
Ultimate General: Civil War Download Mega



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About This Game

Ultimate General: Civil War is a tactical war-game. Experience the bloodiest period of U.S. history - the American Civil War of 1861-1865.

MAIN FEATURES

Full campaign: Fight in the American Civil War campaign and participate in 50+ battles from small engagements to massive battles that can last several days over hundreds of square miles of terrain. Campaign fully depends on player actions and battle results. Historical battles can also be played separately.

The game includes the following battles in the campaign:

- Battle of Aquia Creek
- Battle of Philippi
- 1st Battle of Bull Run
- Battle of Shiloh
- Battle of Gaines' Mill

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- Battle of Malvern Hill
 - 2nd Battle of Bull Run
 - Battle of Antietam
 - Battle of Fredericksburg
 - Battle of Stones River
 - Battle of Chancellorsville
 - Battle of Gettysburg
 - Battle of Chickamauga
 - Battle of Cold Harbor
 - Battle of Richmond
 - Battle of Washington
 - + 48 smaller scale battles

Army management: You are the general. You have full control over the army composition. Based on your successes and reputation you might get access to more corps, divisions and brigades. Keep your soldiers alive and they will learn to fight better, turning from green rookies to crack veterans. Lose a lot of your soldiers and you might not have enough reinforcements to deliver victories. Your reputation will suffer, army morale will drop and you will be forced to resign.

Innovative command system: You decide which level of control you want. Command every unit individually or just give them a main goal with one button click and watch if they can take that hill. Army divisions commanders can make decisions on their own and help you control the largest army. Draw a defensive line and allocated brigades will defend it like lions. Or design a deep flanking maneuver by just drawing an arrow and send the whole army to the enemy flank or the rear. Your generals will try to fulfill your orders, although "no plan survives contact with the enemy".

Officer progression: Historical unit commanders progress and become better fighters together with the player. The Officers rank up based on their units' performance, but it's war and they can be wounded or even get killed in action. New ranks open new possibilities and allow officers to lead bigger units without efficiency loss. Winning battles also opens new possibilities for you as a general, increasing skills such as reconnaissance or political influence.

Historical weapons: There is huge variety of Civil War weaponry from mass produced Enfield pattern rifles to rare Whitworths. Historical availability has also been implemented. Certain weapons can only be captured by raiding supplies or taken from the enemy on the battlefield.

Enhanced unit control: Detach skirmishers to send them to scout those hills ahead. Or merge several brigades into one bigger division if it's needed. Dismount the cavalry to become less visible to the enemy or mount for fast flanking charges and supply raids. Supplies are extremely important and you have to plan and defend the provisions otherwise the battle might end for you early.

Advanced Artificial Intelligence: You will face a strong enemy. AI will flank you, will hit your weak spots and undefended high ground, will chase and cut your supplies and will try to destroy unguarded artillery batteries. AI will use terrain and will take cover and retreat if overwhelmed.

Terrain matters: Trenches, lines, fences, houses, fields – everything can help to achieve victory, if you know how to use it.

Hills will allow you to see enemy units earlier. Rivers and bridges can become natural obstacles that will help you to defend.
Forests can help you hide your movements and flank the enemy.

Beautiful maps: We believe that modern technology allows hardcore war-games to finally stop being brown on green hexes. Hardcore, deep war games can be beautiful. In our game, every historical battle landscape is accurately hand-drawn, utilizing data from satellite and historical maps. The topography plays immense strategic role and helps to understand how battles were fought and to learn history.

Title: Ultimate General: Civil War
Genre: Indie, Simulation, Strategy
Developer:
Game-Labs
Publisher:
Game-Labs
Release Date: 14 Jul, 2017

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Minimum:

OS: Windows 7 - 32 bit

Processor: Intel i3

Memory: 2 GB RAM

Graphics: 512Mb VRAM, Minimum 1366x768 resolution, Intel HD 4000 and higher, GeForce 8800 and higher, AMD Radeon X1600

DirectX: Version 9.0

Storage: 2 GB available space

English,French,German,Russian,Simplified Chinese,Japanese,Korean







The game is good fun for the first time or two but quickly devolves into a "fat-suit" fest.

While that might sound fun, and it is amusing at first, it ends up falling flat as a result. It has 24 (at the moment game modes) which add a bit of diversity into what is going on. But in nearly every game mode (mostly with the exception of catching the falling pig) the objective can be completed just by running up and using the "fat-suit" button (which bumps away opposing players). After awhile it just becomes boring running around and fat-suiting all of the time (the random power-ups add slight diffusion).

The graphics look great, and the game is certainly fun for a time or two, but it hasn't been brought back into our weekly games night. Seeing that it is in early access, I hope to see that it swaps out the fatsuit for other abilities and maybe greater diversity in game objectives (8-Bit Fiesta is a great example). But until that time, I can't really recommend it for any long-term, couch-coop enjoyment.. I dont recommend the collector's edition at all. The soundtrack is nice, but that's all.

