移,喔不對,應該說到處亂看。

「好啊o」她緩緩的說出口o

「你id給我嗎?還是?」她把手機拿出來時,頓時讓我傻眼。

是一支有著CO角色手機殼的手機。

「妳也有玩克魯賽德?」我訝異的問,這到底是什麼鬼緣分。

「對啊,所以我很抱歉讓你競技場輸了.....」女孩將手機翻到背面,我看到瑪麗亞跟羅蘭玩在一塊的畫面。

「那……反正都加line了,那…我們CQ也加個好友如何?」我輸入女孩的ID,原來她line的綽號叫「小V」。

「可是我不強,剛玩幾個月而已,覺得他們角色很可愛所以才玩的。」小V邊打開CO邊說著。

「你很強嗎?可以帶我打戒王嗎...?」小V轉頭,好奇的看向我。

「當然,CQ剛出我就在玩了。」我很有自信的說著。

「忠孝復興往木柵線方向的旅客,請在本站換車。」

「啊啊!我要下車了!我們到時候再加CQ好友?」我急忙的看向小V說著。

「好啊,沒問題,對不起踩了你的鞋。」小V先是答應後,又急忙跟我道歉。

「還行啦,沒事沒事的,那我就先下車啦!掰啦!」我在捷運門關上的那一刻衝下車。對著車廂內的小V揮手再見



而小V也禮貌的跟我揮手。

「不對啊,我應該翹課跟她聊天的。」我傻笑的看著捷運開走,單身20年不是沒有原因的。

「叮咚。」line響起。

「謝謝你原諒我,我叫小V,很高興認識你。」

我跟小V的邂遘就此展開,一切才正要開始,不過之後的又是另一個故事了。

monopi

很愛玩RPG的我,當初無意間看見了克魯賽德戰記的廣告,克魯賽德戰記的特殊橫軸式遊戲風格深深吸引了我。從只有英文版本開始玩,雖然英文不是很好,還是上網查詢及自己逐步摸索玩法;從競技場可以用蛇叔、韓法等角色打天下的時代,到果實要打王跟出了角色專武,第一次出限定合作角色,一直到現在即將邁向創帳號的第1000天。在遊戲的初期時對於新手玩家的幫助較少,玩的很坎坷,在競技場中屢屢被那些一線熱門隊伍打的過花流水,又因為身邊沒有朋友一起玩,因此斷斷續續的玩著克魯賽德戰記,還曾經數次跳槽別的遊戲,但是這是玩過手機遊戲裡面,算是唯一一個可以花時間去用心培育自己隊伍讓自己變強的遊戲,而且公司有在改進對於新手玩家的幫助,最後我還拉了兩位朋友一起來玩克魯賽德戰記。雖然最近很多一線的熱門角色無預警被削弱,也顯示出公司對於角色設定上還有考慮不周全的地方,但是我依然抱持樂觀的想法,支持克魯賽德戰記邁向第四年,也期待未來克魯賽德戰記能發展更多特殊關卡、地牢及合作限定活動等等。另外玩了快1000天,每次參加這種官方活動,卻不曾獲選或被抽中,也希望自己在這次的活動能夠獲選囉!

toro625

2015年的夏天我前往澳洲打工度假,才剛在熟悉陌生的環境,閒暇之餘發現了CQ這個遊戲,與你閒聊才發現原來你也在玩這個,那時候我們突然有了共同的話題,怎麼打競技場,你教我怎麼玩,有時候為了見你一面從這個街區走了20分鐘的腳程到你家跟你討論遊戲,雖然一開始我在澳洲的經歷運氣很不好,但跟你相處的那些片刻真的很開心,直到後來我找到了穩定的工作後就慢慢停止玩這遊戲,更從西邊搬到南邊去,而你也結束簽證先回台了,關於你又漸漸少了交集,後來回台灣後偶然看到CQ的活動消息又上了線慢慢玩回來,出了專武出了好多角色出了好幾個打不過的章節,慢慢得,如今已經是紫匡的我,好友名單內一個未上線超過365天的你,還是捨不得刪除,只希望你能夠再回來跟我一起玩... 我很想你.

CQ 3rd Anniversary Official Fanbook From The Crusaders | 66 - 67 |

Szcsorz

當初會想玩這遊戲,是因為朋友也在玩,看起來不錯也就跟著一起玩了,原本以為只會玩一下下,沒想到這一下 下,卻持續到現在大概一年多,每天都跟朋友討論著彼此的進度、角色以及競技場的排名,可惜的是那時候加入 的時間有點晚,沒有跟到罪惡系列的合作,我的起手:那隻3星貓,朋友的起手:6星雅坎,黑人問號拉?想當初那時 候的神獸、世界王,光是打這2個都有困難,那時候身為萌新的我打這2個非常吃力呢,只可惜的是後來神獸被拿 掉改成探險,探險的好處傳說果,後來出現第一次夾夾樂,那時候真的很開心,因為第一次遇到大型佛心活動, 每次夾的時候都有種開心跟悲傷,但也是那一次,讓我的CO生活過得比較多采多姿了,那次的活動拿到鄭成 功,28天中小光,後來過沒多久領主出現,領主的出現帶給遊戲很大的影響,在剛出那時候領主有2或3就已經很 神,更何況是6、7級, A few moments later,也終於把領主練到7級,那時候真的超感動的!!當下立馬拿戰場當實 驗品,體會到魔女7的爽感,真的沒白練~過沒多久第7章聖都就出來,那時候傻傻地去打,結果女神都被拿走只 剩一隻光女神,幸好競技場沒影響呢,戒4出現再來就是影響最大的合作KOF,那時候的包子在競技場真的威呀, 只可惜小弟我抽到之後20分鐘麵包果實直接塞滿,結果隔天就被砍成智障拉OO,那時候心裡好不平衡~KOF第 2波合作,金跟麻真的有OP,只是那次合作我也蠻失望的,沒有抽到麻宮,看著她如此橫行戒4跟推圖,說真的很 羡慕,只是過了一些時間,終究逃不過被砍的命運,KOF的合作對於推圖跟競技場影響很大呢,在KOF那波合作, 其實很傷心,絲路美、比利等許多角色都沒抽到TAT,跟Deemo合作那次,真的給玩家有很不一樣的感受呢~因 為基本上你有跟到就一定有那隻角色,而且玩法很不一樣,那次的合作,我打第2關很多次,但總是過不了真的 很遺憾,可能我沒那天份吧XD,RWBY那波合作,我最想要的就是W,只可惜最後只中R、Y、P,那次的合作,讓我 心裡最不平衡,300鑽下去,3隻合作....後來出紅蓮之力的外傳,說認真的紅蓮的那首歌超級好聽!!那時候紅蓮剛 出,直接怒刷一波,結果王關卡2天,去爬文整個版面滿滿的史坦因,但我就是不想練他(沒專啊),到第3天努力想 隊伍,最後以赫克特、圖騰、JR加時女,直接虐殺王關,也拿到造型,只可惜直到現在我還是沒拿到紅蓮的隱藏角 色,只缺馬伯了..到了最近狼人、莎莎、電視機等許多角色整個大大改變競技場的風貌,許久不見的梅也被人拿 出來透透氣呢,在這些日子當中,官方大大出許多活動,普勾斯機器人、普狗的餵食秀、收集活動,這些活動真的 很令人難忘~想起普狗中毒的畫面、突破天際等等的小動畫,有這些小動畫,打不過但也看得很開心,每次收集 活動時,都很激烈,剛開始的我只能領8千名左右,直到後來每次都領3千名以內的獎勵,每次結算前5分鐘,名次 總是掉超級快的啊! 印象中還有一次最後30秒時從800名掉到2500多,那真的超級扯的.....在這一年多的日子充 滿著許多的悲傷與開心,不論是每次的抽角、活動、合作、改版,都很令人期待(抽角都是滿滿的麵包),接下來第 2季即將來臨,好興奮呀~在這裡謝謝陪伴我的朋友以及CO的工作人員,謝謝你們讓我有動力繼續玩這遊戲,祝 CO生日快樂。

Dawnxxx

以前不知道怎麼玩,身邊也沒有朋友在玩,所以什麼都是隨便亂湊,抽到3星就很開心,剛更新領主後回歸才發現很多東西都不一樣了,然後聊天室變得比較熱鬧,感覺比較有功能,雖然很多都是閒聊廢話。克魯賽德沒有給我特別明顯的酸甜苦辣,但是給我的是平穩的幸福感,如果有什麼苦辣,那一定是我30000多的鐵資源砸在錯的武器上,還刷到AA大成功,才發現我弄錯武器了。



#兔兔先森

「喂!你在玩什麼?」

這是我和我男朋友剛交往快半年的事情,看著他努力的按著手機的方塊,我盯著那個屏幕很久很久。

「克魯賽德戰記,怎麼?我剛回鍋,妳也想要玩嗎?跳坑啊!」

他十分認真的想讓我入這個CQ的大坑之中,首先他給我看了遊戲的圖案。

可愛的點陣圖,可以接受,這是我對這個遊戲的第一個印象,畢竟女生普遍是看可愛或是視覺效果來選擇手遊, 我也不例外,但嘴上還是傲嬌的說著不要。

「不然妳試試看。」

因玩遊戲顯得滾燙的手機被塞進手裡,三個小人走在關卡裡,底部不同圖示的塊快速的從左邊飛來,併成他口中的單消塊、三消塊,這隻角色要三消,那隻是三消之後再單消.....。

一個又一個特別的名詞讓我聽得頭昏眼花,什麼是三消?什麼是單消?什麼叫作3+1角?

聽著都讓人一個頭兩個大,我不禁高舉雙手投降。

「不玩了!麻煩!」我推開了手機,賭氣的別過頭,但眼神還是不由自主地飄向那有可愛小人走動的屏幕上,五顏 六色炫目的動畫特效,讓我動了一絲想玩的慾望。

「不然妳幫我按這個。」

他點開裝備的頁面,金色的字體閃爍著「可以超凡化」五個大字,我照他的意思按下了武器升級,看到他雀躍的表情,我大概知道是做了一把他想要的武器,他稱這把武器叫作「專武」。

專武一特定腳色才能拿的武器。他是這樣形容的。

回到自己的家裡後,雖然對這遊戲還是似懂非懂,卻還是不由自主地打開手機,下載了克魯塞德戰記,按照巴哈攻略上的刷主線,賺取鑽石抽了人生第一次的10連,最後因為看不懂技能說明只好隔天去找男朋友求助。

「歐皇。」

他看著那幾隻我包包內他一直很想要的角色,面露羨慕,卻沒有像其他網友一樣騙我說要返回王國,反而是認真告訴我這角色的玩法,開始了一連串的練角推圖之旅。

就這樣我入了CQ這個超級大坑,從DEEMO開始,再經歷RWBY,到現在也有8-9個月了。

從一開始什麼都不會的新手,直到現在每天打開競技場刷肉,帶著心愛的黑貓魯味暴打聖都迪歐奈解雙任。

CQ 3rd Anniversary Official Fanbook From The Crusaders | 68 - 69 |

從一開始連30肉的WB都會翻船的小白,直到現在可以開魔女7,暴打戒四一頓來充當所謂的大腿。

回想起來,一時之間覺得感歎無比。

雖然曾經敲了10幾把法師專武都敲不到自己想要的海獺專,氣到摔手機,也曾經因為含恨差0.1%進競技場10%, ,氣到退坑,但5天之後又回復了正常每天打票的日子,思及此還是不禁失笑,畢竟這就是CO的魔力。

如今,我看著自己手機屏幕上跑動的小人,一邊用荊棘痛戳競技場對面的JR,一邊寫下這篇文。

「競技場達成5勝。」

我笑得燦爛無比。

#Waitangi

克魯賽德是我於2012年10月初入學後才得知的一款手機遊戲。

在朋友推薦後,抱著初顧茅廬的心態來體驗,發現這款以像素畫風為主題的遊戲非常可愛!

但是一開始只有英文版,所以在抽角色時,我的第一台金馬車跑出來的角色「雅坎」被我無心的一擊"RETIRE " 給返回王國了·····之後從同學口評中得知,這隻是初期非常強力的角色後,直接怒而移除遊戲。

但是,克魯賽德戰記還是非常具有吸引玩家的力量,所以又斷斷續續的安裝與移除多次。

在第二次回鍋2014年7月,剛好推出了繁體中文的UI所以抽了10台馬車,第一隻契約角「薇薇安」就此誕生!但是由於勇士團角色不足,所以競技場只能固定在金牌階段,那時也更新了專武系統,由於內容太過於豐富,漸漸的跟不上元老玩家的進度後,再次離開這款遊戲。

第三次回鍋2017年5月底,在朋友的推薦之下,又加入的這款遊戲,由於擁有了自己線上的支付工具,使用了一些課金方式來增加自己棚子的角色數量,逐漸地體驗到:培養角色、挑戰關卡、組合不同隊伍的樂趣,這款遊戲除了可愛的像素外,還有不亞於其他手機遊戲的技能特效與故事,同時也回饋玩家十分多的資源,可以看出克魯賽德戰記的營運企劃十分有心!

最後,克魯賽德戰記即將迎來的三周年慶典,以及第二季的新內容,身為加入快半年的我來說,是非常悸動與期 待的!

我期待著克魯賽德戰記的人氣不斷日漸茁壯,成為膾炙人口的手機遊戲。





#無言之Lot

嶄新的旅程

起初得知這款遊戲,是在弟弟某天從學校回來所介紹的。一開始,對於像素畫風的遊戲感到十分新奇,反觀大部分的遊戲,幾乎都是追求精緻細膩的畫風。究竟,這樣簡單畫風的遊戲,能有什麼吸引人的地方呢?我,因為單純的好奇心而開始玩了。

新手時期的關卡一帆風順,玩得十分開心。但就現在的我而言,那段時光的印象並不深刻(絕對不是年代久遠)。印象開始清晰的是在進度到第六章戰場,那個時候,才開始領悟到克魯賽德戰記的精髓:隊伍的搭配、方塊的消法、超凡武器的強大力量、女神的選擇......在面對到瘋狂科學家後的好幾次敗北,令我開始去學會找資訊、自己去爬文......真正開始投注心力的去養成角色,只為了讓自己變強(當時的我,可能早已意識到:這雖然是遊戲,但可不是鬧著玩的。),擊破科學家後,來到第七章,在許多資訊及好友的支援下,算是很勉強的破完。在此先感謝聊天頻道、討論區、巴哈姆特的各位前輩(鞠躬~

劇情部份,是串起我對於克魯賽德戰記前半段印象的核心。後半段,則是一連串的活動,以及日復一日的儲存 資源。

首先,收集活動,兌換的物品都是不錯的資源,排名獎勵也是相當大方。從我參加第一次活動的選項改造券, 變成造型選擇券,再變成專屬武器選擇券,到最近一次的1500點數。每次我都會砸入大量的資源去拼排名~不 過,通常在最後一小時就被踢出想要的名次範圍(還請各位前輩手下留情啊……);限時任務的獎勵也是不錯, 附贈一個造型;世界王體力減半,對我而言,是個滾錢的好機會,但……有好幾次都開在收集活動前,間接促使 我的排名降低。所以現在都會三思而行了(笑);普勾斯相關活動:樹精機器人或料理,無非是參考排行上的隊 伍,抱各位前輩的大腿;黃金之鎚,特色就是「只會『成功』不會失敗」(我才不會說有雙關)。至於其他的活動就不 一一列舉了,但共同點是,獎勵很吸引我。

克魯賽德戰記,讓我學習到為了變強,要不停的蒐集資訊充實自己;讓我明白遊戲,也可以鍛鍊心智(敲武器需要高度EQ);讓我意識到,每日,看似毫無進展的累積,等到時間久了回過頭一看,才會真正意識到自己的成長。

最後,祝克魯賽德戰記三週年活動一切順利。

Bv 無言之Lot 2017.11.12

LavenderJie

『那天的相遇,我們睽違了三年』

他,算是我的青梅竹馬,我們從幼稚園小班到國小畢業,

一直以來都在同一班,這些年的成長路上,我們彼此雖熟悉對方的存在,

但對彼此的心境卻也很不熟悉,一直以來的我們,

就如同白開水一般,無色無味,卻又是不可抹滅的感覺。

一直到國小畢業為止,即使我們最熟悉彼此的存在,但我們仍然說不上是好朋友,就這樣,我們沒有說一聲再見,就各分東西了。

三年後,小高一的我,在班級榜單上,

看到了最熟悉地他的名字,命運再次使我們相遇。

在校車上的我們,再次相遇了,睽違三年在見的我們,

一樣的熟悉感,卻也仍是不熟悉的彼此,

但這次的我們不再一樣了。

高二那年在校車上,我看著他下載了開營運的克魯賽德戰記,

CQ 3rd Anniversary Official Fanbook

可愛的像素畫風格,馬上就吸引了我的目光,

而在他的鼓吹下,我也下載了這遊戲,

因為克魯賽德戰記,我們停止許久的關係,再次熱絡起來,

這三年間,我們從剛開始的打不過30肉世界王,

到後來可以輕易地組隊挑戰戒四,

義路上的成長歷歷在目,

這三年間,克魯賽德戰記給了我們滿滿的話題,

互相分享著彼此抽到的腳色,互相分享著彼此打輸的挫折,

一同回憶起我們彼此不熟但記憶卻相同的童年,

現在的我們,雖然已經到各縣市讀大學,

但仍然聯繫著我們失而復得的友誼,

在海瑟拉大陸上,記錄著我們新的回憶,

謝謝克魯賽德戰記,重新連繫我們12年的友情!

issial

一開始接觸CQ的時候

剛好是剛認識現任男友的時候

因為自己的焦慮症男友幾乎每天都會在我身邊安慰我,因此介紹了這一款遊戲想讓我放鬆一下

起初我沒太大的感想,男友硬是把遊戲這樣裝進我的手機裡然後要我每天登錄

沒想到的是我現在比他還沈迷 ♥

從一開始用啊肯過了一大堆關卡,到現在一直拼競技場(雖然我章節還沒打完哈哈哈)

要我說CQ對我來說是甚麼

大概像一個慰藉心靈的存在吧

讓我可以跟男友有一個共同的興趣

半夜因為焦慮睡不著的時候也可以看看那些可愛的英雄小故事

CO大概是一個讓我不再那麼孤單的遊戲把

雖然我一直定居非洲,拿不到自己要的角色

課了金還是得不到薇薇安

敲了一堆沒有角色的專武

我還是很喜歡這款遊戲

希望我可以有朝一日移居歐洲哈哈哈哈 ♥

三週年快樂

-- 定居非洲的酋長記



From The Crusaders | 70 - 71 |

ldxcc

I remember learning about Manacar -The End- after a few months of playing Crusader Quest. Time and time again, I would attempt this stage, only to be utterly defeated. At times, I would feel so frustrated and did not know what to do. Eventually, I was able to find the courage to continue training various heroes that might pass this stage. Finally, after 2 years, I was able to pass Manacar -The End-. It took a good chunk of time, but the rings, experience, and satisfaction of passing are all quite worth it!

Rokuha

I play Crusader Quests since 2015, i remember for the first time i see this game when my friends always playing this game and i don't like this game because it is just a pixel game. But because I'm become curious, i try to play it and i don't know why i become love this game. My first love hero is Leon with his SBW, it's very cool attack like throw his WOW sword to all enemies. Then i played for half more years, i have stopped to play this game because some update that i can't accept like upgrade stats from berry, etc. Last 3 months, i have reback or become coming back player because i really miss to back to playing this game. I tried to adapt all the new update feature and finally i success to adapt it. Thank you so much to developer and all staff for this very great cool game that i can play more a long time than the other game. Happy 3rd year anniversary Crusader Quests and i hope this game always become my partner and love in my heart and sorry if my grammar doesn't t good at all but this is what my heart said to Crusaders Quest, thank you very much for this great and cool game ever.

Iamtheguy

- Be me
- Friend tells you about the game
- Download it
- Skip cutscenes
- Finish tutorial
- Continue playing the game
- Come back to reality
- Realise almost 3 years have passed

'Good game' - A fan

Hor1z0n

(An essay would be too messy so I'll just writing down my everything i remember playing this game into keypoints)

- 1. Started in 2014.
- 2. Fell in love with the fast-paced action and colorful characters.

3. Magician's Mana Recycle still had stun back then and it was gloriously powerful.
(I still miss the old MR now, but it'll break balance since Archon hits like mini-gun on steroids now.)

- 4. Drew Hikari when she first came out, story mode became easy. (Screen wipe did not happen until i got her. :D)
- 5. Remembered daily 10 runs on Colosseum took hours everyday and it was a tiring thing to do. (Thank you for changing to 5, it saves time and headache)
- 6. Farming for Legendary Heroes in Key Dungeons was a fun and interesting, it was wayyyy back then they were such huge game-changers on PvP and PvE.

(Especially D'Artagan. She may have fell out of meta, but she still has the most beautiful SBW animation ever.)

- 7. SBW came out, Colosseum went into a riot; Facing off against teams with SBWs without one was a horrible experience and for awhile i felt like the game was broken.

 (Until i got my own :3)
- 8. New Legendary Heroes came out, and then came Roland. And boy oh boy did the game became a Roland-fest. His Heal/Stun/Defense kit was so good he was everywhere in the Colosseum. (Never-ending Stun, it was horrible)
- Unfortunately after this the game went into I moved on to other games and became super casual on Crusader Quest for some time.
 (Sorry devs. m(_)m)
- 10. Heard there were many updates while i was away and recently returned recently a few months back at 2017. New Maps, Story content, Characters, Champions, Costumes, Weapons, (etc.) and even until today I'm still trying to catch up to the latest content.

 (And the new Goddesses were gorgeous. :3)
- 11. P.S. Kaguya is super awesome. Thanks (Hikari + Kaguya ftw)

I think that's about all i can remember.

It's been a fun 3 years playing Crusader Quest, there are ups and downs during then and I hope the game will go on and become even better in the future.

Thanks for the enjoyable experience.



From The Crusaders | 72 - 73 |



VYmajoris

I'm not good at English but here goes.

Honestly, I can't remember when I downloaded Crusader's Quest. But I'm gonna start on what I can remember. So, of course like every other game, I don't know what to do. I just tap here and there pressing a Block while lagging/fps drop cause back then I'm using a low end phone. Man, I remember getting Vivian as my first contract only hero that I didn't even bother training Leon. I rushed Vivian to 6* and that's probably one of coolest thing that I did on C.Q. you know, it's literally raining huge red swords as I watch in awe, I really think that I got the strongest Hero back then. And getting an item in World Boss back then is freakishly hard if you don't have a good team like me(Yep, I literally give everything to Vivian). Getting a 6* weapon feels like a huge accomplishment and it suits Vivian(Huge Red Sword) and now she looks like a smug demon lord. Yep, my story revolves around Vivian cause she is my very first Contract Hero Only and I've spent a lot of time making her strong. All hail Vivian! And Lednas too! I thought you can get Lednas later in the game.

Sorinmarkovi

I remember the early days of CQ. I've been around for over 900 days, and almost every single one of them has been a blast. I remember accidentally selling a SBW, I remember my first CO Hero, I remember first completing chapter 4, I remember all of these things. One thing I'll never forget is all of the cherished friendships I've made since the first day. I remember reading when people were leaving, and I honestly felt sad. CQ isn't just a game, it's a community of people who love it.

Mareizia

I started the game since early 2015, at the time I look at this game and thought "This game look interesting enough" as this game took the old 18 bit style rpg. At the start, it take me quite some time to learn about the game. Luckily I got some friends to play the game with so I can learn and discuss the game with them. They would give me the optimal team suggestion and who to get, who to train next and some tricks on getting more resources. The more I play, the more i feel addicted to this game, I would spend my free time playing the game.

But at one point i have to quit the game for some time for academic issues. I later return to the game around March 2016, and have never stopped playing since that day.

\[T]/ Praise BraveDog \[T]/



Darkzapphire

Looking through old pictures on my pc I found several screenshots taken while playing CQ, which the oldest were dated summer 2015, way more than 2 years ago, the time I started to play.

From The Crusaders | 74 - 75 |

Those screenshots reminded me a lot of things: looking at my first rate-up banner which made me fall in love with Abel and Cain (who still are 2 of my favourite heroes), praying to get at least one of them, the emotion to spend my first 50 jewels while looking at all the 9 brown horses coming, when suddenly in the end, the last contract, finally gave me Cain, and I was so happy.

They reminded me of the first big event, the 10million event on Facebook, which gave me Abel, who carried me a lot in the game, even at the point of being one of the first being abel *pun intended* to solo Soltar, which at the time, without berries and champions, was very impressive and breathtaking. In the end, it was beautiful to see your favourite characters slowly grow, beating new challeging scenarios for the first time, things that I kinda miss nowdays being a veteran player, since now maxing a hero can require even less than an hour, but it's ok, I grew up, my account grew up too with me (purple fame at the moment), and I still have fun playing every single day.

I hope this ride won't end any time soon, and I'm excited for Season 2.

One last small tip I can share to every player is to join our big community, on facebook, reddit, discord, because it really doubled the fun I had on CQ, making me able to talk about one of my favourite games with a lot of people.

Roze258

I've been playing your game for almost a year now, ever since I found it while browsing for free games in the App Store. I begged and begged my friend for MONTHS to download the game and join me, but he kept blowing it off. Finally one day I got him to download it, I helped him get through the grind of the first levels to get him too end game. Now he also absolutely loves this game and we compete and brag about all the GREAT rolls we get and all the heroes we roll that we each don't have and want. We constantly laugh about getting the same sbw roll like 6x in a row. And try and beat each other's scores in all the events. I've never met such an awesome community for a game and never thought the devs would pay so much attention too our input on the game. Thank you for all the hard work and the great content you're giving us!





Dazmont

When CQ was out in the playstore. the pixel art icon of Leon attracted me to try this out. The pixel arts are so cute and it give me a feel of retro gaming. The game music has some retro elements too and these made the game unique. The best part is the battle system of tapping blocks, was totally unique. There are all sorts of heroes for you to invest, each of them have their unique abilities. Many different team with different synergy can be form. The RPG genre and the hero building elements drive me to keep playing. Over the years, the developers reviewed our comments and suggestions and worked on improving the game, adding more contents and making it interesting. The game developers accept feedbacks too. Which other game developers do that?? Some graphical glitches also make this game cute and fun to play. I truly hope that CQ will get more and more better and attracting more people to play, Hope to see more deifferent modes or minigame in future. Onward CQ~~ All the best~~ Happy third anniversary.

Ruurk

Well a good memories in that game was when Chiron of glory get his new weapon that day i was really lucky on the game first the morning i got an old bow with my daily exploration so i where happy than i saw on fortress of soul that the crystal powder where enchanced so with that one i could forge the old bow i was with a friend who play cq too and he said if i'll get chiron sbw he would gift me an hamburger the next time we eat together so i went on gear i took the old bow and when i clicked on forged i stoped to watch my phone and when i re opened my eyes i had his sbw with atck function so i uppgraded the stat and i got 2 great with crit damage and attack speed it was one of my luckiest moment in cq and i won an hamburger;)

Mellannie

Well, I started to play because of my boyfriend a long time ago. I almost instantly fell in love with Archon (I just loved how her meteors surpassed the screen), and I remember when I figured out that soul-bound weapons matched the clothing - I thought it was AWESOME! When I got Archon's SBW (an A/F, that is with me until today), I didn't miss one Fortress of Souls day, because I just wanted to forge its 6* so badly. I also remember being really sad when I got my Korin A/D sbw, because, together with Thor and Mew, she became my strongest hero, kinda stealing Archon's spotlight. But I've always let Archon as my main hero, so she would not feel sad nor forgotten, and also to remind me about how this journey began.

CQ 3rd Anniversary Official Fanbook From The Crusaders | 76 - 77 |

VQVIP

Well, It's been a long time since I was bored with alot of old fashion mobile games. Then when I think I should give up play mobile game, my friend introduce me CQ. Wow... a brand new kind of gameplay, alot of good story and even their own game characters have their story too... alot of things in game to discover that keep me playing this game til now. Thank you so much Hangame for bring me CQ.

P.S: I still remember the event that gave us alot of nice skins for character, that we can even creat our own music band haha. Rock chaser Wihelm's still my favorite skin for now, even he's not a strong character in game lol

NickJoa

Let's see, i started playing this game when i was in Highschool (or Enseñanza media as we call it in Chile), and i somehow found this game in my Playstore (or Market), so i started playing it, i sucked terribly, spent diamonds in things that i shouldn't do, and well, mostly played it for the funsees, i didnt' have mobile internet at that time, then i stop playing it like for 6 or 8 months, i don't remember exactly but i'm sure it was a long time. Returned to CQ when it was in the GG2 collab, and didn't get anyone so i was pretty mad, but with a lot of patience i grew my guild of heroes until this day (like 120 6 star heroes, all different), so i can say i'm pretty happy with what i have achieved i even made my brother and some friends play this game, i will still play this game i love, and continue to learn, teach and adapt to this simply wonderfull game. Cheers for these 3 awesome years!

Sylaise

I remember searching Google Play for something to play with. I looked at my recommended games and then I suddenly glimpsed at the game which later became one of my best gaming experiences of all time. I seriously love this game with all my heart. Whenever I open the game, the beautiful music of the village filles my heart with satisfaction and excitment. Every new hero I receive, every new stage I conquer and with every enemy I defeat just adds up to my love towards this game. The story is also simply beautiful. Chasing down Sylunis, Destroying Nemesis, Conquering the Battlefield and Inheriting the Will of Light. I will never forget all these great memories. Overall this game is the one that makes me happy whenever I'm sad and the one that always conquers my boredom. Thank you Crusaders Quest!



CQ 3rd Anniversary Official Fanbook

From The Crusaders | 78 - 79 |

BarthezR

My adventure with Crusaders Quest started about a year ago when I saw it on my friends phone. I was interested because of pixel graphics which I love and without counting a long break because I didn't have time to play, I can say that I got addicted to it.

During this whole time I saw CQ evolving and I'm happy to be a part of this game and community. So many new features but I miss those times when I was starting and thinking about how to clear first four episodes.

Now only one thing reminding me about is newest episode which isn't this easy what I personally very like as it's giving us all players new challanges. But there's still one thing that's annoying probably everyone of us... Getting SBWs:P

In general all I want to say is thank you to devs for awesome work and still adding new stuff to Crusaders Quest. Big thanks and stay awesome!:D

Haxic

I was (and still am) the biggest Vivian fan. I can't remember when I started playing (2013-2014?) but that wonderful 4* Vivian was my first hero. I trained her and it felt like the game itself was cheering us on. My first SBW was hers, along with the A/F slots I haven't changed to this date. I read up on the lore just to learn more about her. Lots of people underestimate her and I'd be furious. I remember dueling a lot of people with my team of Vivian, Hikari and Melissa (and winning!) just to prove a point. I threw my best ring on her, grabbed her skin (3 times!) and eventually began saving up copies of her to get the coveted body pillow. I haven't reached my goal yet (at 2 copies), but sooner or later I'll get there. In the meantime I collect art of her. I've been playing for 3 years and I'll play for at least 3 more. I can't go a day without checking on my lazy, powerful, perpetually-angry Devil Queen. God help me, CQ, you've given me a game I won't forget anytime soon.

Alexwlv

As always, I like to do something else besides playing the game itself. This includes things like reading story quest or collecting useless items.

In CQ, I liked to reach "round" numbers, such as reaching 1000 meat. I got screenshots saved as trophies from 1000 until 10k meat. As well as when I got 80k and 100k honor. And even 111,110 gold and 100k gold.

When I had reached 111,110 gold, I decided to get 100,000 gold. Since there's no way to gain and loose definite amounts of gold, trying to reach 100k gold took me nearly 2 months, spending and gaining gold around 100k.

It is probably... No, it is definitely the hardest challenge in CQ ever!



KawaiiPotato

I remember it was February 2015. I'd recently gotten a new phone - one that actually worked, and I was ready to download games. You know, to waste some time now and there. My older brother had been playing this pixel game that seemed interesting, called "Crusaders Quest". Although he no longer plays it, he's the one who introduced me to it. Folk3 is his ign. Anyhow, I remember the music sticking to me and how the block system worked, working my way around it and, to be honest, just spamming blocks until the technique no longer worked. It was a fantastic thing, I fell in love with the game right away, and Vincent, my first 4* hero, became my favorite. Keep in mind the date: MaRoDa and Sneak (RIP, now known as Viper) were the ultimate meta, Soulbound weapons didn't exist, you could play 10 colosseum rounds (I rarely finished them because I eventually lost to another team, always), honestly I left every other game for this, which I still play to this day, and the little game in my phone (which has grown so much now) will always have a fond place in my memory.

iReboot

Okay, so this isn't really a story isn't really about the Crusader Quest's good old Halsa days but rather how I have come across Crusader Quest and how now it is one of my favorite games. Alright the time begins with me and when I initially got my iPhone 6 and I was browsing around you know looking for some good games to play. I was really just flipping around with no orderly pattern until somehow I came across this pixel game, woah I said to myself look at this pixel red haired girl I really like it (Probably not the actual line I have in my mind but hey Bella is cute!!!). But yea I went into the game played around a bit and guess what I GOT CANCER ARITA!!! I wasn't using her for my PVP but rather she is freaking dominating in PVE, I always think to myself damn those thorns are op just clamp them together and they all dead. I was so into the game that time and into Arita I even made a Reddit post asking how does Arita's passive works. Following that I somehow deleted the game or maybe I should say I felt the game took up too much space on my phone thus I deleted. Through time I look back into app store and look around for games that have been updated so I can download it back maybe get a better gameplay with it, and you know what? Crusader Quest was one of them that I saw it and I played it again got way too addicted than the first time and now is I play it everyday. My life wasted for the worthiness of pixel arts. I love Lupeow shes THICC.



orw85

About 2 years ago, I found CQ while scrolling up & down in my old iPad.

It was a really fun game to play and one of the main charm is the 8 bit characters and mechanics. Sadly, since I was playing in my old iPad, it crashed every now and then T_T

A year later, I bought a new smartphone. Ho ho now I can play without worrying it might crash or anything. But I had to start from the beginning again since my phone runs in android.

CQ is always updating its content and you will probably see new kind of heroes to collect every 1-2 months.

And the pvp mechanics is already improved so much in speed lol

I played many mobile games already, but CQ will probably stay the longest in my collection. Cheers.

Arrofas

It all started the summer of 2015, I'm from Spain, but that summer I was in Ireland trying to improve my English skills. Everyday I had to take the bus in order to go the the Academy, and the journey from my house to the academy took 45-60 mins. I usually listened to music during the journey, but I wanted to do something while I was in the bus, not just listening to music, so I opened the Play Store.. oh look, this game looks interesting, its name is Crusaders Quest.. mmm I really like its style, artistically looks like an old school game, let's give it a try..

WOW! I played it everyday of that summer while going to the academy and before going to sleep, didn't matter if I went out or I had to wake up early for the lessons, CQ was a must.

Stopped playing after returning to Spain and I even uninstalled it (took too much space of my old phone's memory), but two months later I bought a new phone and CQ was the first app I downloaded, and since then I have been playing your amazing game every damn day.

vincent2d

My story is ,Crusader Quest is my first game that i've played in mobile. At first i thought It was just a simple match 3 kind of a game but i was wrong crusader is more than just match 3 kind of a game crusader quest is making match 3 game into something unique it have a story line, so many hero i have just collected half of it even thou i have played this game from the 1st anniversary to today and people say "pixel game is not that fun why do you play it" i say to them "it's not about pixel or anything it's about the game you love and i love crusader quest so no matter what you said i still love and play it" and crusader quest i really love your art and your illustration was awesome. At the end thank you hangame for bringing us the best pixel, match 3, rpg, art, game ever

CQ 3rd Anniversary Official Fanbook From The Crusaders | 80 - 81 |

Uvon

Started playing CQ since the very beginning, I remember how it took practically forever just to level my heroes! My fondest memory was when I did a free pull (1 x premium contract) that was given to newbies at the start, and immediately pulled my beloved 6* Archon.

I remember my jaw dropping when I saw Archon, and I was jumping around with joy. Never have I had so much luck with games, and that moment became one of the most memorable points in mt gaming life.

Artwork was always a huge deciding factor for me when it came to games, and the pixelised style of CQ paired with its gorgeous illustrations stood out immediately. As time goes on, it warms my heart to see CQ grow from its humble beginnings to what it is now. The depth of this game is unparalleled; nothing I've ever seen in other mobile games. With its rich content and tightly-knit community, CQ is a truly a game like no other.

I've been with CQ through its ups and downs, and I've seen both myself and the community grow over the padtst three years. Never have I played a game for such a consistent and long time. I mean, three years! Who'd have thought that I would be stuck with CQ when I first pressed the download button on my old iPhone (switched to Samsung now hahaha).

I used to be a free-to-play user, but over time, the work of the developers impressed me so much that I was compelled to show some support. Keep up the good work guys! You have the support of this veteran over here. I have stuck by this game through its growth, and I will continue to do so in years to come.

To all the new players, hit me up on Discord (GCCT) if you need any help! I'm here to pass the torch to the next generation of players, so don't be afraid to ask anything!

Long live CQ!

DerpGamer2

The Thanksgiving Farming event for a D'artgnan skin is my high glory, it is the only event where I got a top reward of my waifu's skin and when the farming events were new. I used up all of my saved up keys and over 70 gems to keep under the limit, I was stressing all week that I wouldn't get it and every time I would check my rank it would decrease and worry me. But thats fateful weekend of colo I get my thirty jewels and purchase the 50 keys for 9 jewels three times, even though its not recommended. Once the event was over and the rewards sent out I was overjoyed to find out that I kept under the limit and got the limited edition D'artgnan Red Root Beer skin (which is how I like to call it). I cherish it and its amazing stat increase.





CQ 3rd Anniversary Official Fanbook From The Crusaders 82 - 83

nayoshi12

Crusader Quest is one of the games I used to play during my sophomore year in high school. Me and my friends used to bond and compete with each other on how far we can go to beat each other. My friend Marco, he was so ahead of everyone that he reached the level cap while I was only level 30. After awhile, we stopped and didn't bother to open it again.

Two years later, I bought a new phone. The first thing I thought of was to play Crusader Quest because it was one of the games. I tried and tried so hard to retrieve my old account, but alas I didn't sync it. I started all over. I explored everything to try and be good at the game.

I found the Crusader Quest subreddit, then right after I found the Crusader Quest discord and IRC. I was very fond of the discord and found some people who streams. I watched them while I play the game, it was fun to interact with people. Some people are really helpful in chat and on stream. It was so fun to interact with new people in the community. I'm still bad at the game, but I found a new community that I feel like I belong in. I love this community, everyone is so welcoming and helpful.

Axezilith

I started playing Crusader Quest back in 2015. I used to remember you can get rewards by refering friends. The first team that i build was Leon, Yeowoodong and R-0. At first i do not understand main and support type of heroes. So i spam the heroes block randomly whenever i went for an adventure. Day by day I'm getting to understand the uses of each heroes. So i made an OP team, it was Alex, Mew and Archon. This team carried me to Tundra levels. I used to remember Archon can summon meteors not thunder.And i thought Archon was a 'he', but now i realized is a 'she' xD.My first sbw was Leon's sbw.The giant golden that he summons used to be OP, but now less people use him because more new OP heroes are made. Now i want to talk about the resources back in 2015 until now. Gold used to be hard to farm. Only during Sunday you can farm gold easily by doing goblin dungeon. Now gold will drop guite alot whenever you do a quest. Jewels were the same way to get until now from the coloseum. Crystal were also the same way to farm until now by doing fortress of soul, but now Hangame increased the amount of crystals reward. Thank you Hangame ^ ^. Lastly, i want to talk about the i will forever be regretted. When Altair and Rebecca first came out, I was so hype because they were limited heroes. Then i spend all of my jewels for the limited contract. Sadly i did not even get one of them. I was very frustrated, then i rage quit lol.After 2 years,i play this game back during RWBY collab until now.Damn i missed alot of stuff through out the years that i quit. Anyway, this game is very fun and its my top favourite game. Thank you Hangame for all the updates you made, it never stop exciting me xD. Thank you for hearing my story.



SHIKARO2912

One day, I played crusader quest, and that was the first time I played cq. I am a shy person and are often bullied by my classmates. But since playing cq, I learned a lot of good friends, we know each other through cq. They know my situation and advocate, comfort me and play cq with me. And then those who constantly tease me in class also play the crusader quest through my invitation. And so wonderful, I became close with them. I was like today is thanks to crusader quest, thank you creator it! Crusader quest is not just a game, it is also a place of human connection, it is a community, a family. Again thank crusader quest very much! (My english level is low, the error candle please ignore it)

Fatty230

Back in the day when the game first started, I was one of the players who always ran out of gold by using it on 2* breads to train my Leon. After getting stuck on several levels of Deep Sea, I finally got my Leon to 5*. Since I was playing this game every day, even in school, it got the attention of several of my classmates. One of them which was a popular guy, who didn't talk to me often since we were in other classes. One day when I was taking the train, I noticed him peering over my shoulder, watching me playing the game, and initiated the conversation. He asked me what game it was, and I told him it was Crusaders Quest. I didn't see him for at school for several days.

Turns out, he got addicted to playing the game and always wanted to get to Master in colosseum. But, since he had bad heroes, and this was the time before Tundra was in the game and there were no soulbound weapons. At that point, I had already passed Deep Sea and had just beaten Dark Sera. He went up to me during lunchtime and asked, "How are you so good at the game? This stage is so hard to beat!"

I told him, you don't have to have good heroes to beat stages. What you need is strategy. Since he had Archon, Mew and Leon, I told him what kind of damage the enemies do and which heroes have synergies. After telling him, he thanked me and ran off to class.

On my mundane, normal way to school, I noticed some classmates playing Crusaders Quest. I asked them, "Who told you about this game?" They said, [popular guy] showed me! I like the art and the story, but also the pixel characters!" I thought of him and happiness spread through my mind. I asked them what levels they were, and what stages they were on. I got more and more excited as I could tell them about how hard the bosses were, and how exciting the story was. I got to know some of them, thanks to my playing of this game, and how the game spread through my school.

And this is the story of how Crusaders Quest had gotten me friends.

BinExB

That is a coincidence but I really thanks for that because that make me find out CQ on apps store. CQ really catch my eyes on the first look of the game. When I saw the introduce and the images game I just thought: "Wao, that game make the characters pixel look so cute and awesome! And the game system seem easy. Let's try this one." I had been playing many games before CQ, some games so easy, some games very hard to understand and play. But CQ is different, when I play CQ I thought that will be hard but NO. CQ not that easy but also not too hard really attractive player. Once you've tried you can not stop playing. Every month will have new event, that is the best part of CQ. I'm so admirable the CQ dev team, they work so hard for development CQ for every month. And I really had so much fun and gifts from CQ fanpage. It been a half year when I playing CQ that not long but not too short for me. I never sticking with some mobile games that long except CQ. Really thanks the CQ dev team, HANGAME has bring CQ to life and to me too. CQ make me relax when I'm out of stress, make me happy when I'm got some new heroes, some new SBW. So many thing I want to shared but just stop here. And in the end Happy Birthday 3rd CQ. Hopefully the new year will have more best thing changes for CQ.

Neapolica

My older sister has been playing this game for two years, and she convinced me to try it a month ago. My first free contract granted me a Beatrice - I had no idea how lucky I was until I told her! Since then, I've gotten my older brother into it, too. All three of us now love Crusaders Quest, and we get excited over updates together and help each other with the world boss. Thank you for making such a fun game!

serohi

Back then when me and my friend just started to play the game, we were so happy to get our first 5-star, back then was r-0 and my friend was Leon. about 2-3 days later, the world boss was introduced, so we were excited to show-off our 5*. the first and second boss was no problem. BUT until the third boss, it completely wreck us, like i'm just screaming at him to spam holy sword and the boss was 2 or 3k left so it was hopeless. We tried for almost 200 meat and still no hope. So we grinded really hard for the next 3 days to get more 5-star. Finally, after so many meat and fully cleared the desert stage, we were finally defeated the third boss. Till this day, when sometimes play PvP or world boss together, we just laughed about that story.

CQ 3rd Anniversary Official Fanbook From The Crusaders | 84 - 85 |

Vrailes

I've been playing Crusaders Quest almost 3 years. There are times when I had trouble clearing certain dungeon. I always remember my first 4th star hero is Monte. Nowadays Crusaders Quest have many heroes ever since the first I've been playing. Crusaders Quest has become part of my life now. Even though when I happy, sad, or stressed out I always find Crusaders Quest become my mood booster. The best moment that I remember is that when the Manacar The End release for the first time. I've been trying a lot of team composition with my friend to clear that dungeon. I would never been happy enough when I clear that dungeon with my friend. Crusaders Quest become more fun because the new content and improvement always come every month. This year is a huge development year for Crusaders Quest. Starts from Primal Flame, Heroes Home, and the most long awaited the Inheritance. It's been really fun trying compose a lot of team composition to clear Primal Flame. Decorate your Heroes Home and place the most favorite Hero. Crusaders Quest Story are always intriguing, I hope Crusaders Quest keep releasing the new season and episode. Crusaders Quest always been part of my life. I believe Crusaders Quest will become larger mobile game and more fun as the new development are coming.

XxLaptopxX

Once upon a time, when Crusaders quest was still in Megabytes, I was quite addicted to this game, sacrificing sleep just to max level my Leo, Nurspy and some random heroes. I still didn't know the importance of SBW's that time so I just sold off my Old weapons because they only deal 1 damage until random players in chat started talking about them! Ah, I missed those times when someone asks a question, everybody in chat answers that question, flooding the chat! Oh yeah, there was that friend recommendation thing. Let's continue. I played and played this game until that time when CQ added the Goddesses' Monster battle! That was such a big update, forcing me to delete my other apps. CQ was even more enjoyable that time so it was worth it deleting my other apps. But CQ didn't stop updating and progressing there, the game grew even more in size that my device couldn't handle it anymore so I bid farewell to the game. I thought I would never get a chance to play again until... CQ X DEEMO Collaboration appeared on my fb wall! I was so hyped about this collaboration that I burned through all my savings to get a new stronger device just for CQ and became addicted to it once more. Joining the CQ community in their journey is a very enjoyable time of my life. Happy 3rd Anniversary!



mikeymajik

Hello CQ!!!

I would like to share my exciting experience while playing Crusaders Quest.

{The Story}

I begin to feel so pumped up when I start playing the [Corps of Empire], this stage story is giving me the chill of war and the twist that really connects and I was like "can I win the war?". The adventurous story of hasla begin to be more interesting from this stage. It feels like we really have a job to win the war.

And it doesn't stop there. The chill continues when I play [The Heir of Light] stage. The urge to finish the story mode is growing stronger. The situation is in a complete chaos. The goddess has been kidnapped and we can't use the previous goddess that may help in this stage. Being un-able to use something that we've already achieved is really frustating and the feeling when we can use the goddess again is really relieving.

Maybe some players (including me hohoho...:p) look down upon Sera after playing CQ in earlier stage, especially when they got other goddess than just Sera.

However after playing the [Heir of Light] stage, I begin to realize how useful she is.

Making all characters (or goddess in this case) great in their own way is no simple job and you CQ has perfectly done that!!!

{The gameplay and characters}

First impression playing this game... Is soooo unique.

The gamplay is originally fun and interesting to me. Chaining the blocks or use it single is the tactic that we have to master.

The block skill also differ than the others depends on the characters that we use.

Every characters is unique in their own way that what makes me feel each one of them are special, no heroes in hasla are useless or bad, you just have to explore more how your character move in battle and choose the right skill or partner to maximize the character's potential.

It's not a pay to win game so that's what makes this game so special to me.

{Art and Soundtrack}

The art and Soundtrack is wonderfully amazing!!!

I love the art and all the illustrations that I got.

I also love the soundtrack.

The primal flame soundtrack is really cool. And also The video [Elegy of Ashes] is really beautiful, I immediately fall in love with the song first time hearing it.

My stunning experience didn't stop there, I also found later on there's this song called [Knots Way]. Another beautiful song and the most crazy part is the song explain a hidden story-a deeper explanation to Aubrey and her sister Sylunis. This is just amazing. I never played a mobile game in such a hype. The video, the music all is really perfect.

I'd shared the video on my facebook, I'm so proud that I have a game with such a deep story. {Events}

The event held by CQ is the best part.

CQ 3rd Anniversary Official Fanbook From The Crusaders | 86 - 87 |

CQ let us players to be involved with their quizzes and that makes us feels closer to one another. Like this 3rd year nostalgia event,

I'm not just writing my experiences but also stating my appreciation to CQ team,

I feel so happy with this game. It will always be CQ in my phone's heart disk and of course in mine's too ;)

Thank you CQ.

I believe in giving everything you got towards whatever you're doing at the moment so don't ever quit improving this cute pixel game for us CQ!!!

Warm regards,

from me..

from Indonesia.

DivdeBy0

I was always a sucker fot bit art, so seeing cq in an ad for the first time really struck me. The music, the graphics, the sheer ludicry of 1-3* heroes was a pure joy to partake in. Particularly how ridiculous they were. My name is testamaent to those simpler times. I actually picked crusaders quest up when it was around 30 days old. (Account activation days is your friend) Back in the days where there were only one song for stages and meat never overflowed. It made for consistent playing hard. I was busy then, and dropped it. I only picked it up again just in time for the 1000 day aniversary! The game has improved and deepened so drastically, I was basically hooked. And boy did I waste ALL of that bp for skill maxing like the newb I was. (rip)

My first success was getting an A/A archon right off my first sbw forge! My second, was when I got and maxed Rochefort(ressofsouls). Lastly, what made it all click was getting lorelei, and then her sbw just a day later.

These heroes cemented my cq experience! Stay strong and avoid nerfs!!

My first failure, however- was my username.





LoliBreaker

I started playing Crusader Quest almost 3 years ago and what got me into the game was how it was 32 or 64 bit kind of game, I was always a fan of this games, but CQ has to be my favorite because of how diverse its gameplay is. When I first started playing, I already had a goal I didn't want to use the free hero they give you at first(Leon) mainly because I always tend to want to be unique, so I continued playing until I met my first main hero, Stanya. The first time I got Stanya I was weird out because of the thing on her back, but when I tried using her the thing on her back didn't even matter, she was so cool. But after playing some more and I actually got more gems, I met the girl that took over the position of main hero, that girl was named V. The moment I got V I knew I was gonna main her, her design simply suited my taste and her mechanic just sprinkled delight, so I farmed and farmed for her sbw, spending weeks of crafting but I couldn't find any luck and I just gave up, leaving Crusader Quest as well. But one year after, I couldn't help but miss the game and I decided to go back to Crusader Quest and I couldn't have made I better decision. Just after going back my spark for the game blazed with getting my new main, Athena.

Athena played the role of a leader and most importantly a tank and support, two positions I usually like

playing in any game, shielding the whole team while having a meaty life bar, I couldn't ask for a better tank, even though she didn't have an sbw back then, I still preferred her over anyone at that time. At this time I got two of my friends to actually play Crusader Quest too and as the months progressed I was starting to see my friends surpass me, one of them main Rochefort and Koxinga while my other friend main Abel, my Athena without an sbw just couldn't keep up and I started to feel inferior, but I didn't want to give up on Crusader Quest again, so I waited and prayed for Athena to have her own sbw, I waited and waited until a wave of new heroes occurred. While I was occupied on waiting for an Athena sbw and unlocking some skills like Avatar of Protection I got a new hero, although I don't like blonde hair that much I still liked this hero's design, so I decided to train her until she became a six star for the gems, then I was surprised on how strong she actually was, so I spent a night thinking to myself if I would change my main hero again and although it was sad to see Athena, a hero full of potential, to go step down as my main, I decided to give leadership to Arita. With Arita's help I was able to catch up with my friends and join the master ranks in colosseum, everything was running smoothly, until the day I lost my phone. After losing my phone I had to stop playing Crusade Quest for a while and when I got a new phone I couldn't start playing it again because I had tons of school work, but when I saw an update about Arita having an sbw I knew it was time to go back, so I did and right after going back I immediately forged old weapons and the first sbw I got was Arita's, it was a blessing and on the same day I also got Victoria. Until now I play Crusader Quest and Arita and Victoria continued to work hand in hand to lead my team, but now even my old mains like Stanya and Athena have their respective sbws(I'm still searching for V's) and I can say that I'll still be playing for more years to come.

iconigraph

CQ 3rd Anniversary Official Fanbook

Oh, dear Lord, where should I begin...

My story begins in Paris, actually. I went there for the most random trip. In my last quarter, I decided I had nothing else to do, so I skipped out on my home campus and went to a study abroad program there. LOL, right? Well, it was amazing, with the delicious food, and the sudden independence... but it was also kind of bad for me, with the fattening food and the abrupt independence.

So I ended up slacking really hard on schoolwork (I mean, who cares about essays?). I kind of turned into a hikikomori, hermit crab, whatever - stayed in my room for as long as I could and felt depressed about the world while watching Futurama and playing [certain unspeakable games]. Then I came back home, and having graduated, there wasn't much left to do. So I downloaded some games onto my phone...

One of those games was CQ. In the end, it's the only one I still play. It's got some really addictively good game design. I spent a lot of time grinding for promotables, maxing out Leon (Imao), getting Aria's SBW (rip me), and ending up with a lot of stuff. In search of a better team, I found out about tier lists and the subreddit, and I read the weekly thread religiously. So much CQ! My mom really didn't like it, but oh well.

So now summer's over, I'm off to a new city for my new job... but I'm stuck in a terribly shitty bridge apartment. What do I do now? Well, grind more CQ of course! And learn about Twitch streams of CQ, and eventually Discord, which is where I am now like 24/7 (a bit too much tbh). Also, I now watch *way* too much Twitch as well, which has led me back to Smash and forwards to tons of other games to watch (Rabi-Ribi, 100% OJ, and Mario Kart at least).

The people around Discord/IRC/Twitch have been super interesting and sufficiently nice, and I've learned a lot about gaming, anime, internet culture, Asia, high school, and a host of other things. Also, sometimes I get to show off my math skills xD

And now I'm in Chicago, which means I get to attend RWBY screenings after I binge all the episodes on Twitch. Full circle, eh? There's lots more little coincidences buried in there, I'm sure.

I should be getting to sleep, but Popo just came...;)





Pinnochiou

I have started playing this game a couple days before Halloween event in Crusaders Quest last year. This is my story, how i meet-up with the CQ. When i get bored, i always play game in my phone. A bunch of game, i already finish it e.g. FPS, Racing Game, Simulator Game, even Puzzle Game. I always try to play another type of game that never play. Nothing can fulfill my desire. So, i browse in google play store again. Then, my roommate gave a suggestion to see Editor's Choice games. When look around, my eyes got bait by 16-bit games icon. That i have never seen before. So, i click it and my first impression was "it is like Final Fantasy with simple mechanic skill blocks play" and it has a ton of characters. Next thing that i found, i should connect to internet to play it and takes more than a gigabyte data to start the game. In most of eastern Indonesia region still lack on internet connection, so i think twice to play it and 1 GB internet data is a mount for me personally. But at the same time, my curiosity beat me inside.

So, i takes my motorcycle and go to the nearest cafe with free wifi. It takes around 15 km to get there. Finally, it has installed in my phone and play it for a week. My first week seems enjoyed and what i like; challenge. How to get meats and honors, clear quest and dungeon, and my most favorite thing is Player Rank from around the world. Struggle to get to the top. But I am not going to give up. I play pure from grinding every single day to be in this position. Felt desperate to other player who has special event character or can reach top rank every week. Those are my evil and angel on this fabulous game. Which always drag me down to play and give me hope to get what I want with tears, blood and sweat. Happy birthday Crusaders Quest for the third years game and first time for me as a CQ player's reminder. Always love and appreciated your update every single time.

#マヨツナ

僕がクルクエを始めるきっかけとなったのは、YouTubeのクルクエプレイ動画からでした、そこからクルクエをダウンロードして始めてみたら一瞬でどハマリしました!今では月に1回課金してます!それから数ヵ月後にVちゃんのイラストを見て更に好きになった!こんなに最高のゲームをやるのは久しぶりですね!もう滅茶苦茶楽しいです!最高のゲームを授けてくれて本当にありがとうございます!これからも月に1回課金するので開発の方も頑張ってください!

Amamin

最初は興味本意で初めたクルクエ、初めからクライマックスであったせいで正直ストーリーに追いつけなかった...がそれのせいで早くやりたいと思ってどんどんストーリーを進めていきました。ストーリー性のあるゲームが好きな私にとってクルクエは最高です!!シーズン2が出ると聞いた時は心臓停止する程嬉しかったのは最近の出来事です。これからも頑張ってください、応援してます!!!

CQ 3rd Anniversary Official Fanbook From The Crusaders 90 - 91

#キーロ

クルクエがサービス開始してから早3年、日本だと2年が経過します。私の勇者団は昨年2016年の1月1日の新年 に創設しました。日本じゃお正月の日ですね。広告を見て面白そうなゲームだなと思い早速インストールしまし た。ドット絵でSDな勇者が2Dで動くのを見て私はスーパーファミコンのゲームをやってた世代なので親近感があ りました。最初はついでに少しいじる程度でしたが今じゃおはようからおやすみまでこのゲームのことを第一に考 えています。(仕事があるのでずっとというわけではございませんが。)このゲームは他のゲームと比べて強い勇者 を比較的簡単に入手でき、比較的楽にダイヤが手に入るので沢山課金しなくてもそれなりに楽しめるのがとても いいところだと思います。ある程度メンバーが強ければ決闘で20~30ものダイヤを獲得でき2週間すればコスチ ュームや必ず契約限定の勇者が手に入る10連ガチャができますので腕に自信があればどんどん挑戦するとよい でしょう。自分はラヒマモンテにゴムスやカインメリッサジャンヌをよく使います。それでも時々負けることもあって アリータとベアトリーチェには手を焼かされましてアリータは遠くからの攻撃に強くベアトリーチェは攻撃が薄い とリザレクションで蘇生されます。あまりにひどいので対処法を調べたりすることもありました。持っていないうち はイヤな気分になりますが持っていてもイヤな気分になります。とはいえ相手にしなくていいところはこのゲーム の親切なところだと思います。ブリジットポイントで強い勇者獲得できますし。最近はサシャやフェンリル、カイロン にVにやられるけどなぜ持ってないキャラに限って強いのか。毎週決闘頑張ってダイヤを稼がなきゃ。クルクエのよ さを共有出来たらと思ってツイッターをやってます。そのおかげで絵を描いたりスカイプをやったりオフ会開いて楽 しんだりすることができました。あまり知名度がないのか雑誌で見ることがなかったり話題になったりすることが なくて自分だけで楽しんでいる感じでした。それでも一緒に話ができる人がいるだけで本当に良かったと思ってま す。最後に、ヨウドンのおかげでクルクエが続きました。これからもクルクエやフォロワーのためにもクルクエを頑 張ってみようと思います。ヨウドン好きが増えたらいいなあ

つきみくん

僕のクルクエ史上一番思い出深いのは、戦場の敵が強くて先に進めなくなってしまった事です。今でこそ楽に突破できますが、当時は敵の多さと耐久力の高さに挫折していました。そこで初めて超越武器や決闘場などのコンテンツに手を出すようになりました。しかし霊魂の要塞も、最初は勇者の少なさが原因で3階がせいぜい限界でした。つまり一つ風化武器を磨くのにもたくさん時間がかかっていて、育成の甘さを実感したものです。更に決闘場においても、知識の少なさから1枚で5連勝するのも厳しいものがありました。あの当時が一番苦しい時期でした。ですがその分狙いの勇者の超越武器が来た時や、初めてマスター入りした時は、あまりの嬉しさにガッツポーズをとってしまう程でした。未だに忘れられないグッとくる思い出です。今思えば、戦場の難しさが僕の向上心に火を付けたのだとわかります。パンや実、水晶などのリソースを集める事の重要さに気づくきっかけだったのです。おかげで、今の僕は育てる勇者の強さを実感するのが楽しみになり、それからはその為の労力を少しも苦に感じません。そして初めて戦場を突破してくれたVは、今でも僕の主力勇者であり、最も愛着のある勇者の一人です。そういう思い出はきっと皆様の中にも心当たりがあるでしょう。ありきたりな話かもしれませんが、どうかこの僕の思い出語りが、新しい勇者団長様のやる気に繋がったり、似たような経験があったなぁと共感したりして頂ける事を願っております。



CQ 3rd Anniversary Official Fanbook From The Crusaders | 92 - 93 |

swoma

一年前クルクエを始めてすぐの頃勇者図鑑を眺めていた時、一人の昇級勇者に目が留まりました。他の勇者たち が大体顔をさらしている中、狼マスクを被っていて異質な印象を受けたウジメント。併記されている彼の物語も相 まって気に入り、序盤の少ないリソースをやりくりして何とか勇者団にお出迎え。前線メンバーに登用しながらスト ーリーを進め、序盤の勇者ラインナップが整っていない環境を自前の自動攻撃パッシブでガシガシ切り開いてくれ ました。そんな折に2周年イベント「ハスラー大陸一周」が開催。彼のために一枠使うと決めた超越武器選択チケ ットを何とか勝ち取り、初☆6超越まで強化して持たせてみたところ火力が大爆発。うちの勇者団の切り込み隊長 に。それ以後も、ブリジットポイントを始めて使ったのは彼のためにビビアンを加入させ「懲罰の魂」を解禁したい が為、初めて訓練MAX・実MAX・武器OP厳選・スキルLVMAXまでフル強化したのも彼。ストーリー・決闘場・ 古代のダンジョン・ワールドボス・霊魂の要塞・紅蓮の山、この一年いろんなモードで彼の力を借りて戦ってきまし た。文句なしのうちの相棒です。そんな彼の想い人アリシアも前々から気に入ってましたが、ナズルーンやニブン との会話で彼のアリシアに対しての愛の深さが伺えて、ああきっとこの二人は本当にお似合いだったんだろうなと 感じ、ウジメントとアリシアがもっと大好きになりました。「ノースガルドのチャンピオンにアリシア参戦しないかな ー絶対一緒に連れてくのに一」とか考えて、願望が外れたとしても「この二人にはもう子供(多分父似の男児と母 似の女児の双子)がいて、その子孫がリアなんじゃね?」とか考えるくらいには。というかまだアリシア参戦しない かなとか考えてます(しつこい)。いっそウジメントの後ろに霊体としてアリシアが控えてくれるコスチュームでも(う るさい)。Season2ではどんな強化システムが搭載されて、うちの相棒をもっと活躍させられるようになるのか期 待が高まります!

n4oki

クルクエを初めて1年がたちました。最初は一人で黙々とやるだけで楽しく遊べていましたが、だんだん手詰まり感となかなか先に進めず。Twitterでクルセイダーを探して交流を始めました。おかげで知らない情報や有益な情報などたくさん手に入れることができ、友人も増え楽しい時間を過ごさせていただいて居ます。掲載されるかはわかりませんが、ここでみんなにお礼を言いたいです。いつも一緒に遊んでくれてありがとう!後ホモじゃないです。

#オチャマ

クルクエのお陰で心なしか背が伸びた気がします。

Curbeh

一年ぐらい前にクルクエをはじめて、すっかりはまりました! 英会話教室を経営しております。いろんな人と話して、様々な課題がでます。ゲームを暇の時間でやりますので、会話でよく出ます。30歳未満ですが、ゲームの話をしても高校生などと英会話することはたまには困難です。でも、やりだしてからスマートフォン持ちの学生とクルクエの話がよく出るようになりました。クルクエをやっている人と一緒に英語でクルクエの勇者、パーティーの組み方、イベントの戦略の話をしたり、レッスンが終わったらワールドボスの退治をします! ダルタニャンのナノブロックを教室に飾ったら、他の人は分かってくれるでしょうかね? (笑)



velu

私が「クルセイダークエスト」を知ったのは、このゲームとは似ても似つかないスマホアプリを遊んでいた時でし た。その日もいつものようにゲームを遊び、執拗に繰り返し表示される広告を消化していたら、私のよく知るゲー ムのタイトルが現れたのです。数多の名曲を排出し、ファンを魅了し続ける「Deemo」というゲームでした。私に最 初に触れたのは曲。多くのゲーム音楽を聞いた自分の耳にさえ新鮮に入り込むこれは何なのかと感じ、私は目の 前に広がったそれに釘付けにされました。衝撃。その時私を襲ったものを表現するにはこれで充分でしょう。ピク セル単位で目に見えるそれは紛れもなくドット絵。角が浮く、時代に取り残された芸術。私のそのような先入観を、 これは容易く討ち滅ぼした。動く、動く、四辺に囲まれた造形が、その一切に囚われることなく、自由に流れるよう に、時には生きているかのようにクルクルとその表情を変えていく。私の日々の退屈に、斬新と興奮という剣を突 き刺したのです。こうして私のハスラーでの日常が始まりました。レオンを筆頭とした多くの勇者と出会い、敵を倒 しに倒してレベルアップ、昇格とうちの勇者団はどんどん強くなります。この頃に加入したアリアに、私は初めてコ スチュームをプレゼントしてあげました。順調に育つ我が勇者団が壁にぶつかる機会は多かったです。鍛えた勇 者と一緒に乗り込んだ決闘場では、極限まで育て上げられた相手のパーティの圧倒的パワーに負け、理不尽さえ 感じました。 霊魂の要塞では、育成した勇者が1日ずつしか使えないと知りつまずき、その後対面したソルタール に簡単に足蹴にされました。古代のダンジョンでは見たこともないギミックに阻まれ、見たくもない広告と顔を突 き合わし、鍵の所持上限の低さに愚痴を溢しました。戦力面だけじゃありません。パンを食べるためにお金を稼 ぎ、望んだ勇者に昇格させるためにダイヤを砕き、上級スキルを獲得するために対象勇者に赤紙を送りつけてや ろうかと考えたりしました。そんな今でもリザレクションは解禁されていません、ナイチンゲールを寄越せ。あとフ ァーガスは爆発しろ。数多くの障害を迎えるなかで、訓練を積み、実を食べ武器を磨くことで、強くなった勇者は私 を横で何度も支えてくれました。数多の勇者団とチャット欄で談笑し、ゲームの外側でもつながりを得ていく中で、 彼らは苦しかった過去を懐かしい思い出へと変えてくれました。私を阻んできた壁は、既に過去のものとなって私 の糧になったのです。今ここにある数多くの力、つながりはここまで積み重ねた歴史に他なりません。クルセイダ ークエストは、「継承」の時を迎えようとしています。我らクルセイダー達が踏んだ一歩一歩は、過去を作り、今を超 え、未来を紡ぐ足掛かりとなります。これからのクルセイダークエストでも、多くの仲間たちと共に彩られる、新たな 世界を見ていきましょう!

#どらっこ

さまざまなバトルが繰り広げられる中で、いちばん盛り上がるのは他のプレイヤーとの対戦です。「親善対戦」と呼ばれるこのバトルでは、友人と、また見ず知らずの人とも戦うことが出来るのです!僕の思い出に残ってるのはこの親善対戦です。このクルセイダークエストではさまざまなキャラクターが居ますが、組み合わせ次第ではとても強いプレイヤーにも勝つことが出来ます。そして組み合わせ次第では勝てなかった友人にさえ勝つことが出来るのです!僕は毎日、勝てない友人に挑んでいました。いくら強いキャラクターを使っても勝てない、そんな日々が続いていました。友人のアドバイスにより、組み合わせを変え、「パラディン」と呼ばれる前衛で味方を守り、「プリースト」と呼ばれる中衛で回復。「ウィザード」と呼ばれる後衛で攻撃をし、ついに勝つことが出来たのです。どれだけ強いキャラクターでも一人で活躍することは難しい。このことを知っていれば、新しく始める方も強いパーティーを作れ、強いプレイヤーにも勝てるようになるはずです。そして、このことを理解した上で是非始めてみましょう。新しい冒険があなたを待っています!!!



Ast03ki

元々はRWBYコラボがきっかけでクルクエを始めました。当時はタイトルも聞いたことがなく、正直なところ数週間程度で辞めるんじゃないかなぁと思っていました。が、ゲームをやってみると、思いの外しっかり作り込まれていてすっかりハマってしまいました。今ではクルクエはもはや生活の一部になっています(笑)お気に入りの勇者はダルタニャンですね。イラストは頼りになるカッコいいお姉さんといったイメージですが、ドット絵だとパッシブや勇者の宿舎で表情がコロコロ変わるので、そのギャップにやられました。かわいい。ミニブロックも迷いなく購入し、ダルタニャンを画面じゃなく現実で3Dで拝めるのですごく満足しています。特に帽子がちゃんと一つのパーツとして作られていて、キャストオフ出来る仕様には脱帽しました。(帽子なだけに)............とにかくダルタニャンかわいい。もっとダルタニャンが活躍出来る場面が増えて欲しいなぁ(笑)

tadspace

自分がクルクエ始めた頃、丁度Deemoコラボイベントが始まろうとしていたんですが、まあ始めたばっかりだから 手持ちの勇者はSBWなんて夢のまた夢、☆6訓練Maxにするのがやっと。でもそのイベントでは戦力が関係なく、 割と簡単に少女とSBW手に入れたので全リソース注いで育ててみたら...火力が十倍以上向上し、シナリオ進む わ決闘場の結果がランク上がるわ、少女を起点として何もかもが激変してしまい、いつの間にか少女を崇め奉る ようになってました。自分にとっては女神達より女神様です。

プリさん

クルクエ始めて早いもので、一年半たったなー。雪をかき分け、戦場を潜って、聖都でバチバチやりました!分かった事はとりあえずクルクエ面白いということ! ガチャも比較的良心的だし、ちゃんとやったら成果が出てくれるのは嬉しいですね! これからのクルセイダークエストに期待です! これからもよろしくね!

HxCharles

勇者の宿舎がアップデートされた時、感動しました。ずっとつまんで遊んでみたいと思っていたので、とても癒されてます。新しい勇者が参入してくるたびに、そこで他の勇者と交流してもらったりもしています。その様相に憧れてか、最近優秀な勇者がよく当たります。(笑)

imosyocyu

1000000G貯める喜びを覚える ↓
2000000G貯める喜びを覚える ↓
5000000G貯める喜びを覚える ↓

鍵600貯める以下省略 ← いまここ

CQ 3rd Anniversary Official Fanbook From The Crusaders 94 - 95

enpel

ずいぶんと昔、まだクルクエが韓国にしか出てなかった頃に少し触ってたけどその時はまだ他の人はふーんって感じだった。それから随分とたって気がついたらすごくやってる人が身近に居たり自分の大好きなRWBYとコラボしたりしてついつい沢山課金してしまった。日本に来た頃はどうだったかなと細かくはちょっと覚えていないんだけどすごく昔と今を比べると随分と勇者を育てるのが楽しくなった。パーティーの編成を考える事やメタについて一緒に話したりするのが楽しくなって、身内の1人は長期間チケットをためてついに闘技場1位を獲得するようになったりもした。沢山時間がたってちょっと勇者も多くなって困ったりしているけど、友人とワイワイ話しながら次に育てる勇者を決めたり、よくわからない編成にしてみたり... 自分は引退と復帰を繰り返したりログインするだけになったりもしてたけどまだまだやりこんでいる友人たちのお陰でいつも復帰に支障が無く楽しめているなぁといつも思う。次はどんなコラボが来るだろうとかこういうコラボがあったらいいなぁなんて話しを友人とするのも楽しい。Fate/staynight(あるいはシリーズ)とコラボしてほしいなぁって思うけどキャラ名がめっちゃかぶるから大変そうだなーなんて話しをしたりするのも楽しい。そんな感じの自分のクルクエですが、3周年おめでとうございます。今後も長く友人と楽しめるゲームであって欲しいと思います。

KillerZzZzZ

เป็นเกมพมเล่นตามเพื่อนตอนแรก ก็เห็มมันมีกราฟฟิกที่น่าสนใจดีเลยลอมมา

ในวันที่เริ่มก็เล่นๆมึนๆ ไม่เข้าใจระบบ จน6เดือนกว่าๆก็ค้นพบเป้าหมายคือ 1.ตามหาไวฟุ 2.หัวร้อนกับเรื่อมต่ามๆ(ตีออฟ สุ่มฮีโร่ สกัด อาวุร ฯลฯ) แต่พอทำสำเร็จจะมันเป็นอะไรที่สุดยอดด 'w' ละจะรอคอยลูกเล่นใหม่ๆแปลกๆในเกมนี้ตลอดไป~~

babennn

เคยเล่นเมื่อ2ปีก่อน แต่เนื่อวจากไม่มีเวลาเล่นบวกกับเปลี่ยนมือถือเลยเลิกเล่นไป เมื่อกลาวปี2017เพจก็แจ้วเตือนบ่อยๆว่ามีกิจกรรม ต้อนรับกลับมาเล่น เลยโหลดกลับมาเล่น แต่ครั้งนี้มีเวลาเล่นเลยติดหนักมาก ไม่เลิกเล่นว่ายๆแน่นอน

NONKKgC4

ตอนแรกเล่นเกมนี้เพราะว่ามแต่หลังๆเริ่มติดเลยชวนเพื่อนมาติดกันอีกคน ล่นแล้วก็คอยช่วยกันด่านนี้เล่นไม่ใช้ตัวไรและคอยเล่าเนื้อเรื่อม ในเกมกับเพื่อนคุยกันหนุกๆติดมาเรื่อยๆจนสนิดกันเพราะเกมนี้เลย

Tiggler

CQ เป็นเกมที่พมเติมมินมากที่สุดที่เคยเล่นเกมในชีวิตมา น่าจะดาวน์รถใหญ่ได้เลย อนาคตคมไม่ต้อวซื้อบ้านหรอก เอามาเติมซื้อบ้านในเกมเอา



Banky140

วันๆนึ่มที่พมเข้ามาใน CQ ปกติหลัมสร็จไป 1 การกิจย่อย เอะ!? กอนมีการกิจให้ทำด้วย จากนั้นพมก็รับแบบปกติและเริ่มทำการกิจที่เรอมอบให้ จากนั้นความรู้สึกพมที่มีต่อ CQ ก็เปลี่ยนไป ถึงจะเกลือบ่อยๆจนเจ็บใจ สิ่งที่พมจำได้ไม่เคยลืมมันคือการที่เรอแบ่งขนมปังที่เป็นอาหารสัตว์เลี้ยมเรอ ให้พมทาน ซึ่งพมรับมาและมันไม่ใช่แค่ขนมปัง มันคือความสุขที่พมได้รับและความอบอุ่นที่ส่งผ่านขนมปังและได้รับมันหลังทำการกิจให้เธอ ทำให้พม แฮปปั้สุดๆ

กอน~เธอคือนาวฝ้าในใจผม~ และขอให้ทุกคนรู้จักการช่วยเหลือทั้วในเกมและนอกจอเพื่อสังคมที่ดีและความแฮปปี้ที่อาจจะเกิดขึ้น

SHIN08

CQเคยทำให้เรายิ้ม เมื่อได้SBWใหม่ CQเคยทำให้เราเศร้า เมื่อลุงตีออฟกากให้ CQเคยทำให้เราตื่นเต้น เมื่อแพทใหม่เข้ามา CQเคยทำให้เราพิดหวัง เมื่อ เปิดหาตัวที่ต้องการไม่ได้ 3ปีใหลเผ่านอารมณ์มากมายที่เคยเกิดแต่ความสนุกของเกมนี้จะไม่ใช่แค่เคยเกิด แต่มันจะสนุกต่อไปตลอดแน่ๆ กิจกรรม บอกเล่าเรื่องราว

M0ser

เป็นเกมที่ทำให้พมได้เพื่อนใหม่ตอนย้ายมาม.ปลายโรมรียนใหม่ๆเลย ครับ สนิทกันเพราะเกมนี้เลย

Ccrona

พมรักในตัวละคร 16bit มาก เห็นครั้มเรกแล้วก็ชอบเลย ตอนแรกเป้าหมายคือพ่านด่านยากๆให้หมด แต่ตอนนี้ เปลี่ยนมาเป็นสะสมตัวละครแล้ว เพราะมันน่ารักมาก (555+) แล้วที่พมประทับใจมากคือ Event ของ Crusaders Quest X DEEMO เพลงเพราะมากกก และที่สำคัญคือ ช่วง Crusaders Quest X RWBY ทำให้พมรักเกมนี้มาก เพราะตัวละครโปรดของพมคือ Ruby สุดท้ายขอให้เกมนี้มี กิจกรรมมาอีกเยอะๆนะครับ อยู่ กันไปนานๆ ^^ 3rd Anniversary Crusaders Quest

Taesvny

เล่นมาตั้มแต่เริ่มแรกจริงๆๆ หาทุกๆตัวมาตั้มแต่แรก ตั้มแต่ที่ตัวเกมยัมเป็นภาษาอังกฤษ ตัวละครก็ยังน้อย ไม่มีอะไรมากมาย เป็นเกมที่คิดว่าจะไม่ดังไม่ ปังแปปๆเลิกเล่น แต่เล่นไปนานๆแล้วติด มีอะไรมาใหม่เยอะมาก ชอบตัวละครแบบลงทุนเปย์(น้องหนาม) 3ปีแล้วใจมากๆคงจะเล่นเรื่อยๆแล้งนับจากนี้ รักน้ะCQรักมากๆ เคยจะเลิกแต่เลิกไม่ได้ใครจะไปเลิกเล่นลง ทั้งสร้าง ทั้งเล่น ไอดีนี้มาตั้งแต่เกมเปิดตัว อยู่กันไปนานๆๆจะคอยเปย์และสนับสนุนเรอเอง HAPPY 3rd Anniversary CQ

ปล.เม่เอดมินน่ารักด้วยเกมน้ำ แบบให้กำลังใจ ปรึกษาได้หมด เกลือเมร้อมเม่เอด555(น้องหนาม)

CQ 3rd Anniversary Official Fanbook From The Crusaders | 96 - 97 |

sacrious

vi por primera vez cuando viaje a ecuador resulta que me enferme y no pude salir asi que busque un juego y me encontré con esta joya pase 3 dias con fiebre y dolor de estomago jugando crusaders asi que no fue tan malo es viaje de vacaciones

#3kike3

Inicie a jugar CQ por que queria un juego bueno la verdad me llamo mucho la atencion el icono del juego y lo descargue lo pude jugar gracias a una tablet que se gano mi papá en una rifa, jugue todos los dias, invite a mi mejor amigo a CQ y le encanto, juntos iniciamos mucho antes que estubiera la fortaleza de las almas, lo deje de jugar un año a causa de que mi tablet murio, pero en noviembre del 2016 jugue de nuevo era el segundo aniversario del juego!!! Estaba tan emocionado de ver que cosas nuevas habian, me sorprendi tanto que decido jugarlo todos los dias sin importar las tareas o los compromisos que tuviera, hasta el final de Crusaders Quest!!!! una amor verdadero y la verdad valio la pena todo ese tiempo que e invertido!!! :)

germicid

Ketika SBW pertama dilepaskan dan saya tahu ini adalah permainan mobil kegemaran yang pertama dalam hidup saya.





CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 98 - 99 |

CRUSADERS QUEST

Your Hero Home



Crusaders' creativity beyond the dev team's imagination

任額



Panhu872



arus38



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 100-101 |

autoptch



badsquid



BlueLite



bob0304



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 102-103 |

Byzantea



ChiuKam



ChewyBar



Choeky



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 104-105 |

Guagua10



hamatake55



gygjb



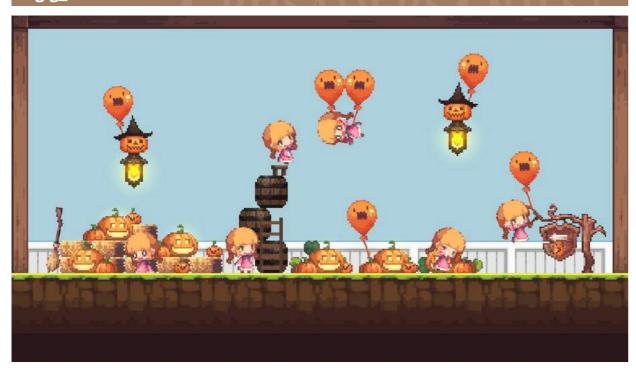
hnntnntnnt



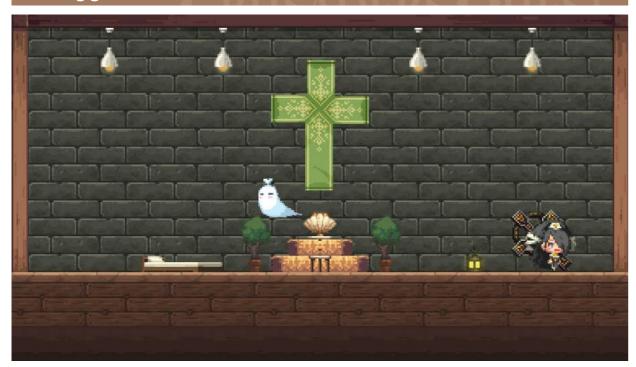
CQ 3rd Anniversary Official Fanbook

From The Crusaders | 106-107 |

igig_re



Jackogigi



imo_syocyu



juststay



CQ 3rd Anniversary Official Fanbook

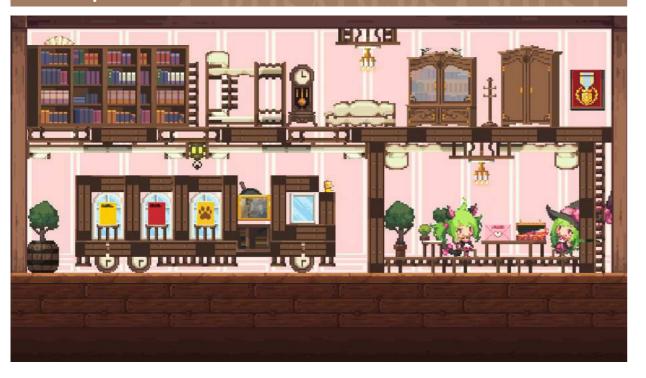
CQ 3rd Anniversary Official Fanbook

From The Crusaders | 108-109 |

Kanonji



Katosenpai



Kardsterben



komin_namihara



CQ 3rd Anniversary Official Fanbook

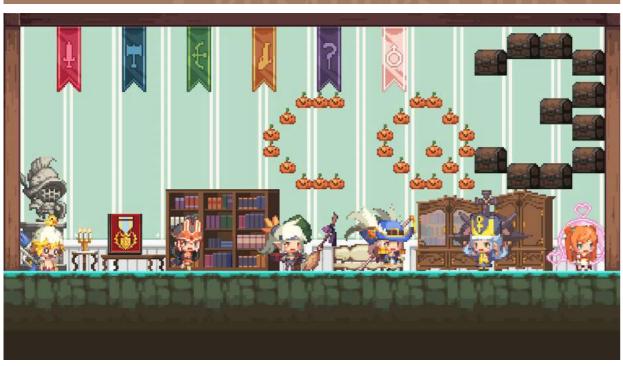
CQ 3rd Anniversary Official Fanbook

From The Crusaders | 110-111 |

kurutsukudani



lcySn0w



LavenderJie



LeQuest



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 112-113 |

Lussialupina



Marxual



mao_bf



masayochan_cq



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 114-115 |

monopi



PichiP_P



NealKatsukin



pillo_w



CQ 3rd Anniversary Official Fanbook

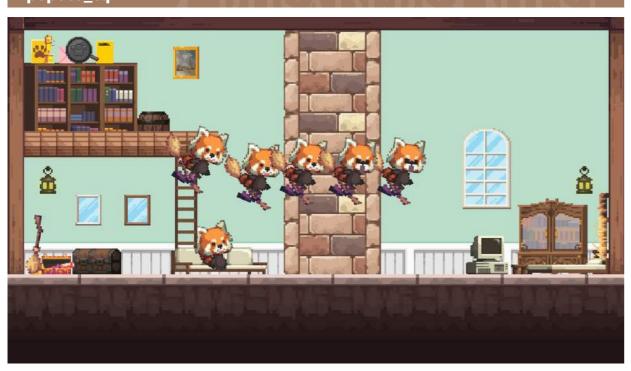
CQ 3rd Anniversary Official Fanbook

From The Crusaders | 116-117 |

Pinnochiou



popoco_cq



PiyoriCru



rarum_makino



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 118-119 |

rcUNOV7x6kUVbW3



Riingo



Renne



Rousso

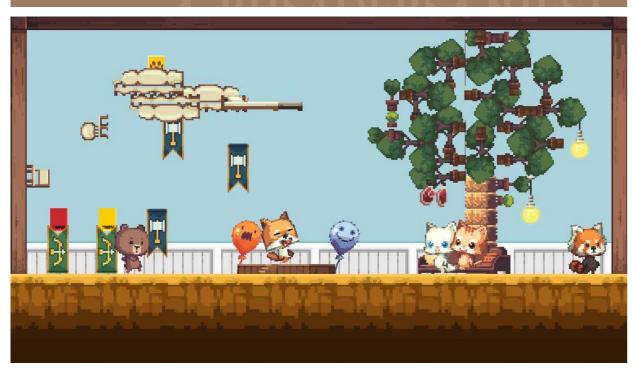


CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 120-121 |

Skunsik



Soramoyou_quest



smileGe



souler



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 122-123 |

super678



tetrahedral



Tedbb



tsutinotomiko



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 124-125 |

toro625



Xngdgjgk



willis50



VCGmKTKffEz8XYy



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 126-127 |

yopohapan



설레이는



공조설비설계



과거의연인



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 128-129 |

누렁여우



咬两啖苹果



死亡骑士莫德凯萨



李离鲤



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 130-131 |

#蛋蛋军团



배누에



法克你的波



小寿司



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 132-133 |

新垣雅美



엘림o



#心之雨彡



我辣椒



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 134-135 |

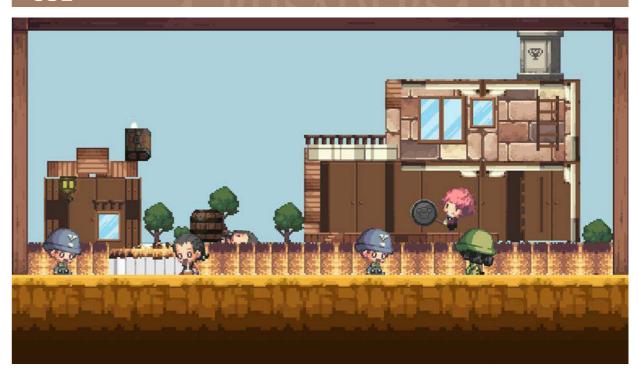
아미산팬더



#焦凍君owo



정홍찬



잠깐졸앗엉

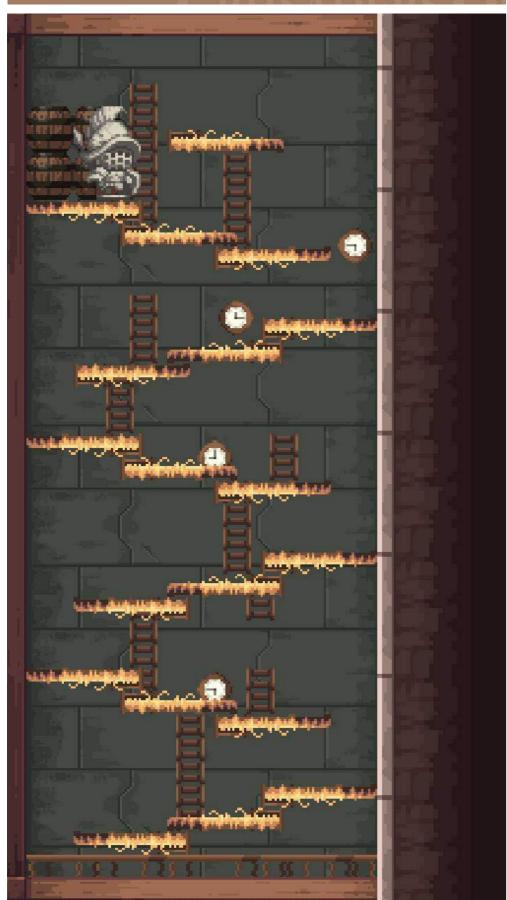


CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 136-137 |

프넵



海军上将希尔薇



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 138-139 |

CRUSADERS QUEST

Where You CQ



Crusaders' favorite spot to play CQ



Pananeus







amamin05



hnntnntnnt



momongazz5656

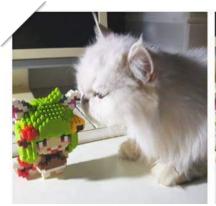


cevier



嘟嘟嘟12

From The Crusaders | 140-141 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook







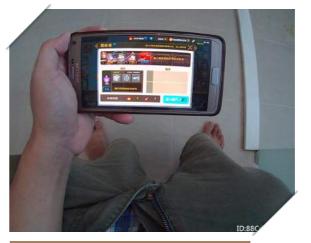


ArshesNei





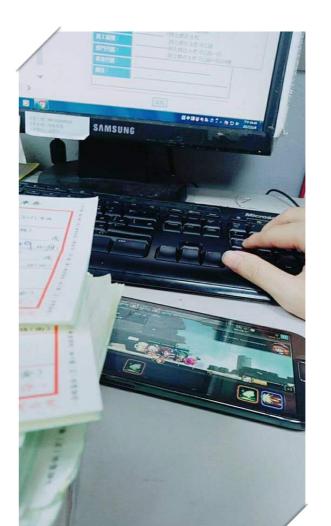




88cdfu



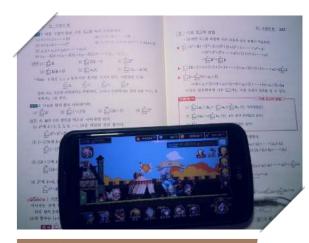
imo_syocyu



Aio80211



공팔공사



UchihaSukaku

From The Crusaders | 142-143 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook





RDsimeon



InterLit



이런것좀



Anniemis



儚ヨミ



n4oki_cq









吔屎拉嘞

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

From The Crusaders | 144-145 |



마성의케이



IlWsXlI



#海军上将希尔薇



贰佰雨鸣



徐楽



shirokurotobi



s1eeper





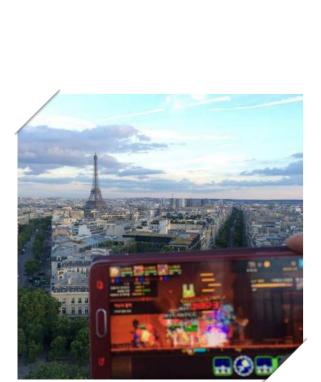


654

From The Crusaders | 146-147 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook



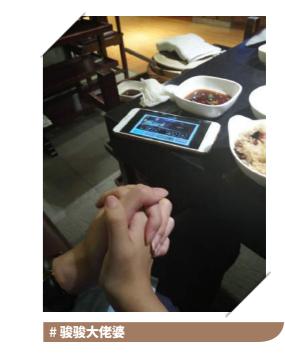




Quzn



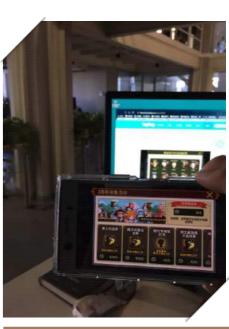












marioxin

From The Crusaders | 148-149 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook





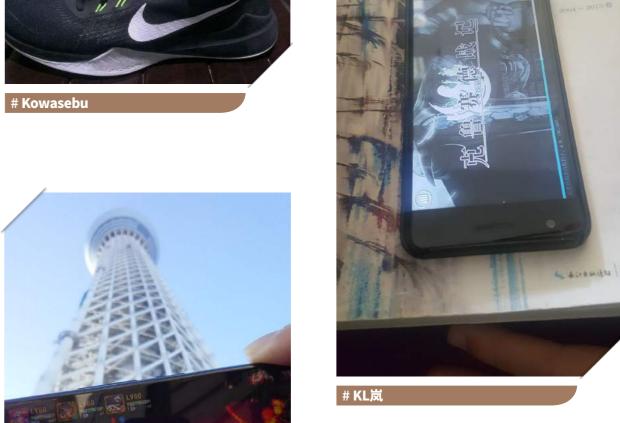


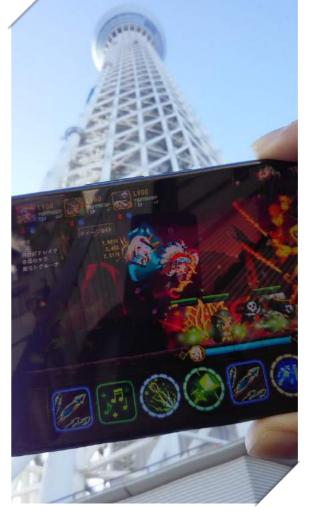


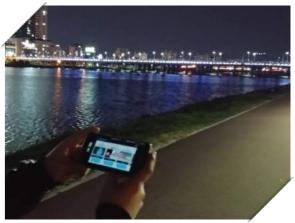












세상을구하는용사 # tsukitsutsuki

From The Crusaders | 150-151 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook













古手梨花不开心













幻想天蝎



#橘子啊啊啊



#阿瑪喵喵





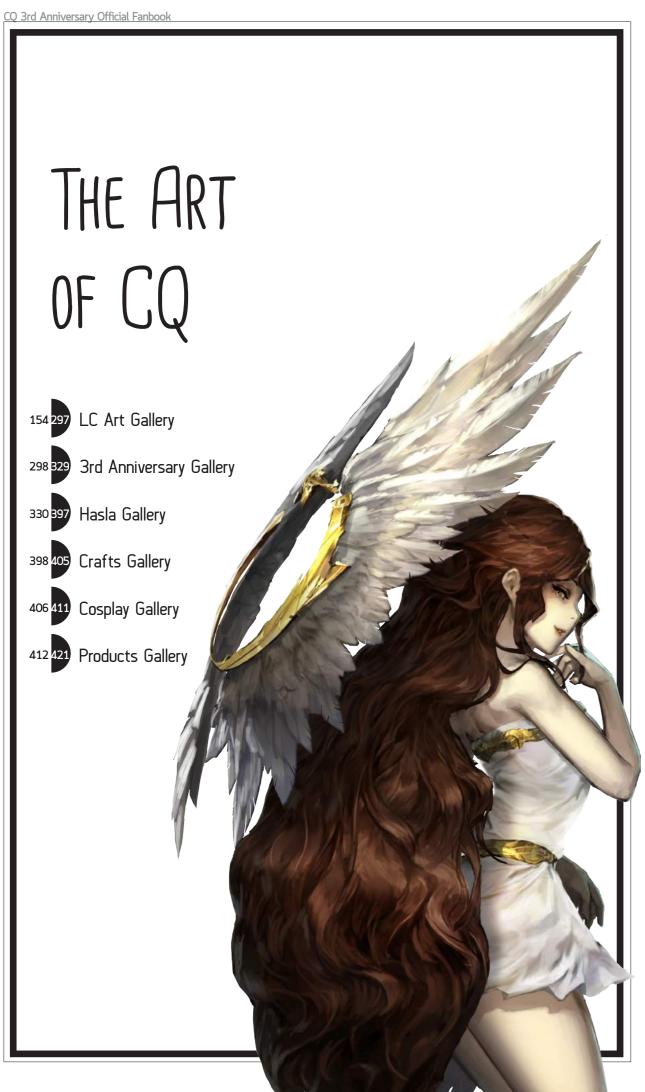
Landolt



여자사람칭구

클로로루실후르



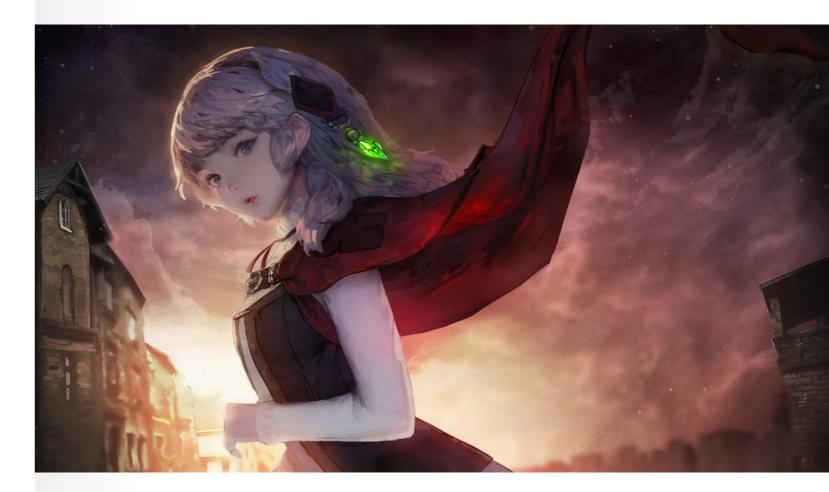


CRUSADERS QUEST

LC Art Gallery



<Crusaders Quest> Illustrations and Artwork by the artists of Loadcomplete



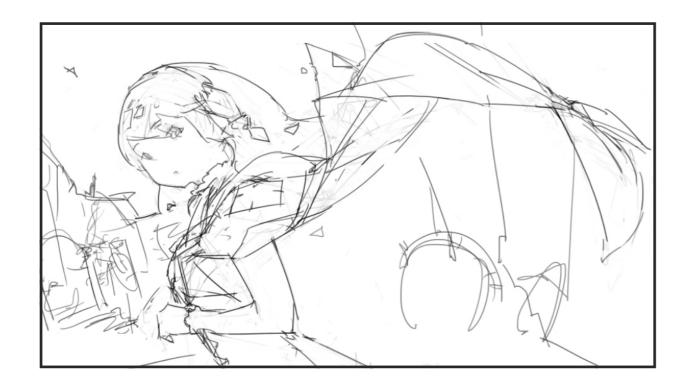


Han Minkook RE:TET





- CQ Dev Studio Art Director
- Character portraits, title & cutscene illustrations
- Firm trying my best to create catchy artworks. Hope you like it!



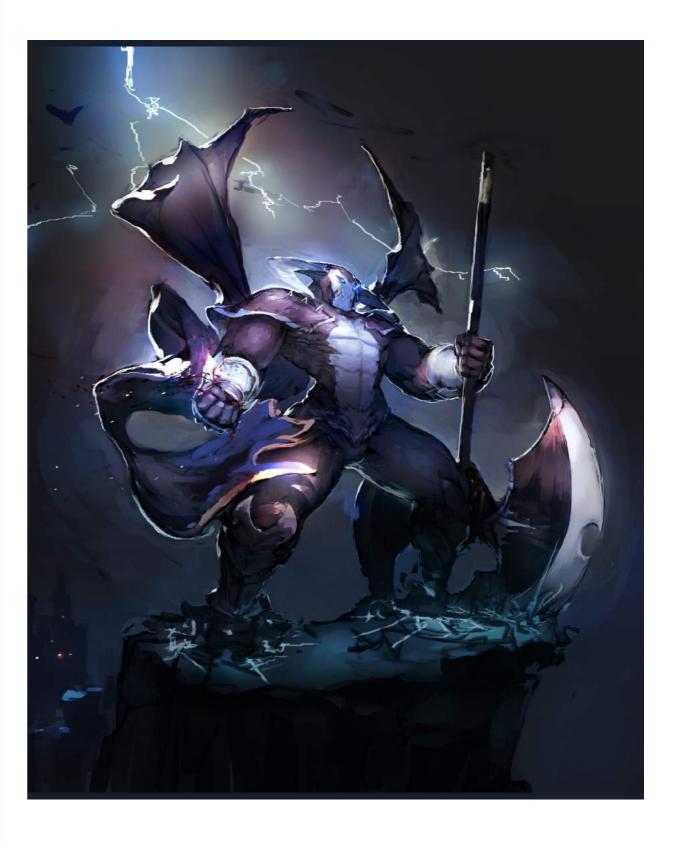




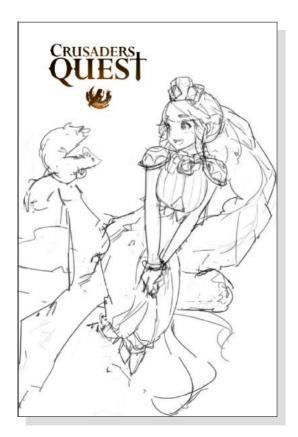








Han Minkook | RE:TET





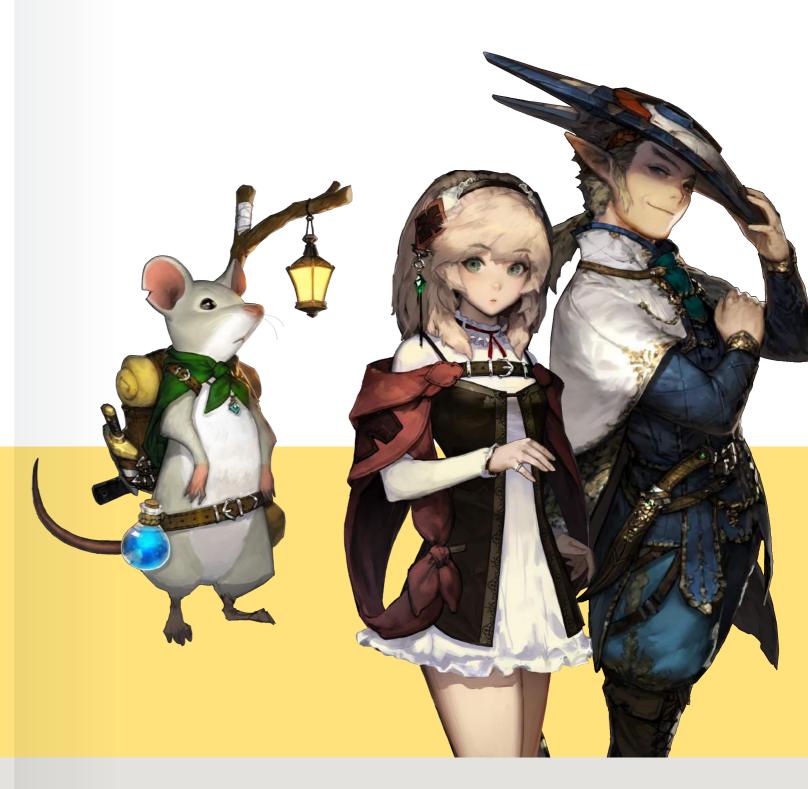






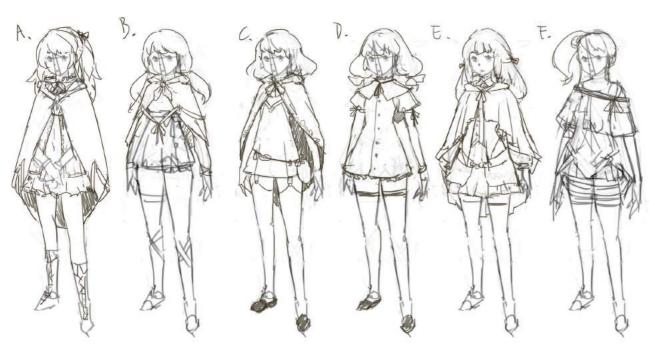
Han Minkook | RETET

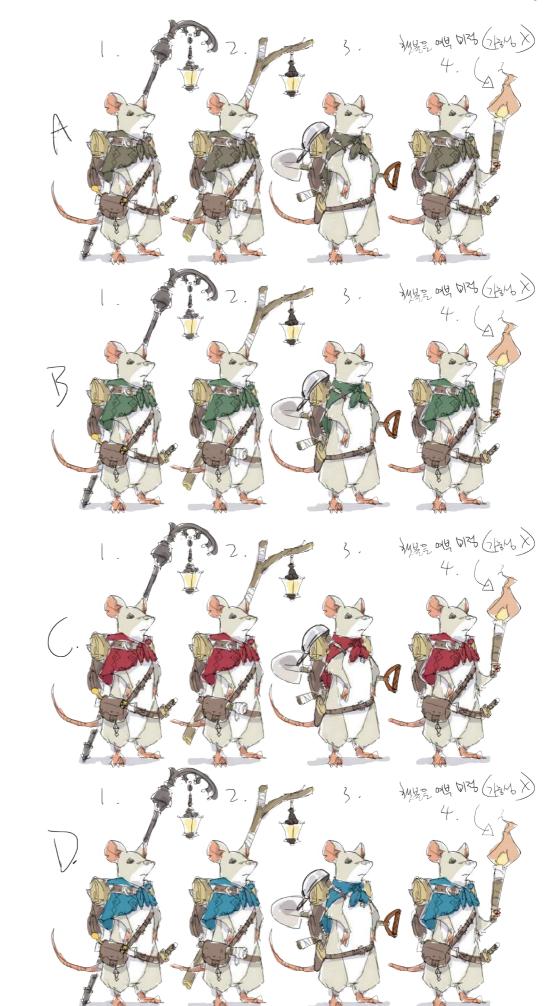




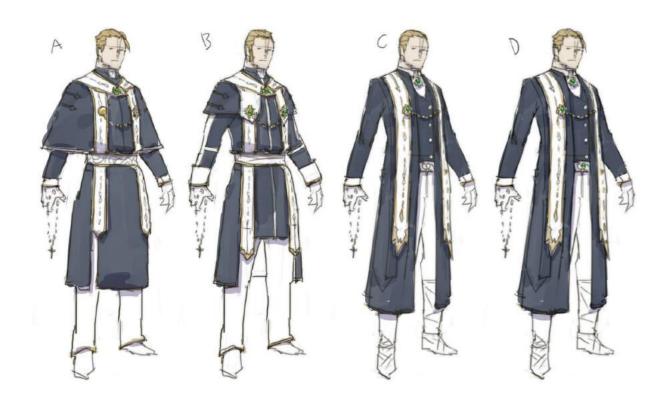
Han Minkook | RE:TET







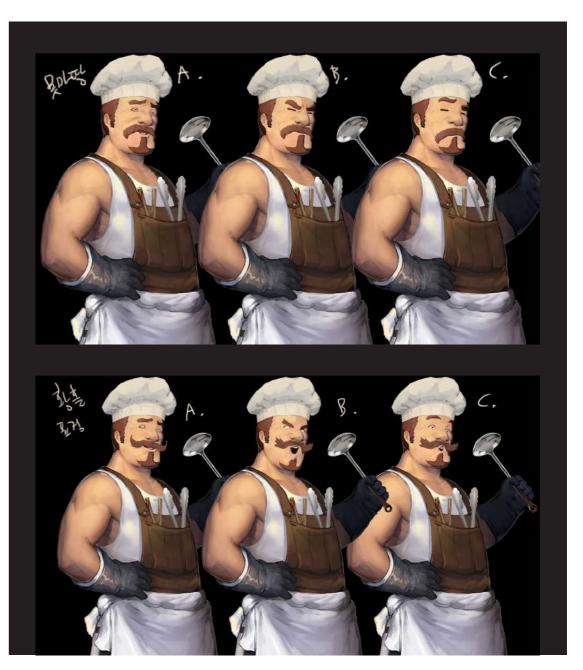
Han Minkook | RE:TET

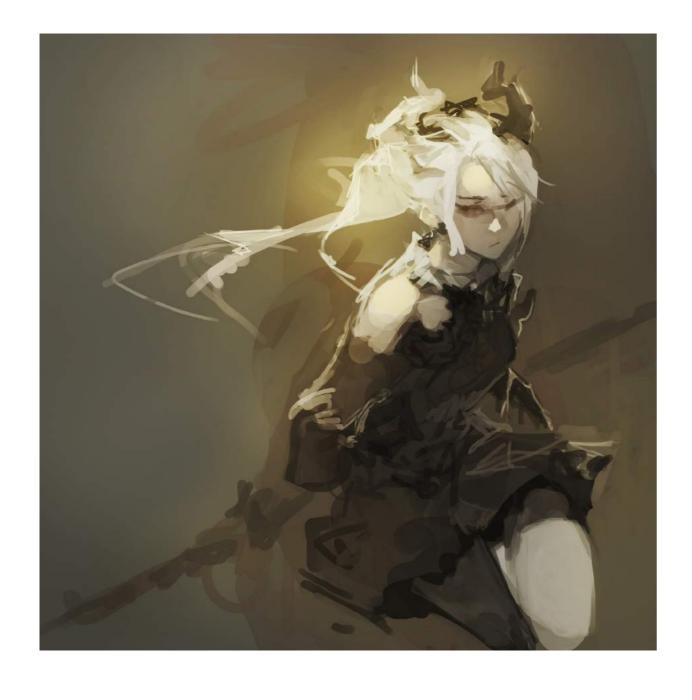


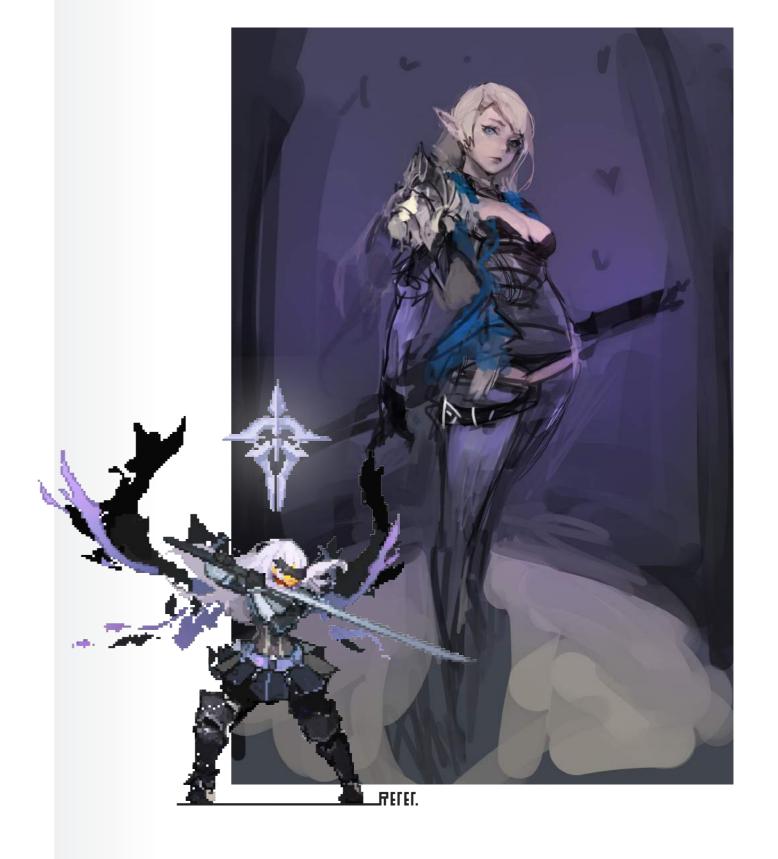








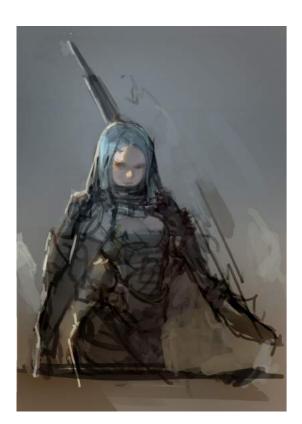


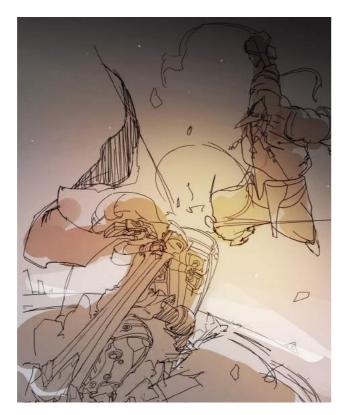


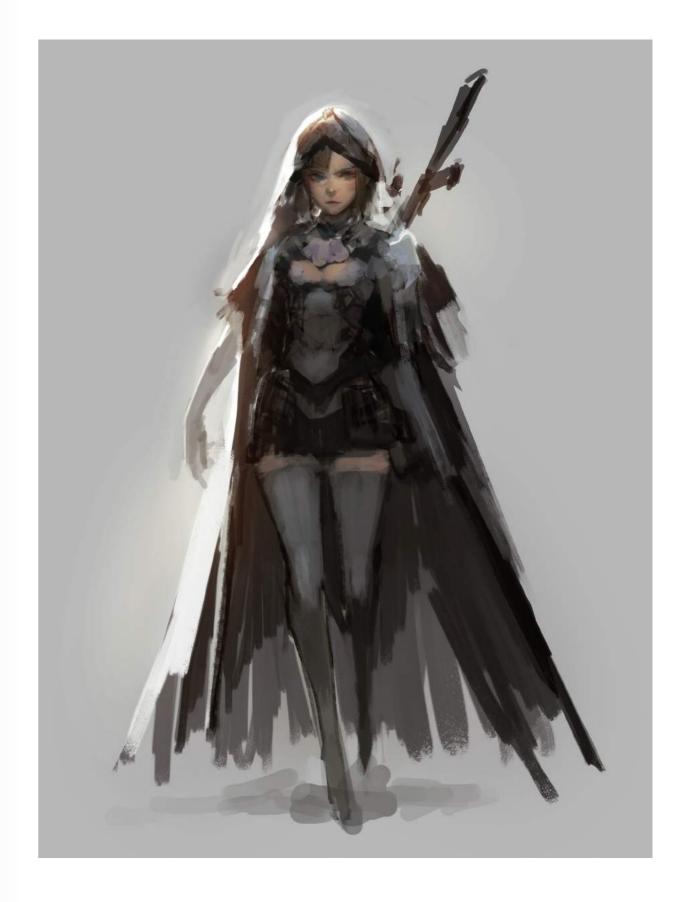
Han Minkook | RETET

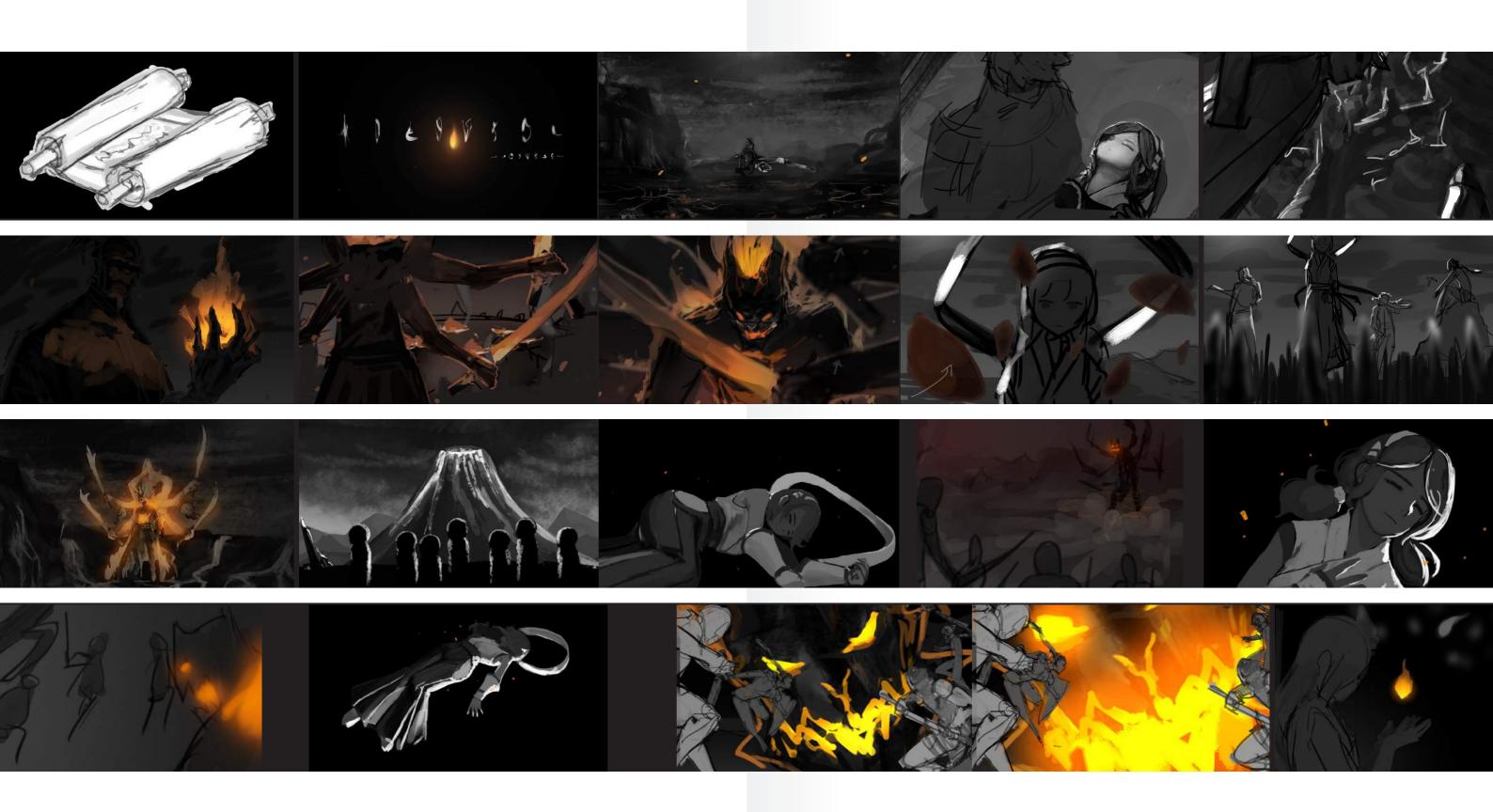










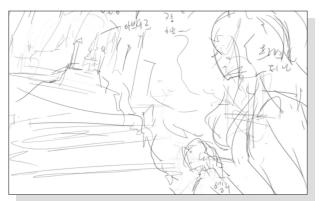


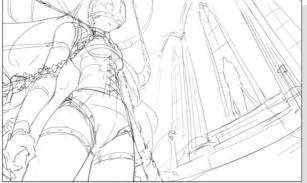
Han Minkook | RE:TET



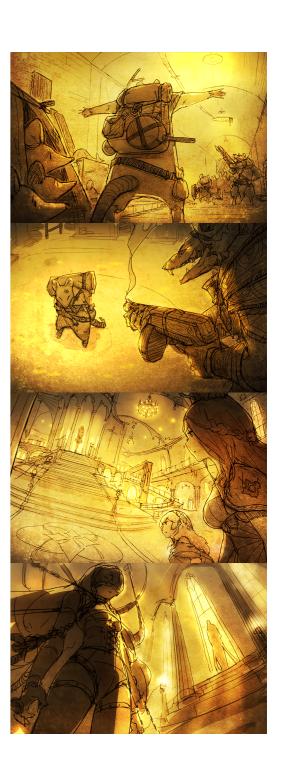












CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 176-177 |







Naco NACO

- CQ Dev Studio 2D illustrator
- Character portraits
- CQ newbie who wants to be a Hasla-ifer











Naco | NACO

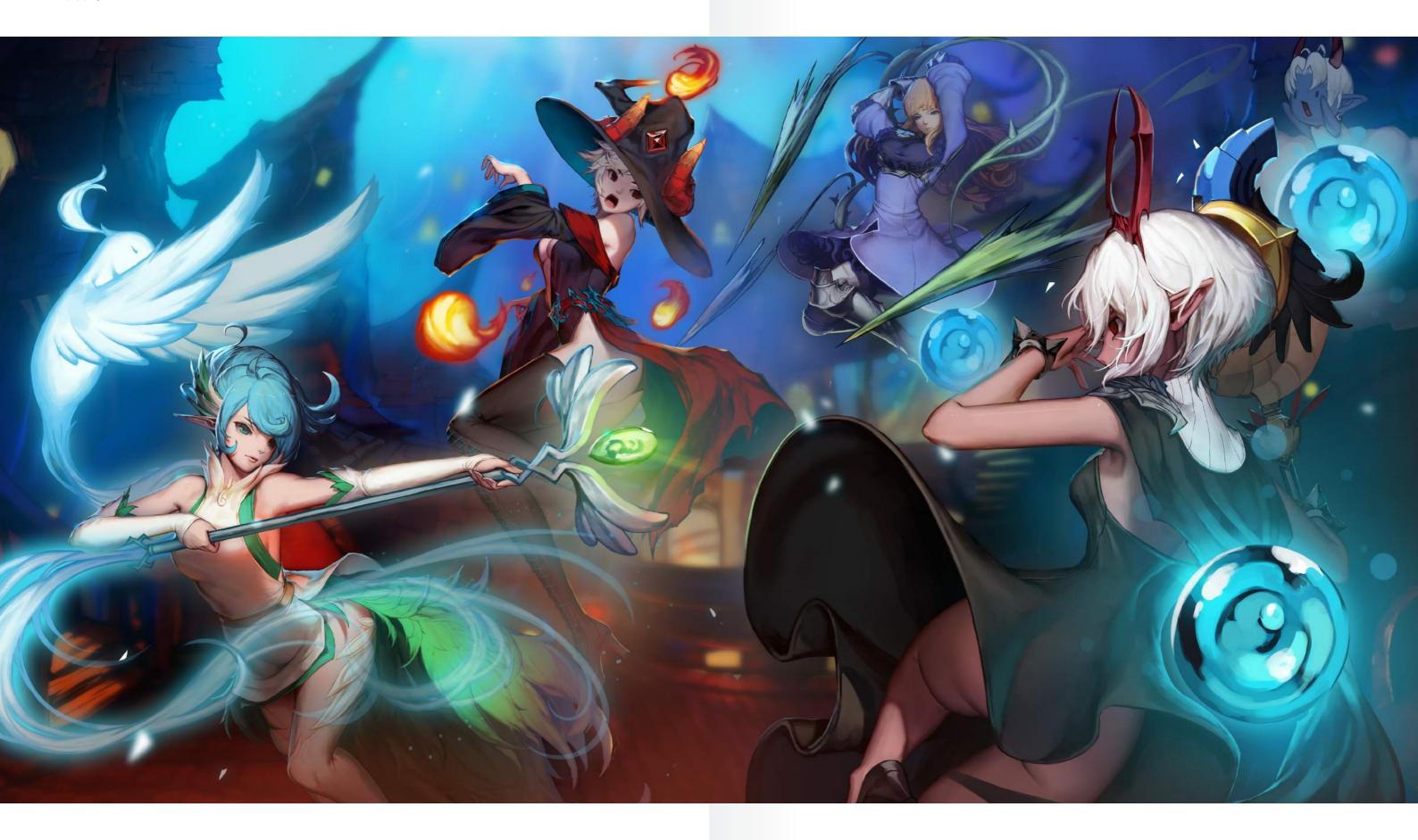






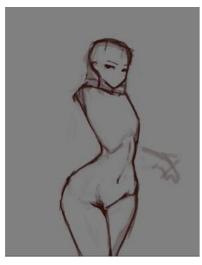


Naco | NACO



Naco | NACO

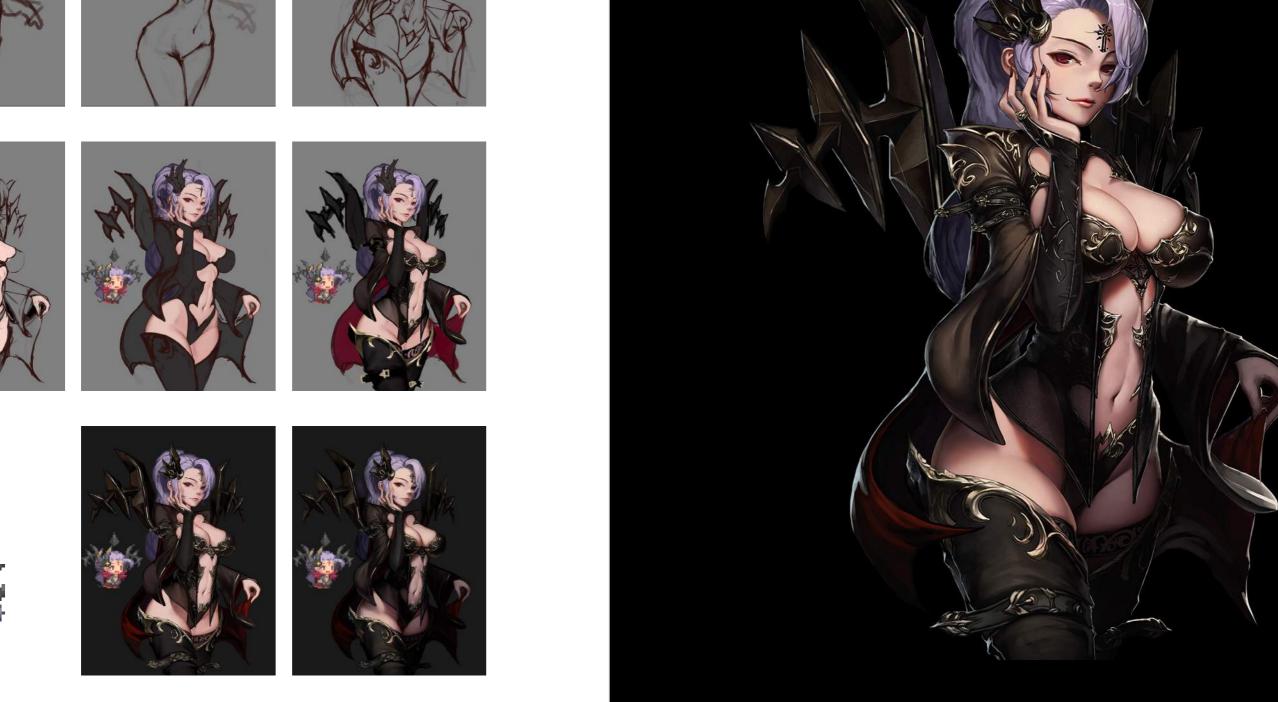










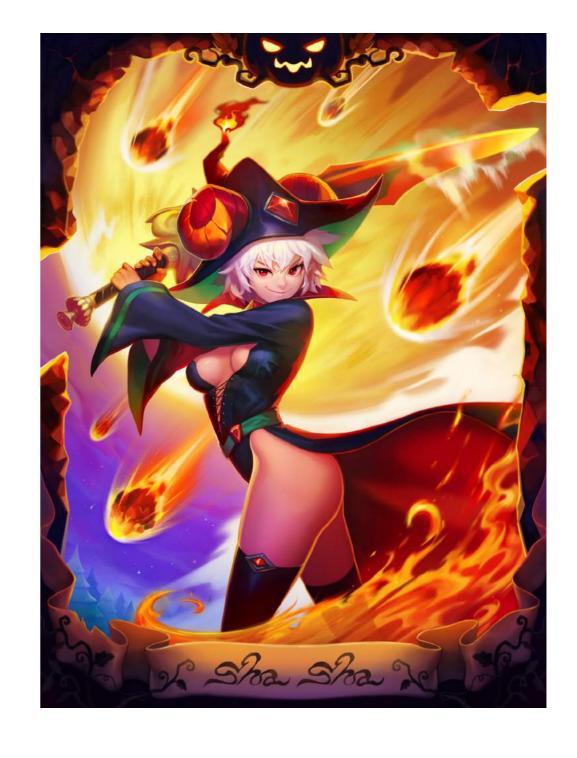


CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 186-187 |





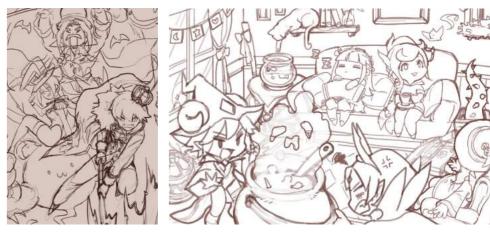


- CQ Dev Studio 2D illustrator
- Concept arts, in-game illustrations
- 🗜 I love to lounge around! Doomchit \('⅄') Doomchit ('⅄') /







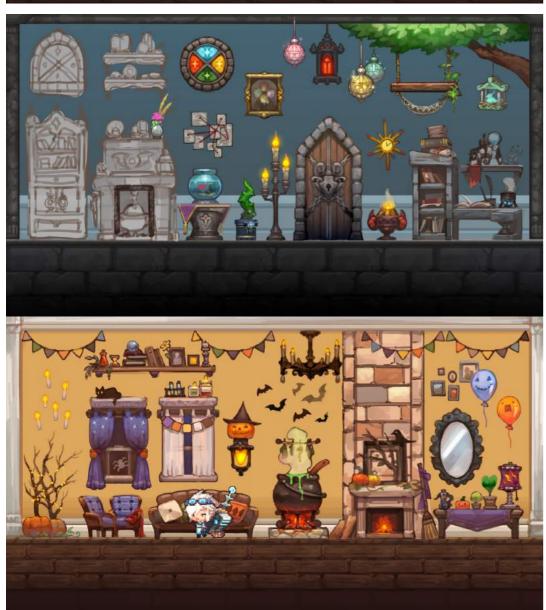


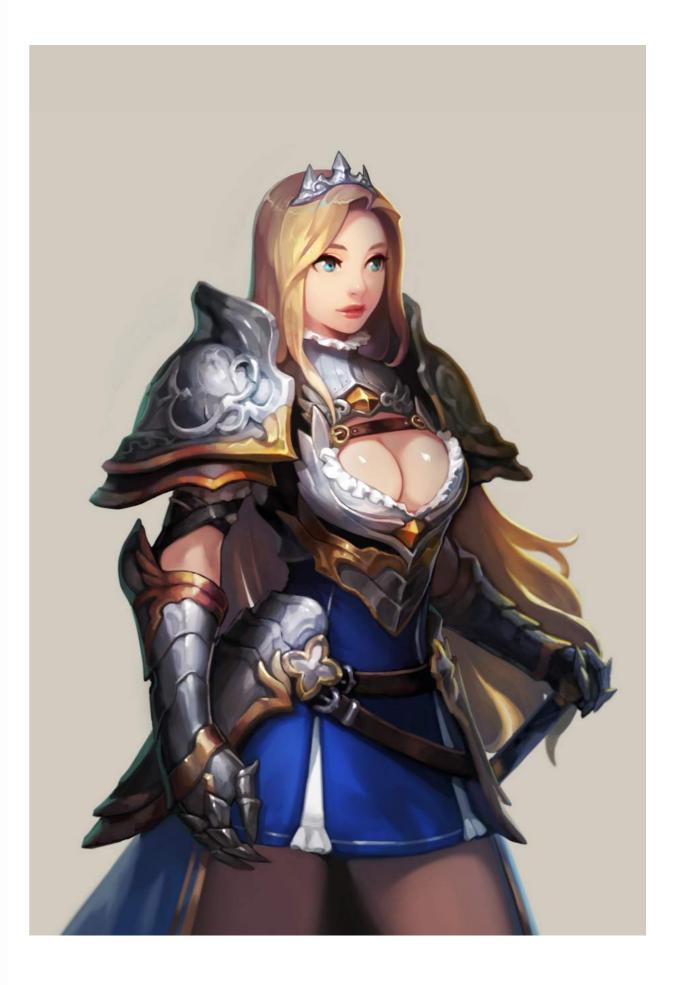
CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 190-191 |



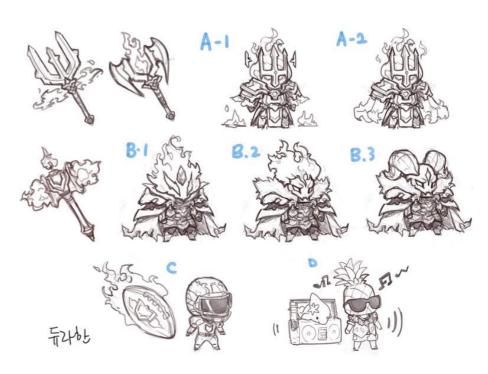




















CQ 3rd Anniversary Official Fanbook

Cho Hyoeun | DEEPSEA







The Art of CQ | 196-197 |



Cho Hyoeun | DEEPSEA



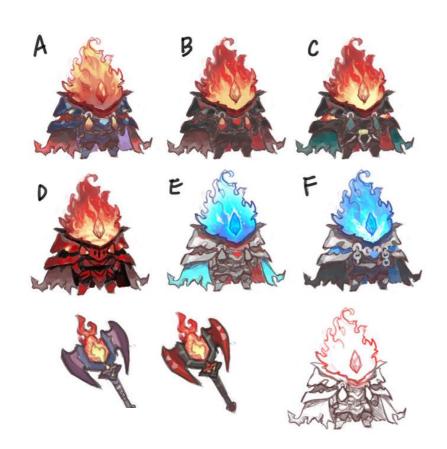


CQ 3rd Anniversary Official Fanbook The Art of CQ | 198-199 |









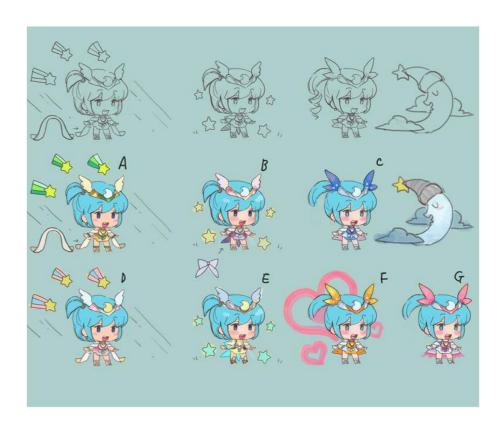






























CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 208-209







Jeong Ouseok SANCHE

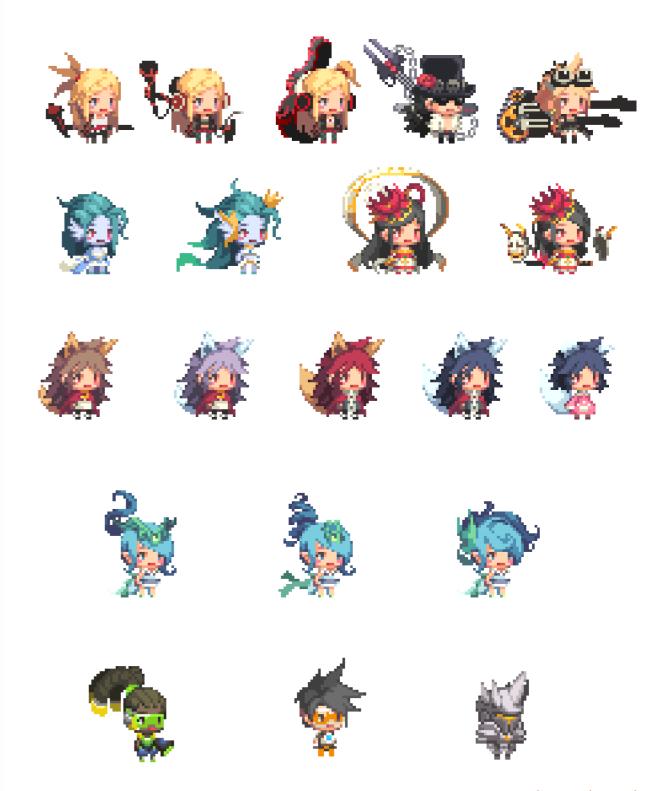
- CQ Dev Studio Pixel Art Part Lead
- ♦ In-game pixel art
- You're doing a good job today.:)





Jeong Ouseok | SANCHE

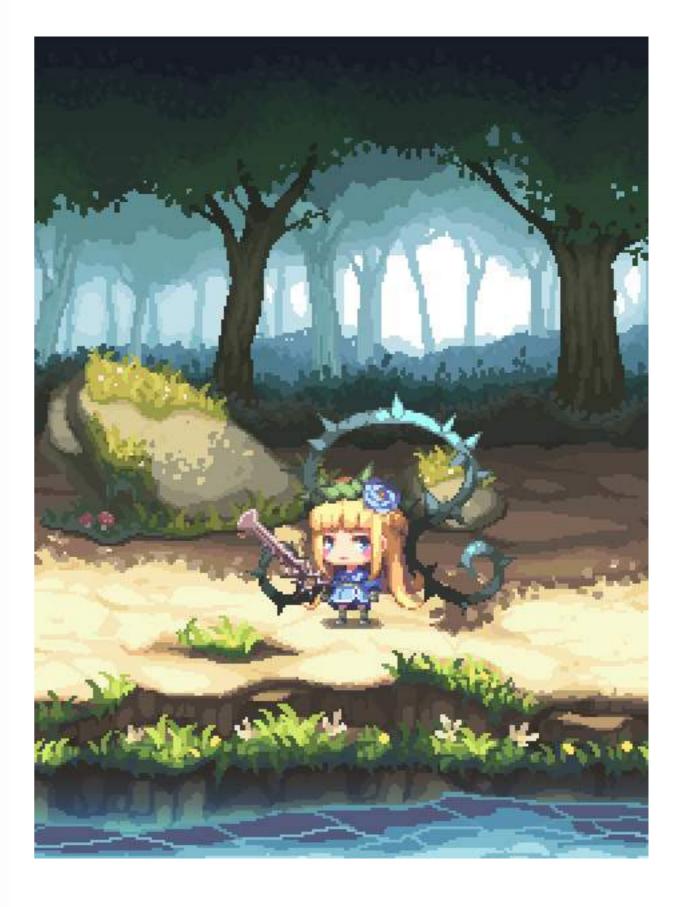




*personal artwork

Jeong Ouseok | SANCHE





CQ 3rd Anniversary Official Fanbook

The Art of CQ | 214-215 |







♣ In-game pixel art, CQ block design

❖ I wish I can draw dots of pixel til the day I can no longer hold the tablet pen...







Kim Jangsik | DECO KIM





Kim Jangsik | DECO KIM





CQ 3rd Anniversary Official Fanbook

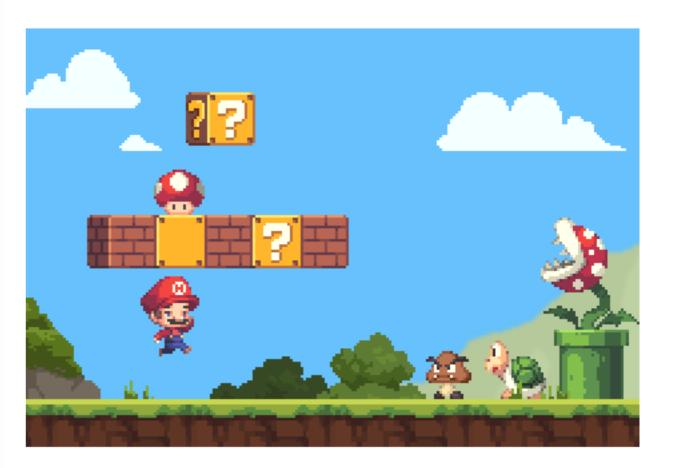
CQ 3rd Anniversary Official Fanbook

The Art of CQ | 220-221 |





- CQ Dev Studio Pixel Artist
- ♦ In-game pixel art
- 🕴 I wanna learn how to draw pixel art.

























*personal artwork







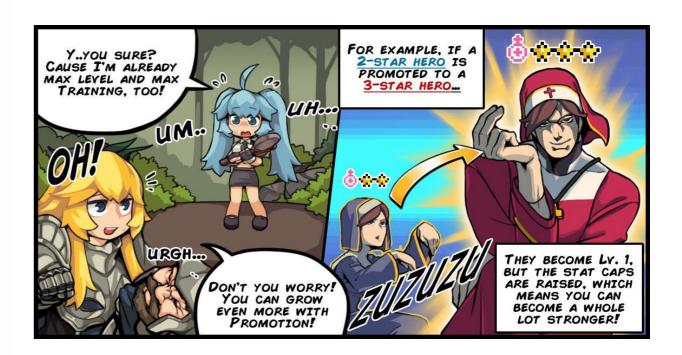
CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 222-223











- CQ Dev Studio GM
- Comics for promotion, event, in-game guide
- I'm using D/D SBW for Fenrir, but is it worth to change it to A/D?





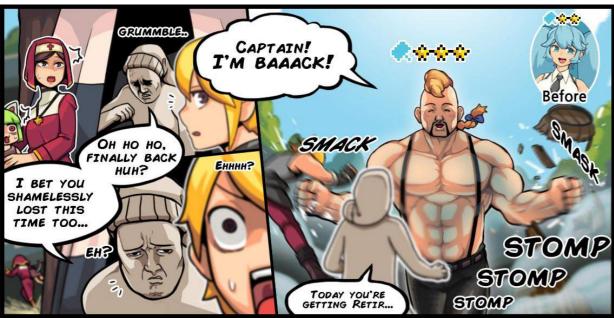
CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 224-225 |

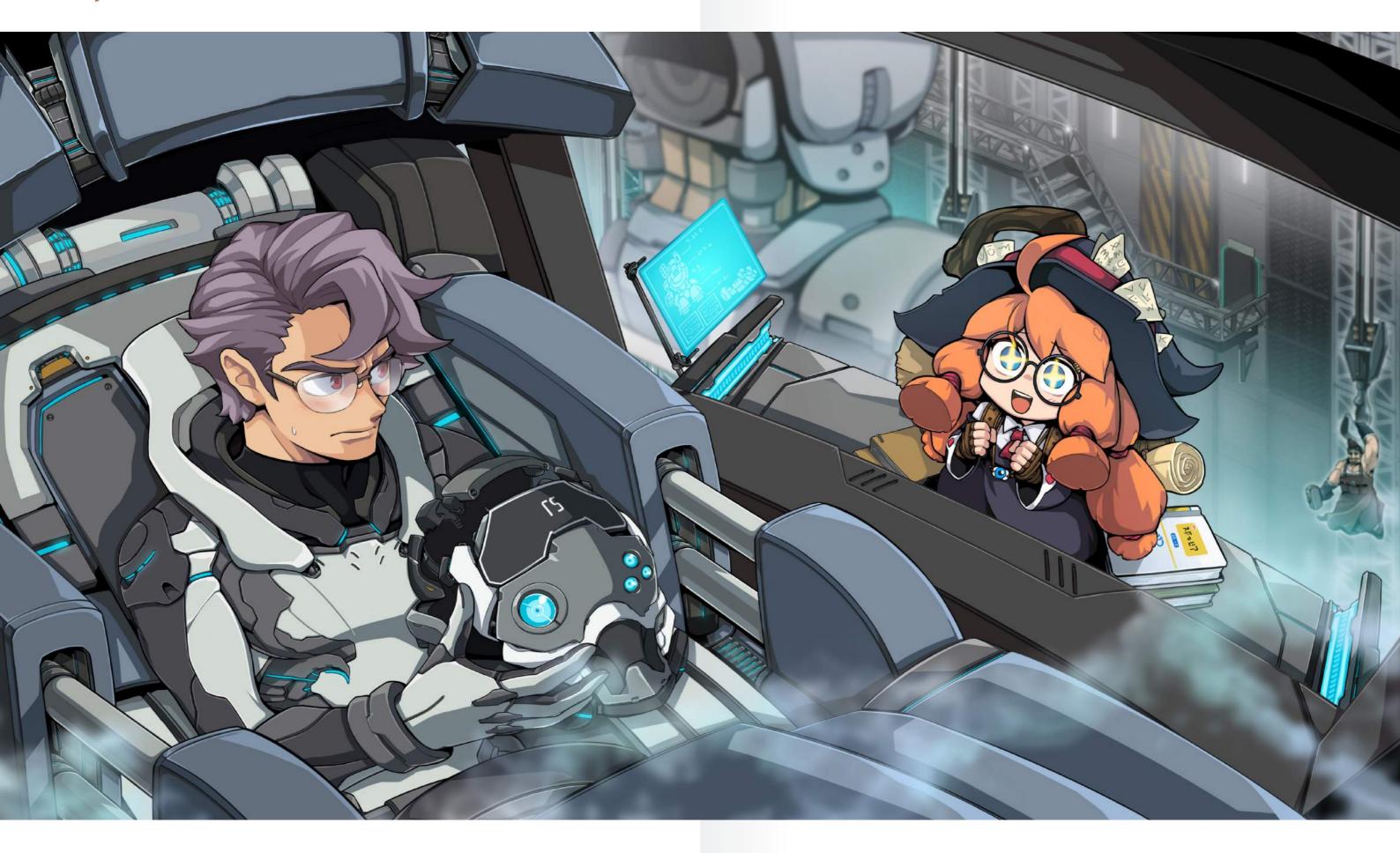
Noh Hyeonsoo | GORILLA MANSION







갓성민의 Let's CQ 후일담 - 세 판 져서 그리는 만화 1. 스파이니 사행시 스:스파이니는 파:파워풀하면서도 이:이쁘고귀여운 니:니용사단에.. 꼭필요ㅎ.. 개가 똥을 끊지 으이그 진짜!! 왜 때려요!! 만화 그리라고만 4컷에 걸쳐 스파이니의 매력을 했지 내용은 딱히 정해진거 없었잖아요!! PR할 예정이었단 부독 방송에서도 그러더니..! 왜 우리가 니 딸 자랑하는걸 4컷에 걸쳐 봐야합니까? 왜긴 왭니까 정☆중☆재님 덕에 귀중한 지면을 얻었는데 활용해야죠 이자식 이거 말이나 못하면.. 이런게 공식 폐복에 올라갈 수 있을거 같아요? 안 될 이유는 또 뭐랍니까 깔깔깔 저희음이었제 갓성민의 Let's CQ - 2편에서 뵙겠습니다.























CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

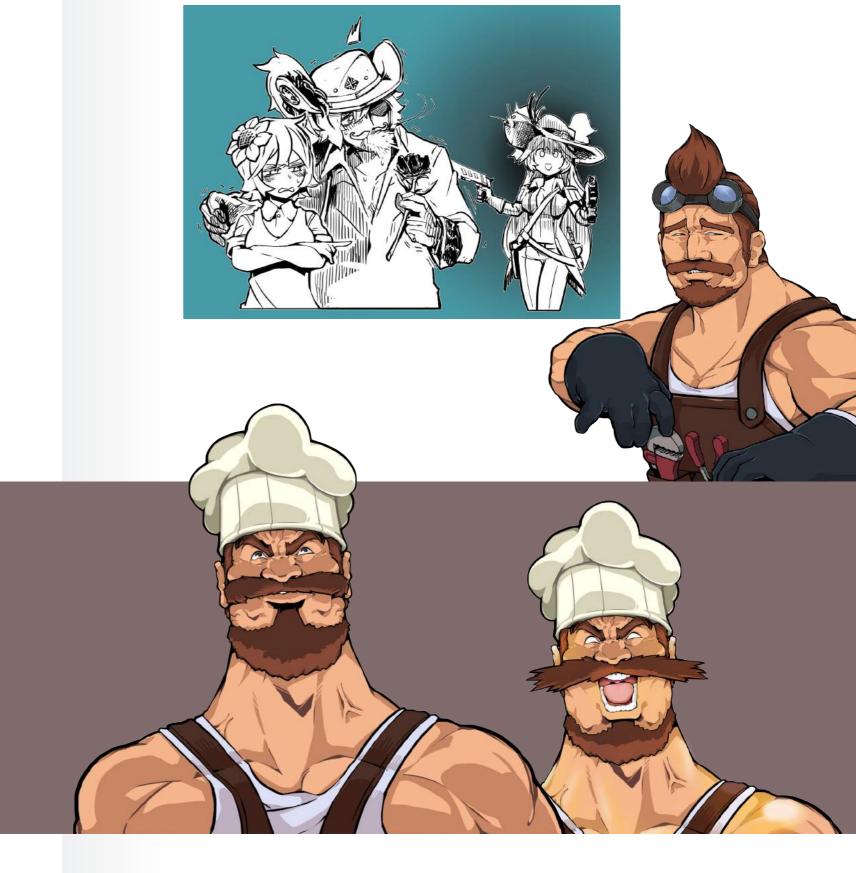
The Art of CQ | 234-235 |









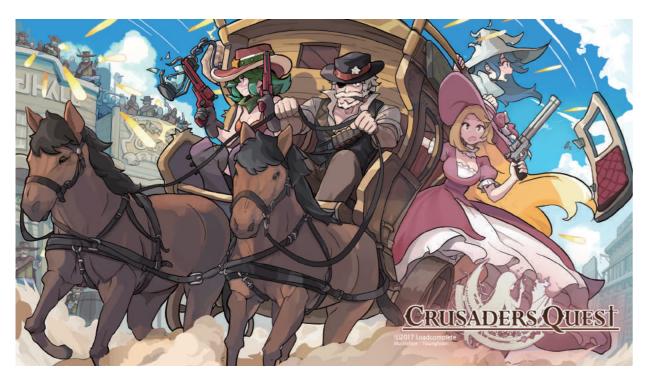


CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 238-239











- ❖ Content Strategy Team Producer & Illustrator
- 🕈 Illustrations for promotion, artwork support for the new game prototype
- '人'

























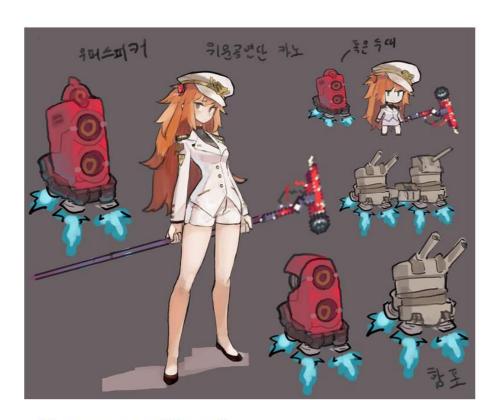
























CQ 3rd Anniversary Official Fanbook









CQ 3rd Anniversary Official Fanbook









CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 256-257

























CQ SId Allilli







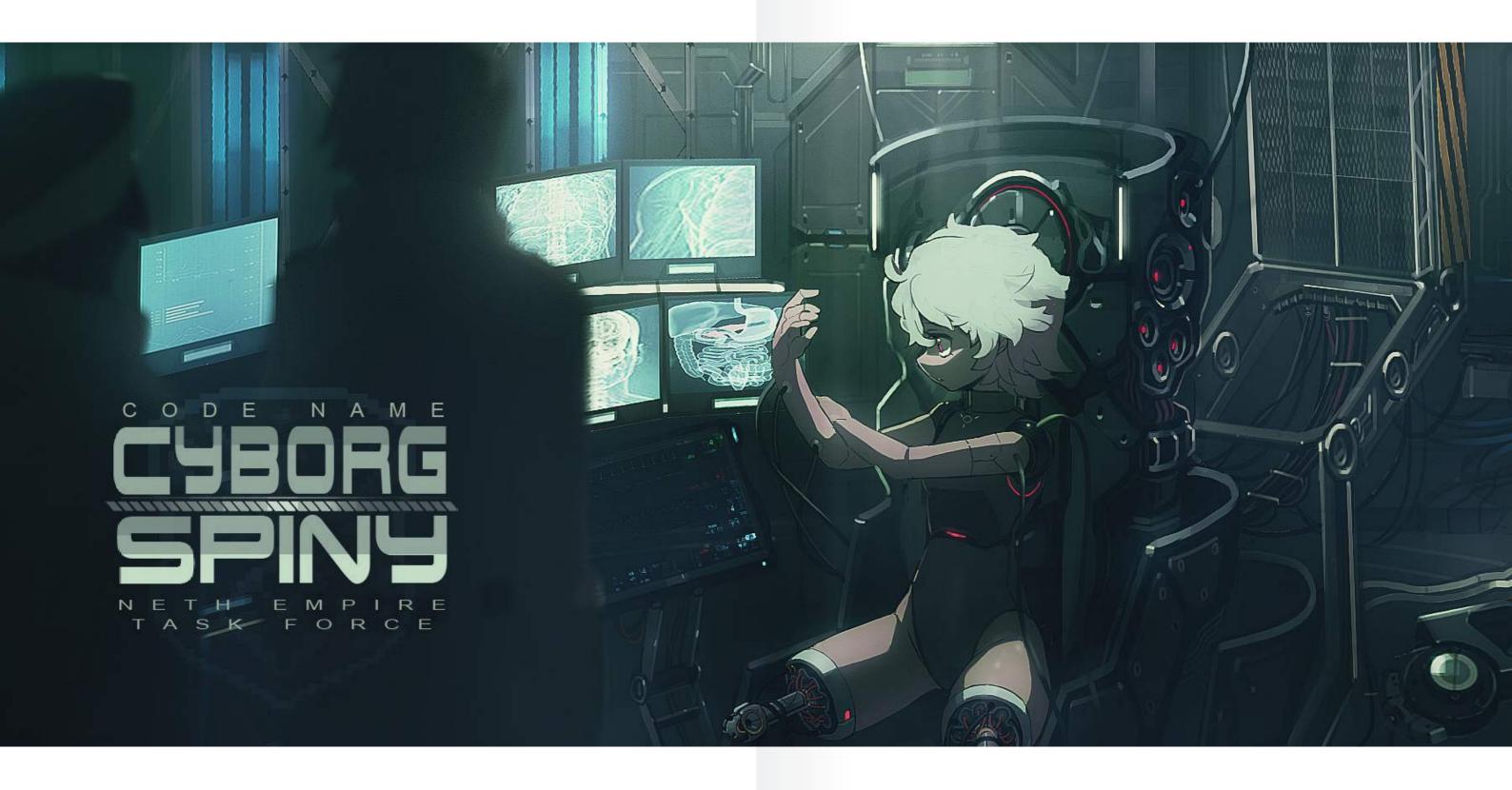




CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 266-267





Baekgom

白熊/WHITE BEAR

- **♦** Content Strategy Team Illustrator
- ♦ Illustrations for promotion, artwork support for the new game prototype
- Wanna draw illustrations telling a story!











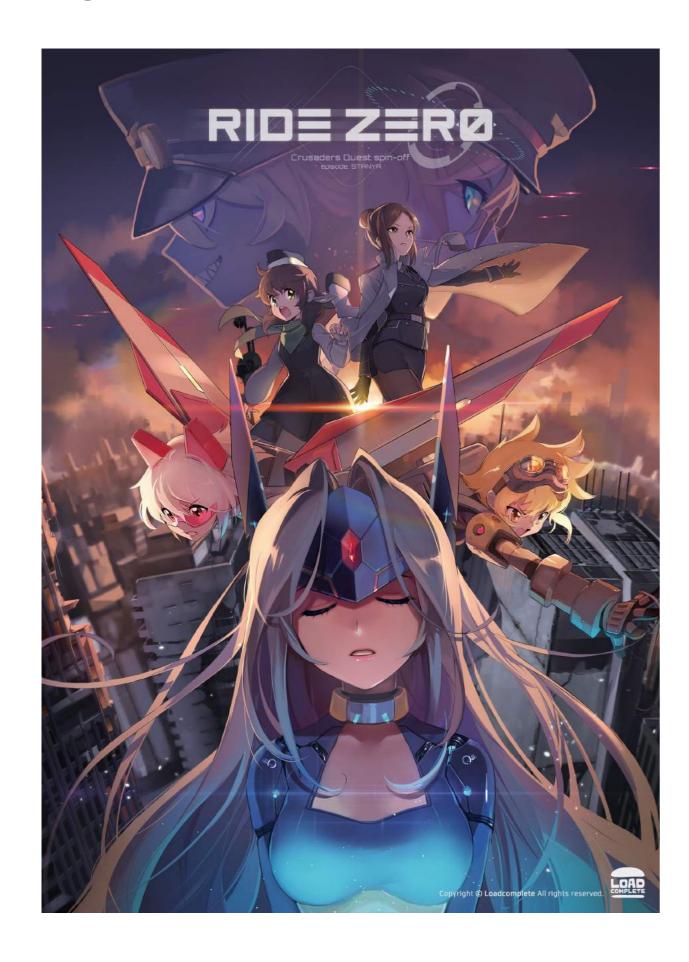






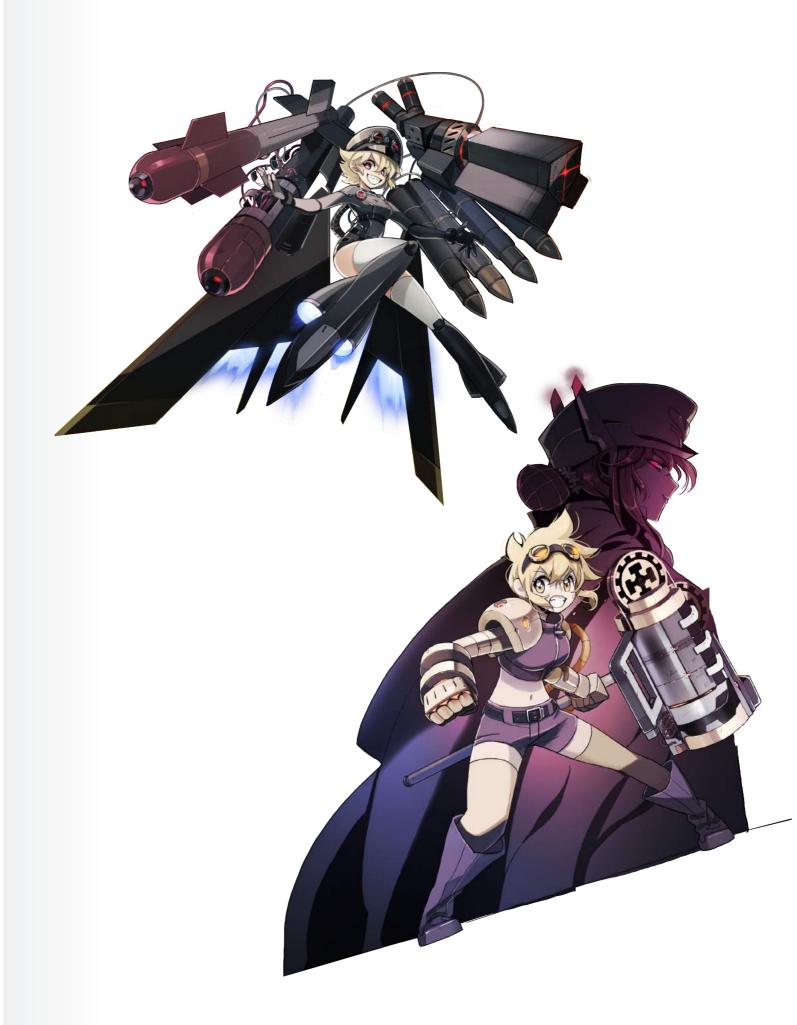












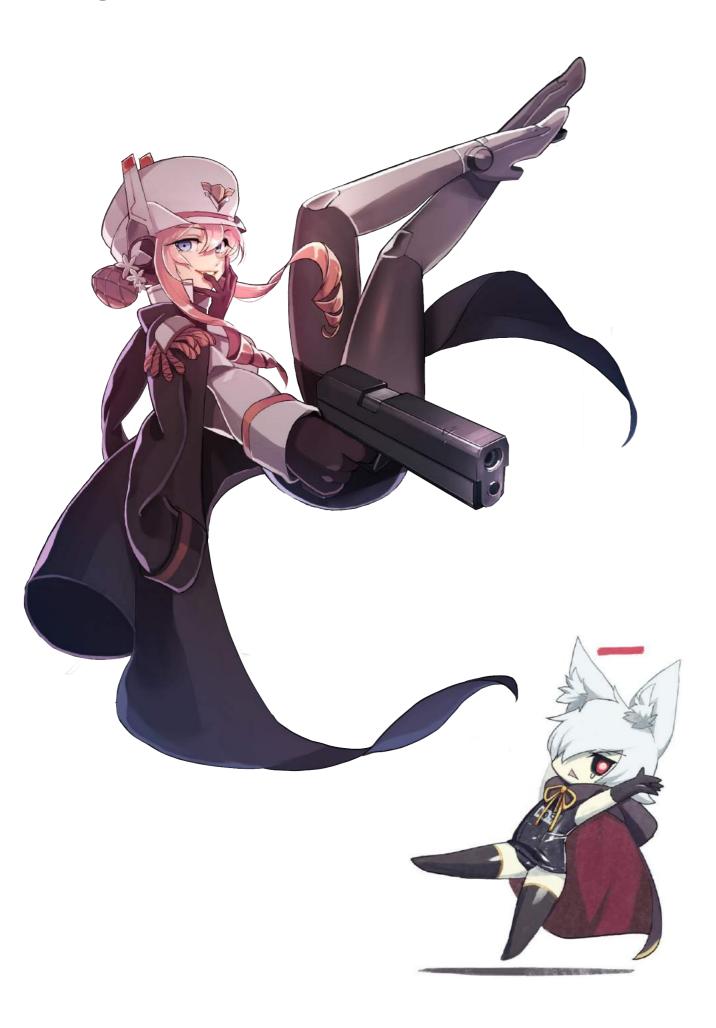








The Art of CQ | 280-281 |











The Art of CQ | 286-287 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook





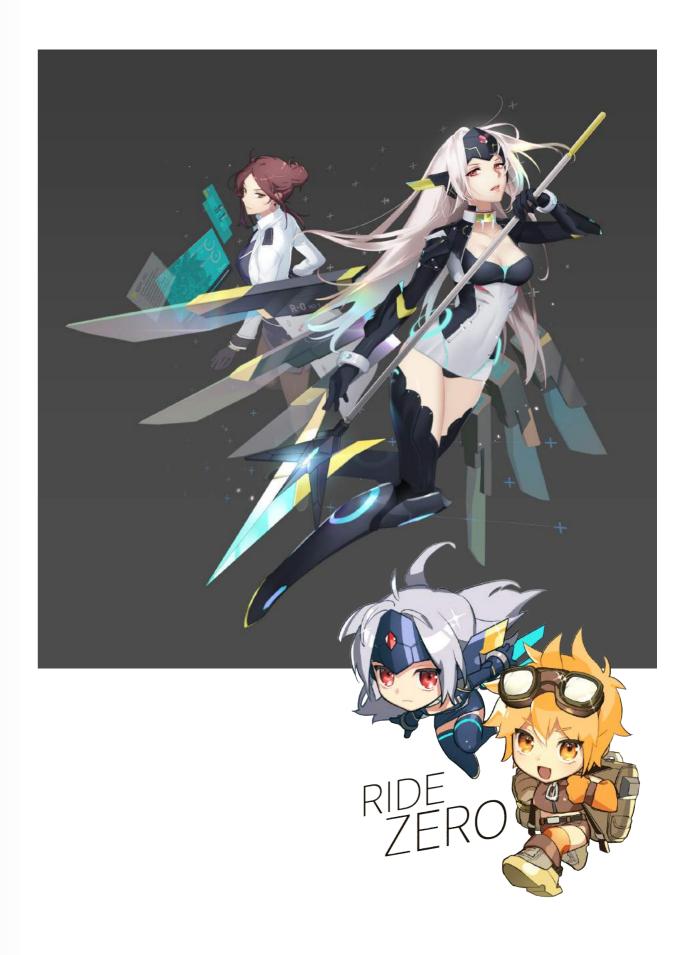


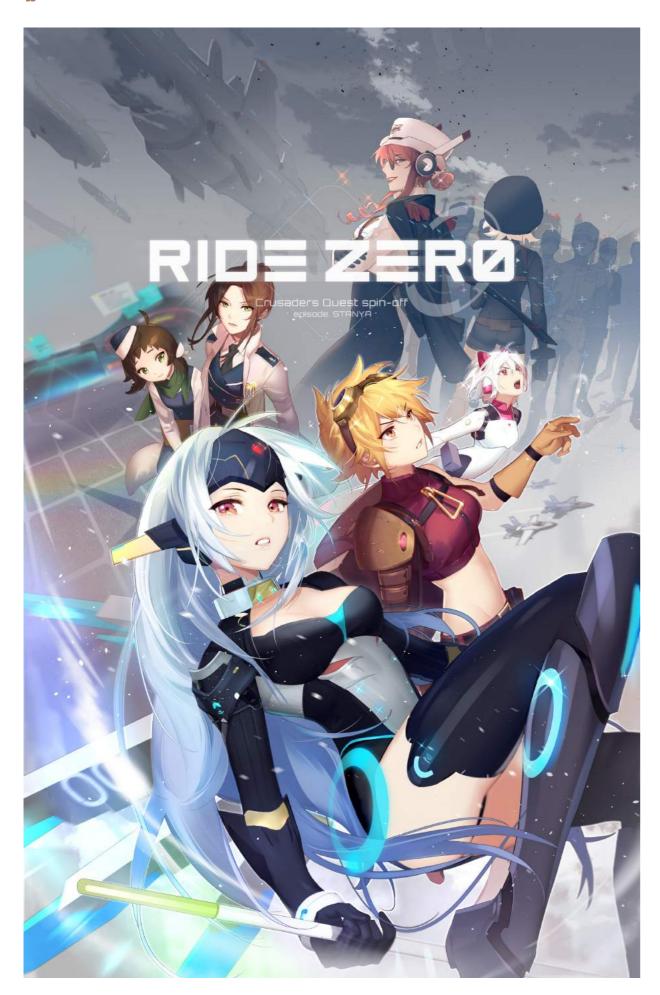
JJU JJU

- Content Strategy Team Illustrator
 Project RZ in-game illustrations, illustrations for promotion
- l love Roland.

















JJU | JJU









CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 298-299 |

CRUSADERS QUEST

3rd Anniversary Gallery



Introducing fan art that Crusaders sent for the 3rd Anniversary of CQ!



NonEro



IXPrince

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 300-301 |



BLACKMEAW







Taesvny

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 302-303 |





CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 304-305 |



Hankkwo



방댕팡팡



Kailera



梅利奥达司

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 306-307 |



cLime



코코섬치킨



ajsvwvs



BinExB

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 308-309 |



EJAMI



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 310-311 |



鳳梨罐頭

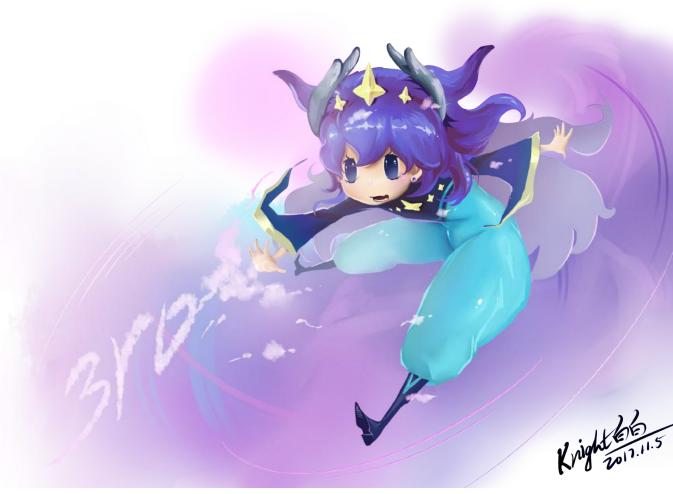












Knight白白

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 312-313





Hengark

Garand: 03330350050

djdjdj31

あみら



2013019349





Chickkkk

The Art of CQ | 314-315 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook





리오레우스

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 316-317 |



SlimeMaou



Octoto

祝3周年!



キングしゅーぞー



大爬虫



HOTPINK

The Art of CQ | 318-319 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook

















minjuice



한창훈 # 여자사람칭구 # 명예CQ인



Seasilve # 계좌번호 #マメルちゃま

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 320-321 |

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 322-323 |



우주크퀘짱짱



Bernadeath



Canicula



근육맛사탕



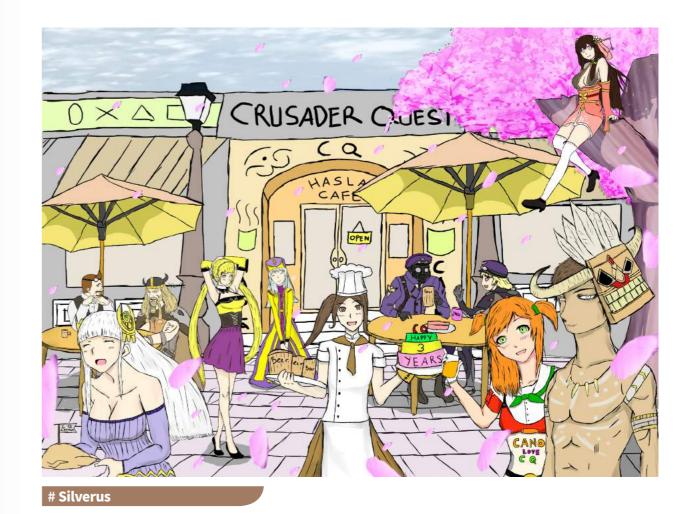
MOFAli

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 324-325 |





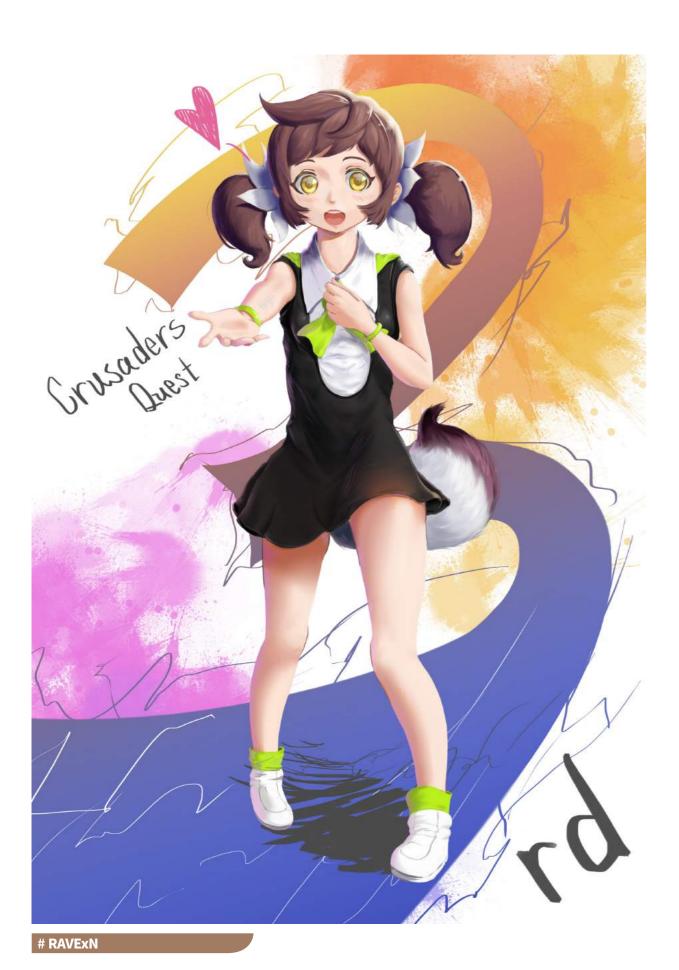




CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 326-327 |





ZolyKana



SIROAP



#티거이



TheEggCake



楠木爱丽丝

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 328-329 |









CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 330-331 |

CRUSADERS QUEST

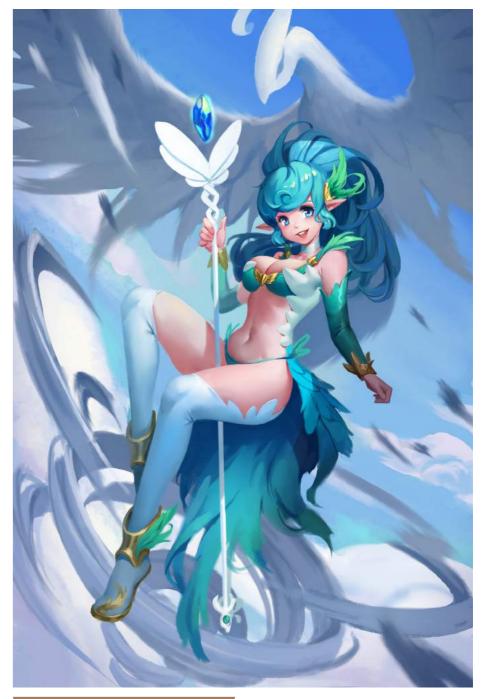
Hasla Gallery



Stories of Hasla drawn by Crusaders: what stories are waiting to be told?



Wengw

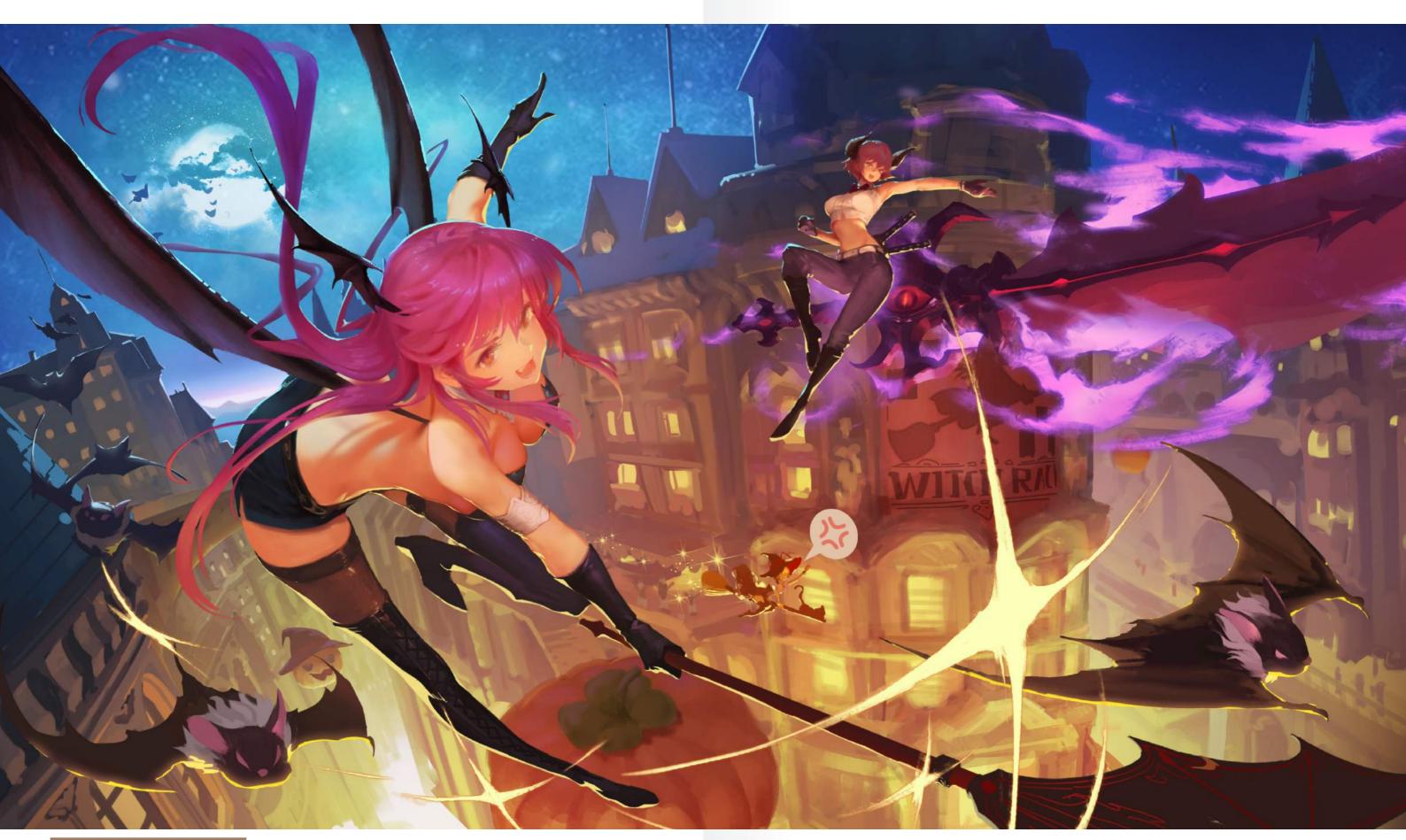


贾巴塞亚

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 332-333 |



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 334-335 |



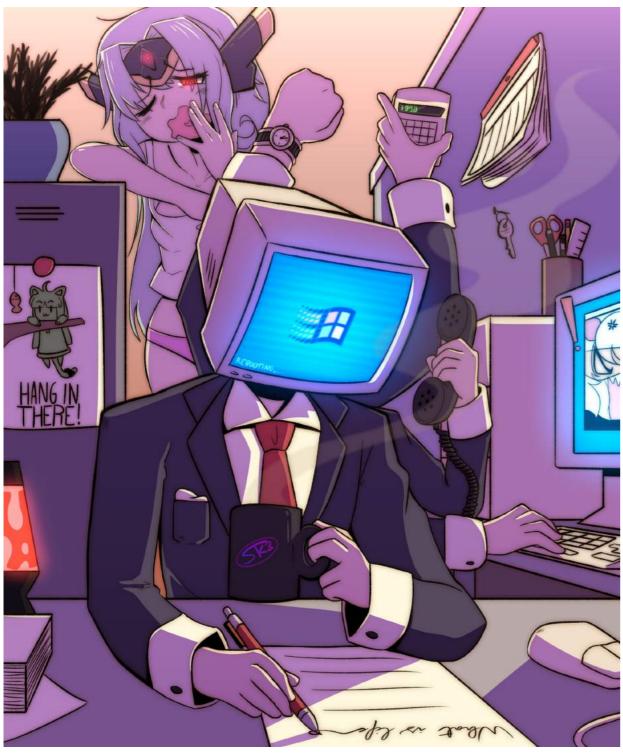
apsupper



iFroxen

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 336-337 |



soul8



もやしっく

CQ 3rd Anniversary Official Fanbook

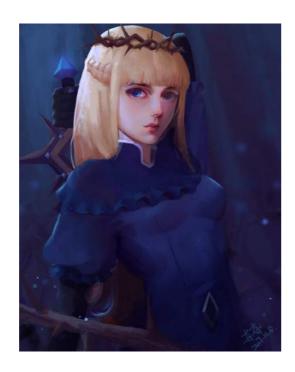
CQ 3rd Anniversary Official Fanbook

The Art of CQ | 338-339 |

추수









jorederni



Aeryan

The Art of CQ | 340-341 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook

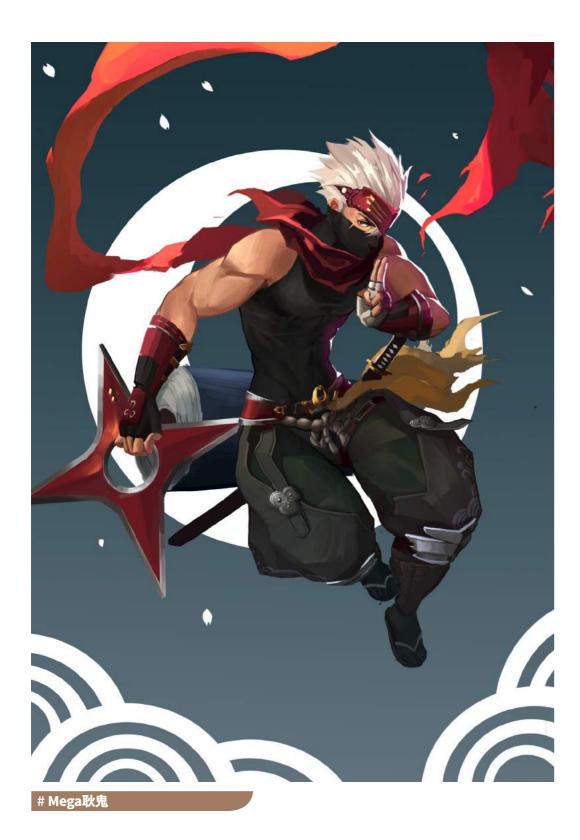


콜로서쓰

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 3rd Anniversary Official Fanbook





PekiaCyunn

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 344-345 |



콜로서쓰



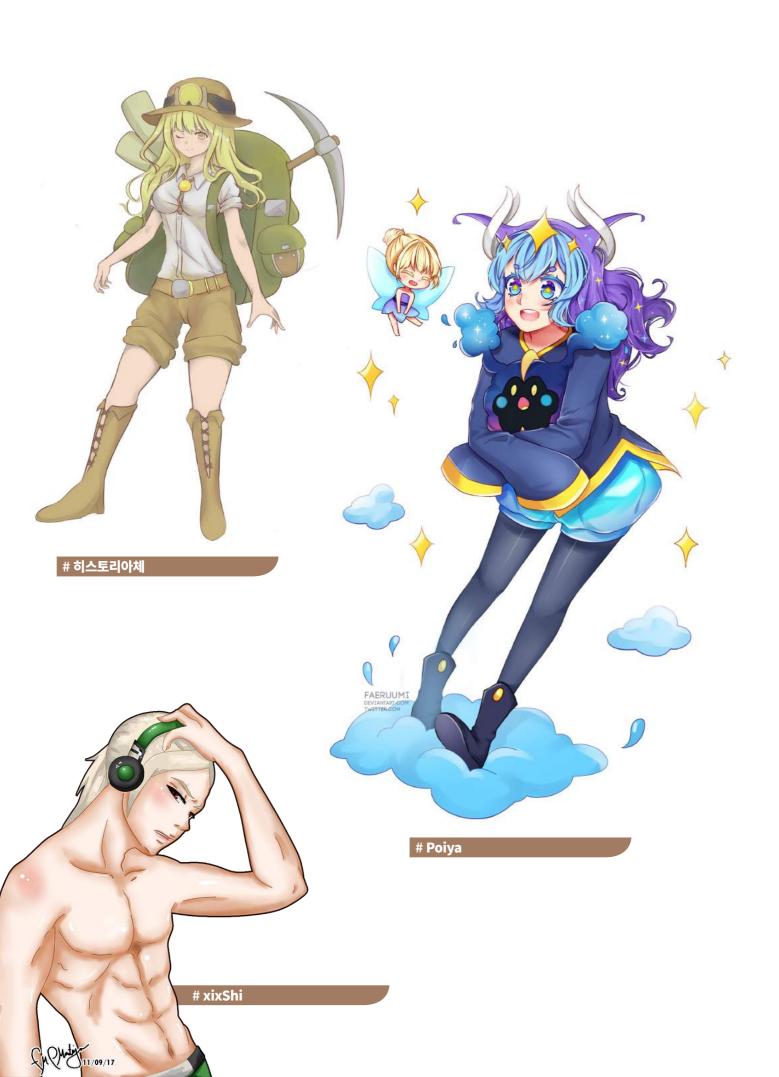
ldld2

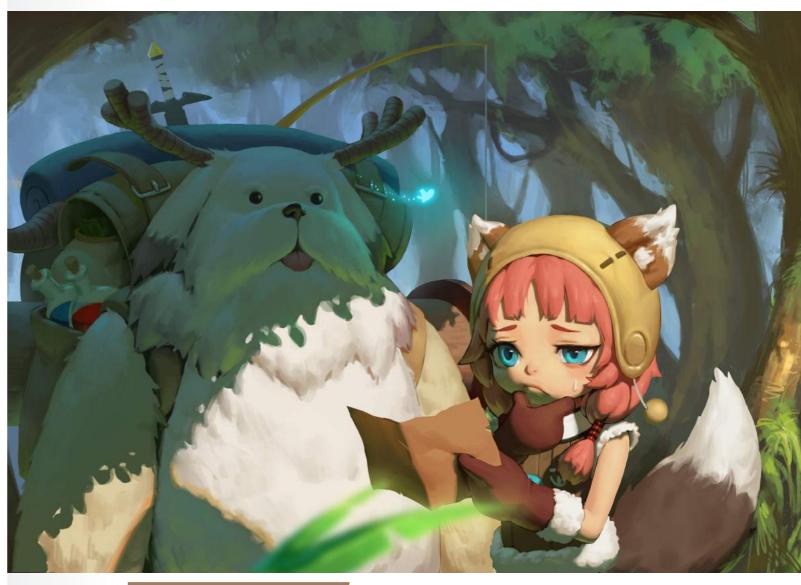


CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 346-347 |





bibibi5257

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 348-349 |

리엘로프















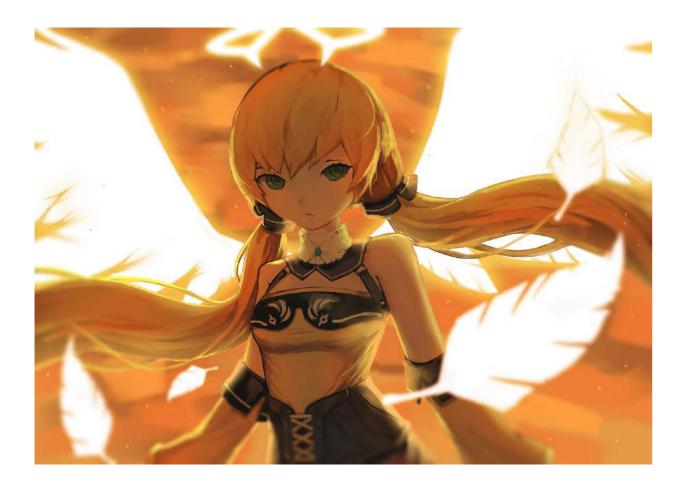




CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 350-351 |





小黑黑黑



CQ 3rd Anniversary Official Fanbook



suiwa82



pensioner

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 354-355 |



もち麦



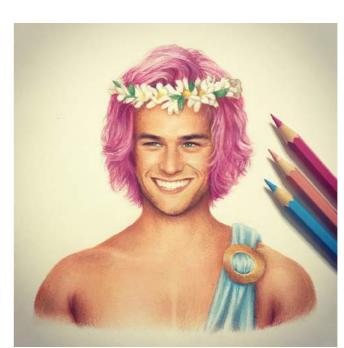
wolf0w0



Billybkcase



Ш 15



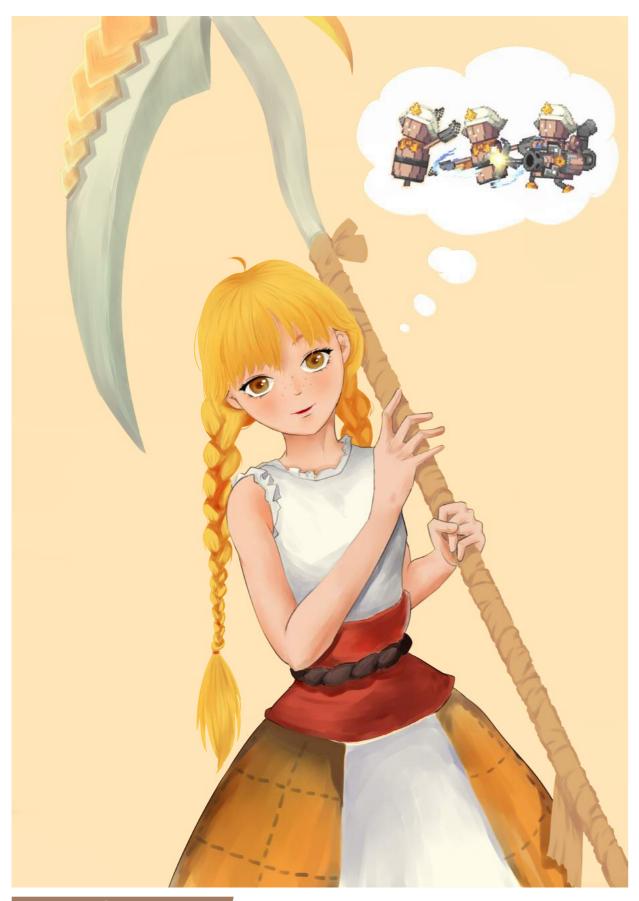
Moykie



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

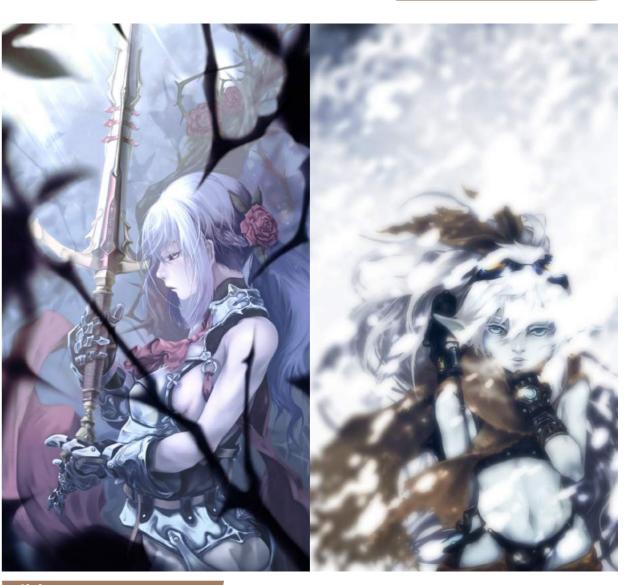
The Art of CQ 356-357



Frozenwood



BonBoy



#하미

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 358-359 |





欧洲Fish



lalalai21119



lfl



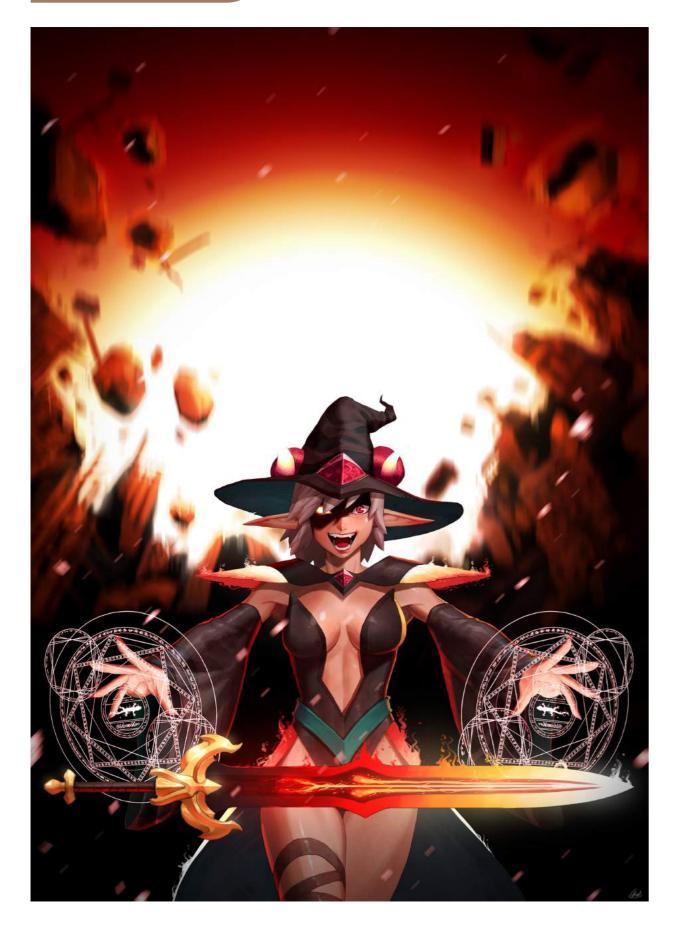
피니언

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 360-361 |

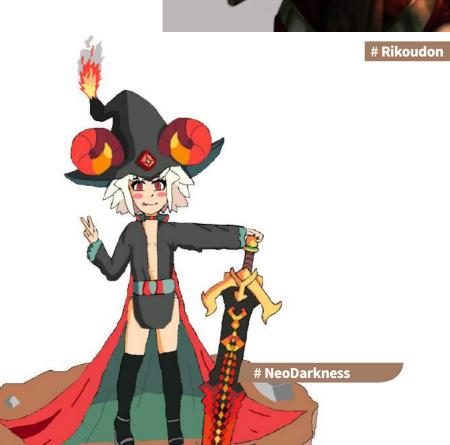
피난동선





The Art of CQ | 362-363 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook









Byzantea

밤준



まさょちゃん

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 364-365 |

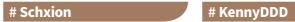


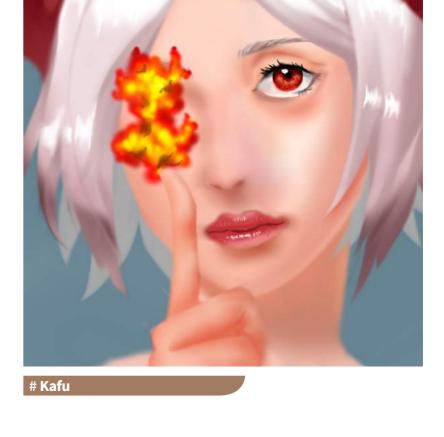
Marlboyo













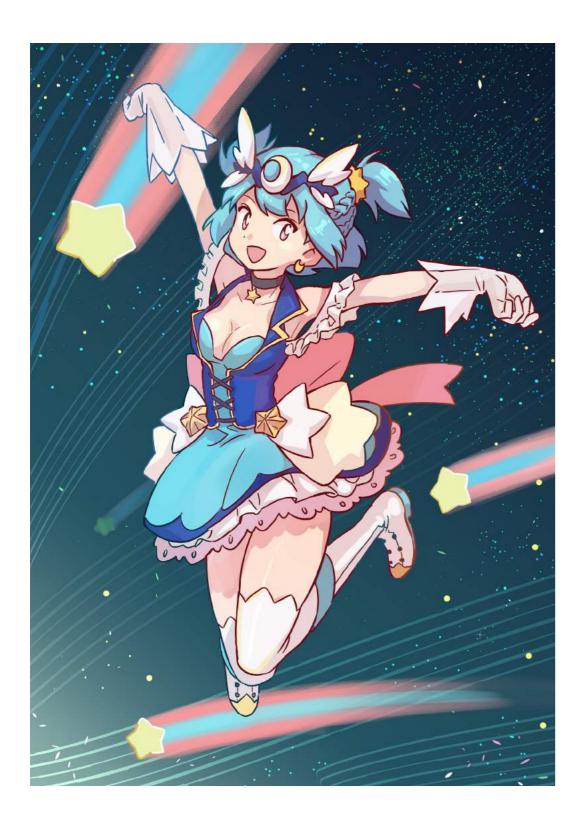
#飛鷄

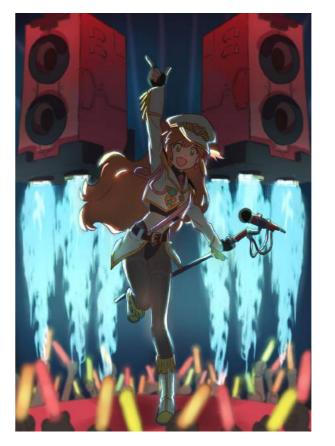
CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 366-367 |

少女必须平胸









CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 368-369 |



Soarling





OSoulEater

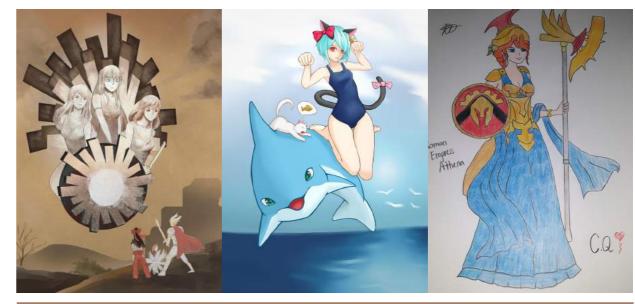
Saarja



Violet92

Seriasu

qqwere



Sashiki

ss60214

RenMon

The Art of CQ | 370-371| CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook

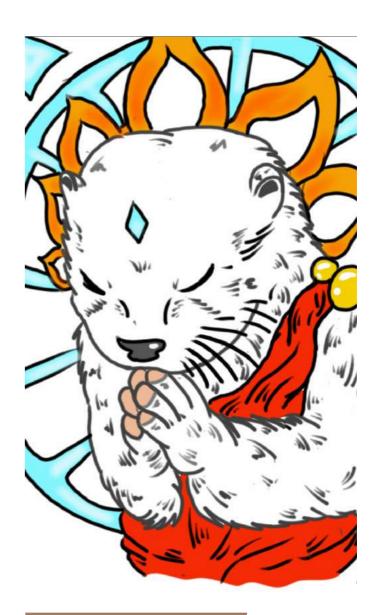


#迪奥不懒惰





폴아웃



숙청을들거라







CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 372-373 |









kios

CQ 3rd Anniversary Official Fanbook

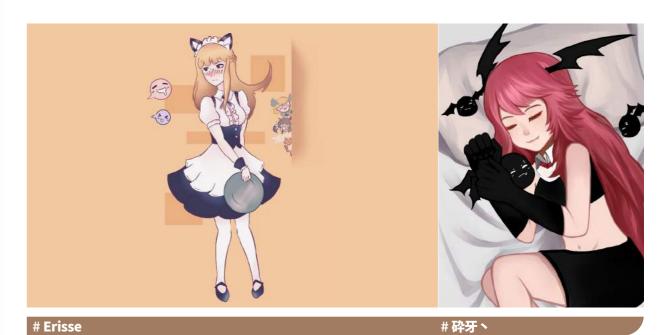
CQ 3rd Anniversary Official Fanbook

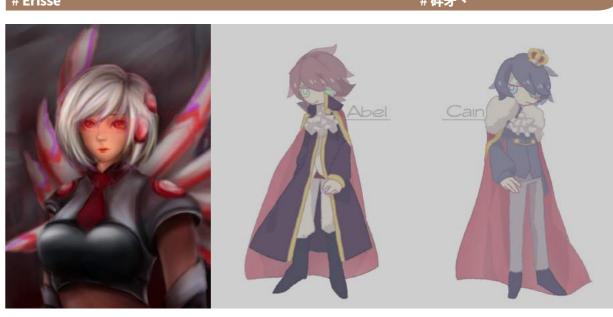
The Art of CQ | 374-375 |





누타만







CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 376-377 |

INKrin

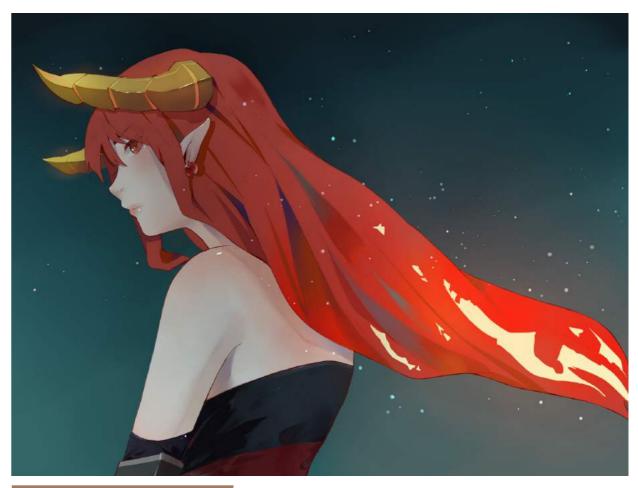








Oswald01

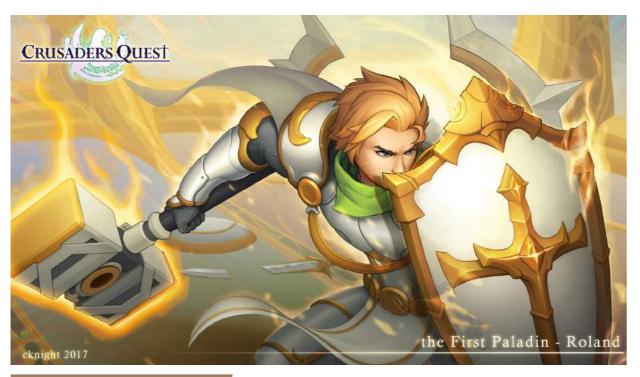


非洲大天王

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 378-379 |



pants战神



도짱파와



Ariverw

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 380-381 |







Espr

#夏目十一

tantan032





액로리레이터

#月野仙人

SweeGC



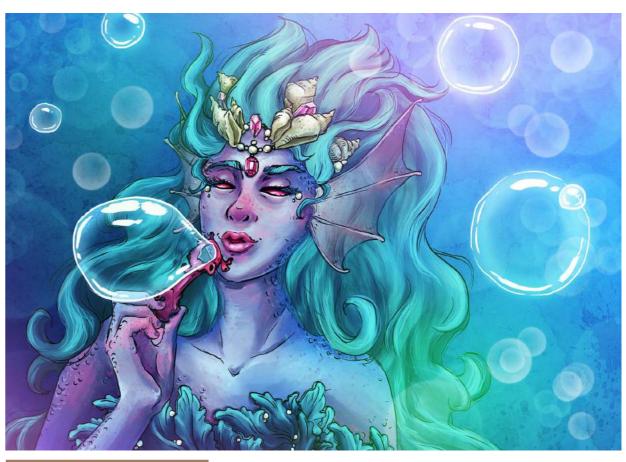




VinoB # 梓喵狠H



#ソウマ



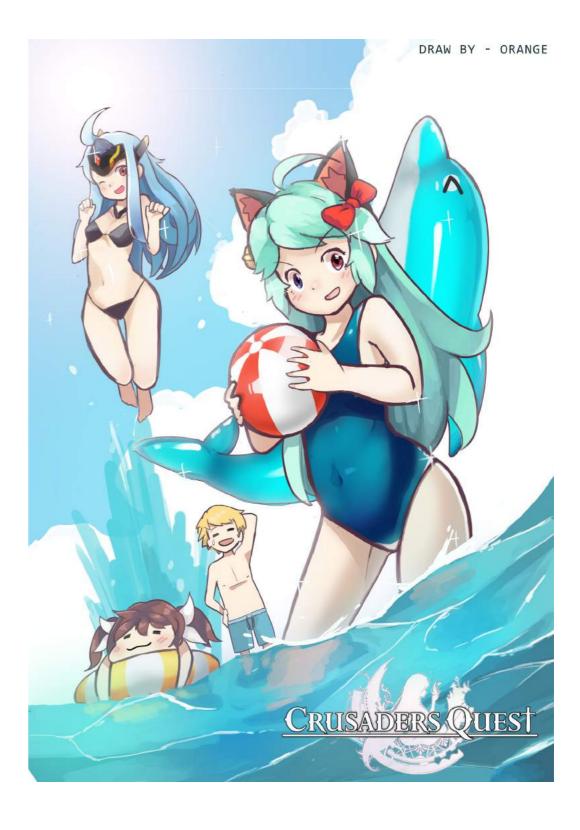
cevier

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 382-383 |

보리쨘





CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 384-385 |





난쟁이홉고블린





本地亚瑟王

#阿里去去



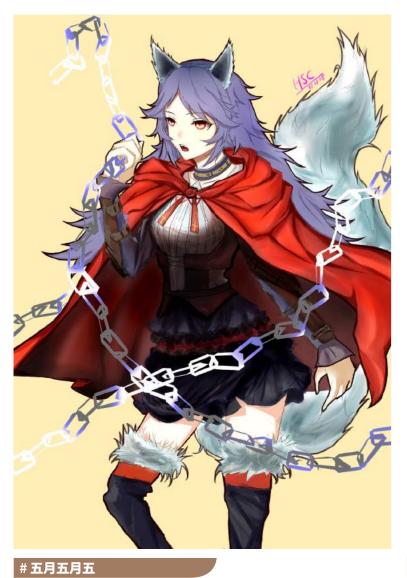
마늘

Marjerine

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 386-387 |









mawiny





Militter

Cunxinh12

ogel02



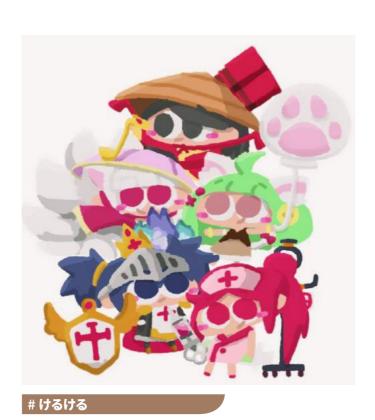
CQ 3rd Anniversary Official Fanbook

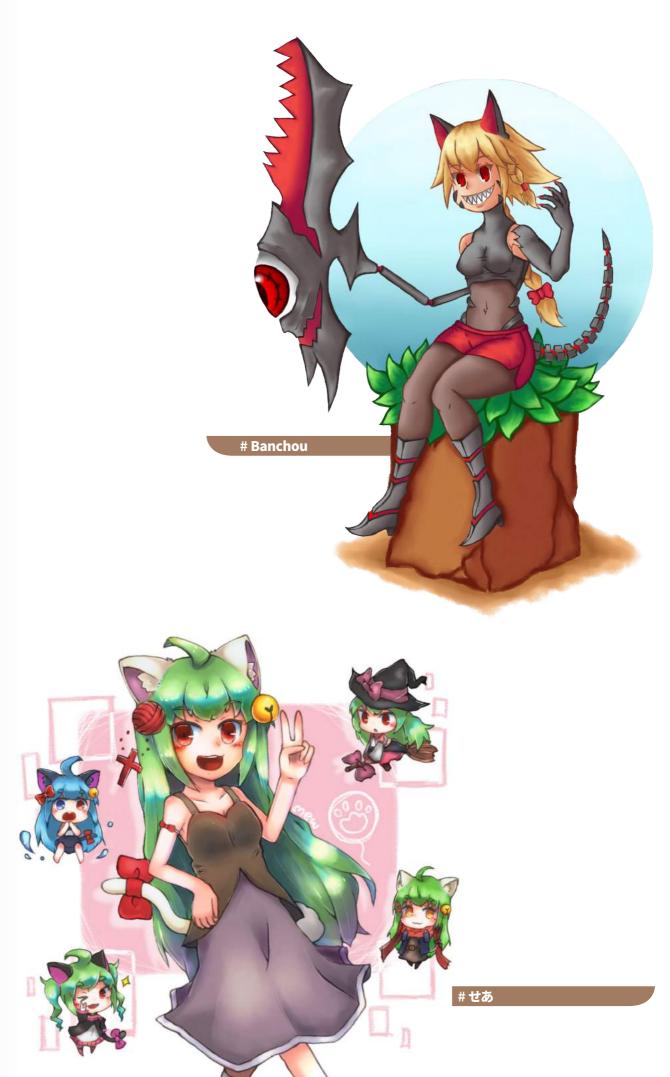
CQ 3rd Anniversary Official Fanbook

The Art of CQ | 388-389 |









CQ 3rd Anniversary Official Fanbook

The Art of CQ | 390-391 |







H200



CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 392-393 |











레온을위해서



波士可多拉

홍당무o중장

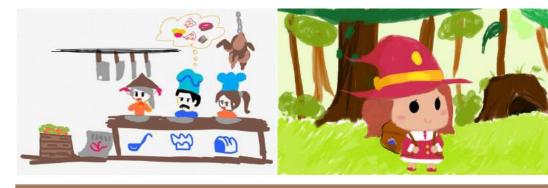
CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 394-395 |







Superlady # Swago1o



Insanex



JSyuen

amubawrnaw21

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ | 396-397 |





李面李面 人



初音



민들레소녀



히드라양

CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

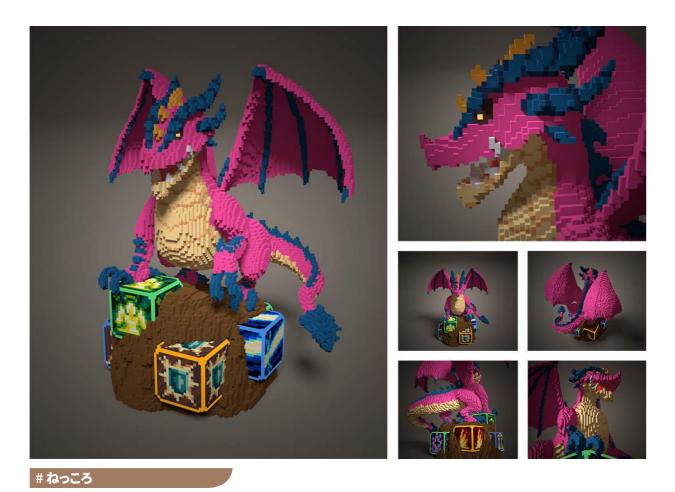
The Art of CQ 398-399

CRUSADERS QUEST

Crafts Gallery



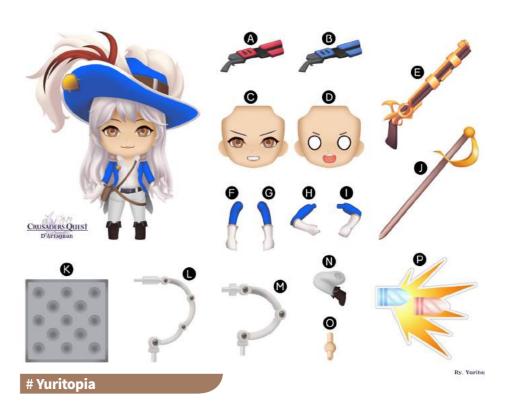
Meet the world of Hasla beyond the screen, crafted by our dextrous Crusaders.



The Art of CQ 1



にしいたけ



CQ 3rd Anniversary Official Fanbook

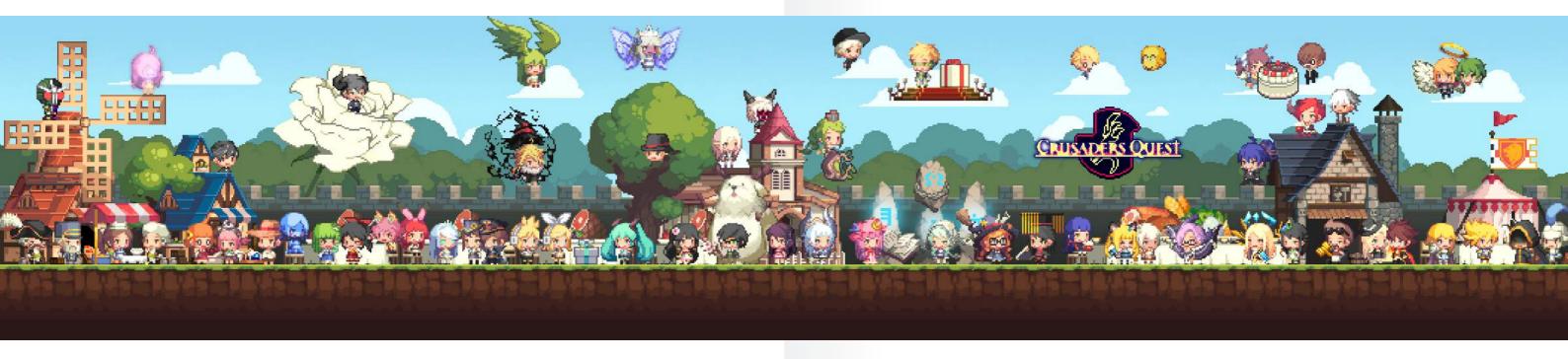
CQ 3rd Anniversary Official Fanbook

The Art of CQ 400-401

叶风K







CQ 3rd Anniversary Official Fanbook

The Art of CQ 402-403

没人看名字











驿桥听雨落

黒サッバス

The Art of CQ | 404-405 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook





파열의1인형



沢木霓裳

CQ 3rd Anniversary Official Fanbook

CRUSADERS QUEST

Cosplay Gallery



CQ characters who came out from the screen





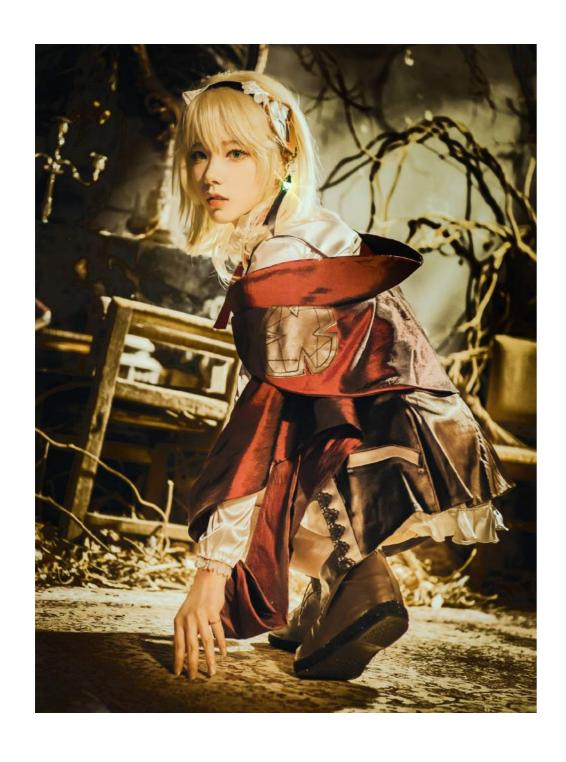
The Art of CQ | 406-407 |













The Art of CQ | 412-413 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook

CRUSADERS QUEST

Products Gallery



The official products of CQ in 2016/2017









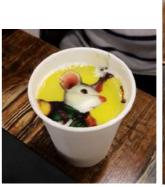










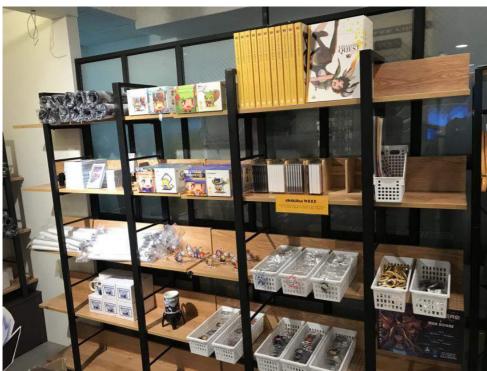




CQ 3rd Anniversary Official Fanbook

The Art of CQ | 414-415 |











CQ 3rd Anniversary Official Fanbook

The Art of CQ | 416-417 |

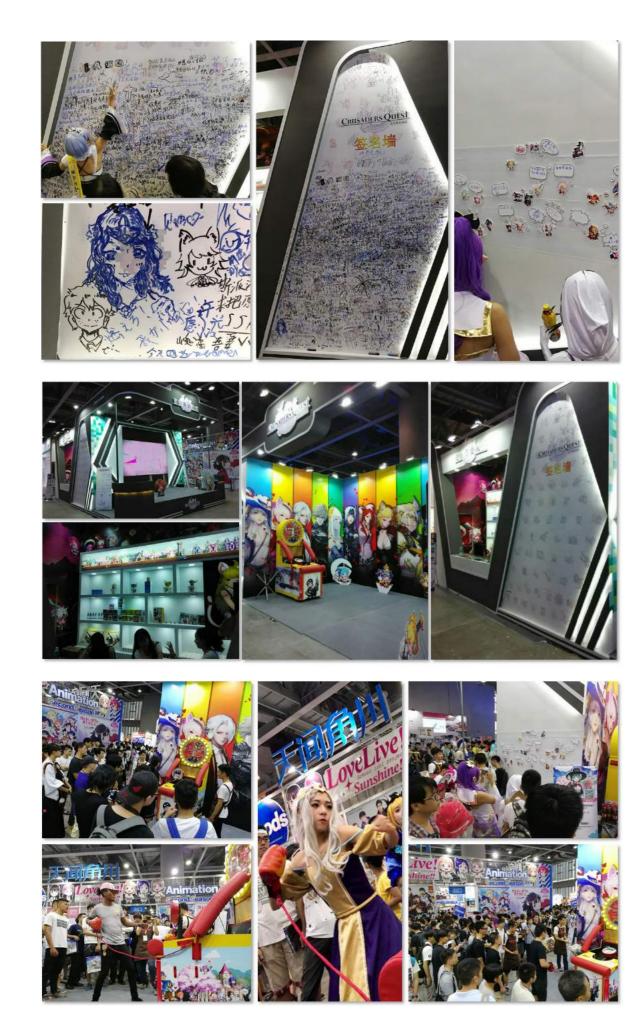








The Art of CQ | 418-419 | CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook











CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 420-421

















CQ 3rd Anniversary Official Fanbook

CQ 3rd Anniversary Official Fanbook

The Art of CQ 422-423



It truly feels like our first Fanbook was made just yesterday, but we are already on our 2nd one. Time truly flies when having fun!

We may all be from different places and separated, but we're all one big family brought together by our love for <Crusaders Quest>. So, we wanted to connect all of us through this Fanbook.

We are so thankful to have journeyed together in Hasla with our Heroes, Goddesses, Champions, and most of all, our Fans. Through the good times and the bad, you've stayed with us and words cannot begin to describe how our proud we are to know and be around such amazing people like YOU.

We hope to continue to be a force of joy and delight in your lives through <Crusaders Quest> now and forever, as we build toward a peaceful Hasla!

We love you and appreciate you.

- < Crusaders Quest > Team

CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook

2주년 팬북 출시가 엊그제 같은데 어느덧 1년이 흘러, 3주년 팬북을 선보일 수 있다는 것에 감회가 새롭습니다.

〈크루세이더 퀘스트〉라는 한 가지 관심사로 모여 다양한 이야기를 만들어가는 단장님들께 보답하고, 또 다른 추억과 즐거움을 느끼시길 바라며 팬북을 준비했습니다.

용사와 여신, 챔피언과 함께 하슬라 대륙을 구하고 다른 단장님들과 실력을 겨루며 다양한 추억을 쌓는 단장님들을 보며저희도 함께 웃고, 울고, 죄송하고, 감사했습니다.

내년, 그리고 앞으로도 계속 용사 단장님들께 유쾌한 즐거움을 선사할 수 있는 〈크루세이더 퀘스트〉를 만들어가고 싶습니다.

언제나 고맙고 또 사랑합니다.

- 〈크루세이더 퀘스트〉 개발팀 일동

2周年粉丝纪念册的出版就像在昨天,转眼间一年过去了,本次可以出版3周年粉丝纪念册有种莫名的感触。

为了感谢团长们一直以来, 对《克鲁赛德战记》的支持与喜爱, 因此我们准备了粉丝纪念册, 希望给团长之间可以共享美好的冒险回忆。

看着团长们和勇士、女神领主们一起拯救荷赛拉, 与其他团长展开激烈的竞争,或累计丰富多彩的回忆。 我们也会一起笑、一起哭、一起悲伤。 一直以来真的真的非常感谢团长们。

不仅明年,希望是一个各可以持续的, 给勇士团长们带来欢笑与欢乐的《克鲁赛德战记》。

非常感谢,也非常爱你们。

- 《克鲁赛德战记》开发团队

CQ 3rd Anniversary Official Fanbook CQ 3rd Anniversary Official Fanbook

2週年Fan Book感覺才出版沒多久,但轉眼間又過1年了, 能夠推出紀念3週年Fan Book,也讓我們感觸相當深。

為了感謝團長們對<克魯賽德戰記>的喜愛和製造出各種冒險故事的團長們,因此準備了Fan Book,希望能一起感受另一種回憶與歡樂。

看著英雄、女神、領主一同拯救海瑟拉大陸, 或是與其他勇士團長一起較量, 並累積出許多豐富回憶的團長們, 我們一起笑、一起哭,有時感到抱歉卻又很謝謝各位的支持。

希望明年,還有未來也可以持續的 推出帶給勇士團長們快樂的<克魯賽德戰記>。

感謝團長們,我們很愛你們。

- <克魯賽德戰記>開發組全體成員

รู้สึกเหมือนกับพวกเราเพิ่มจะทำ Fanbook ครบรอบ 2ปีไปเมื่อวานนี้เอม เวลาผ่านไปเร็วมาก เลยเนอะ และนี่ก็เป็น Fanbook ฉบับที่ 2 แล้ว สำหรับวันครบรอบ 3 ปี Crusader Quest

เราอาจจะมาจากดินแดนที่ต่างกัน อยู่คนละมุมโลก และอาจจะไม่ได้พบเจอกัน แต่เราทุกคน มา รวมเป็นครอบครัวเดียวกันได้ ด้วยความรักที่มีต่อ <Crusaders Quest> หวังว่า Fanbook ฉบับนี้จะเป็นสื่อกลางที่ทำให้พวกเราทุกคนได้รู้จักกันมากขึ้น

พวกเรารู้สึกยินดีเป็นอย่ามมากที่ได้ร่วมกันพาญภัยไปในดินแดน Hasla กับเหล่าฮีโร่ เหล่า เทพธิดา เหล่าแชมเปี้ยน และที่สำคัญที่สุด เหล่าพู้นำฮีโร่ขอมเราทุกท่าน พวกเรายิ้มไปด้วยกัน หัวเราะด้วยกัน และร้อมให้ไปด้วยกัน ขอให้ทุกคนเก็บความทรงจำดีๆนี้ไว้นะ

พวกเราตั้มใจที่จะมอบแต่ความสุขและความสนุกสนานให้แก่ทุกท่านพ่าน <Crusaders Quest> ไปโดยตลอด แล้วมาร่วมกันต่อสู้เพื่อสร้ามความสมบสุขใน Hasla ด้วยกันตลอดไป นะ

"ขอขอบคุณทุกความรักอีกครั้ม ด้วยรัก จากทีมงาน Crosader Quest CQ 3rd Anniversary Official Fanbook

[Credits]

Release Date | December 11th, 2017 Published by | Loadcomplete Co., Ltd.

Text | Boram Kim

Design & Layout | Kookhwa Lee

Dev Team Pixel Art | Jangsik Kim, Ouseok Jeong

3rd Anniversary Illustration | Minkook Han

3rd Anniversary Comic | Gorilla Mansion

Special Thanks to | All Crusaders who protect Hasla

All CQ Developers who create Hasla

All at LC who gave us warm support

All at NHN Entertainment who made this possible

© 2017 Loadcomplete Co., Ltd. all rights reserved.

- $\hbox{* This book is copyrighted material protected by copyright laws.}$
- $\hbox{* The copyrights of art printed in the following sections belong to the respective creators:}$
- $\hbox{*No part of this book may be reproduced in any form without written permission from Load complete Co., Ltd.}$