- Skins: Really crap compared to what you can earn through gameplay.
- Soundtrack: Again, nice to have.
- Wallpapers: Nice, but the logo on them kinda ruins them.
- Portrait frames: You get 1 frame that is a lot worse than the others that you can earn through gameplay, again.
- Digital maps: A cool idea, but kinda poor execution.
- Keep decorations: You get a pretty cool statue in the Keep (the hub area), but then you remember that you used 15 euros on it, and you are all of a sudden left with a bad taste in your mouth.
- The ONE exclusive deed: What's a deed? Well, a deed is a mission with modifiers on them to make the game harder. As an example, you can get a modifier that increases the damage and health of elite enemies. As a reward for completing them, you get an extra chest. You can earn these deeds through normal gameplay via. a random drop chance in the chests you get after completing a mission. These are consumables, meaning that once they have been completed they are gone, and no this one is not special at all.

So yea, this also sucks mega\u2665\u2665\u2665\u2665\u2665

Conclusion: Don't buy. Maybe when it gets on sale and goes down to like 5 euros just for the soundtrack.. It was okay, I just didn't like the look and some mechanics. But it's not a bad game, per se. At least not in my opinion. If you like 4x, I say give it a go at least.. This is a good ww2-themed point and click adventure game. You play an SS officer who is trying to kill Hitler. You go talk to german characters and try to find those that want to kill him and use your authority (and inventory) to carry out your goal of killing him. The visuals are really good and it has ok animations and music. The voice acting is Russian-level bad. A certain secretary namde Victoria is probably the worst voice actress in the history of gaming. I wanted to stab my ears..... Anyway I still like the game and am looking forward for part 2. 8V10. Bought this part of the bundle on sale for \$3.81 as i wanted easy achievements and profile decorations but as i started playing i could see how these games can be fun for certain types of people or just bored, as for myself i'll most likely uninstall after i 100% them as i do not see myself replaying them.

That being said i did have some fun albeit a few stressful moments which cramped my hand up after awhile due to the quick reactions needed and i have a really sensitive mouse and high dpi settings, even lowering everything down screwed me up so i ended up raising everything back up and eventually completing the levels.

Would i recommend this game series? to put it plain and simple yes i do as the rewards are too great to pass up.. Before a great review, I have to say this: I was playing with an invisible mouse (and yes, I tried almost everything to fix this) and instead of giving up (because you know you don't want to) -> it gave me more of a challenge and it is doable: if you don't play full screen and you approximate your mouse point and click - you can actually get through the game pretty well. The small elevator button will take some time though, but that's okay. I am glad that Match 3 and some other options have highlights on them, if you hover over - this way you can also get an estimate on your mouse location. That said... it all led to an extra challenging gameplay, BUT it was FUN and worth it!!!

I like and super enjoy these type of games and find them interesting. This one definitely fits the category. The musicVOST is amusing as well (this includes the crisp card sound effects and spooky theme and special effects). You get to find out more of what happensVwhere you are going to escape from "you know who" (many of them). Along the way you face card battles and at times: Match 3 games. Match 3 were the hardest. They require the most luck (in my opinion V based on skill level). Sometimes

you find a pretty sticker and you feel excited! You also get a scenario with an event. I could never figure out what will happen, depending on the answer...which was great!!! And yes, lots of fun was had and will happen again.

I truly and greatly appreciate all of the games and content the Team creates. Keep it up and we will be here to enjoy it all and support ya!!!

I don't know what cons are, because even the bad can be amusing and interesting if you use your imagination.

The only thing is (apart from the invisible mouse) - I couldn't get two achievements to work: "The undo button one" and "The 12k gold one/V Zombie Broker".

Now onto more games!!!. Interesting game. Not much in gameplay except moving around a house whilst looking for paranormal activity. good indie effort.. It is a rather old game, from 2012, but it is still the classic of Call Of Duty series. The details, light and shade, soundtrak, everything is just perfect and epic for this game.

Garbage and not user friendly at all. Too many "What the hell just happened" moments. Refund requested.. Basically what I did:

started game.

new character.

punched trees.

killed all animals for stuff.

crafted what was thought to be useful.

found it all useless.

survived the night in a 9x9 hut.

daylight came.

made pickaxe.

dug.

almost died of enemies.

ran back to top.

rated game thumbs up.. Best 16 minutes ever spent in a video game.. <https://www.youtube.com/watch?v=U2hMVnRG0OU>

So I have been wanting to do a Game vid for a while but there has been nothing but a constant stream of shovelware on Steam since Emberstone. Doom came out and I was pumped but not only was the game not fun to play but when I tried to record it crashed my computer. Then I looked back and was like,. HEY I haven't played Kartong yet! I have to say I've been missing out!

So many game devs seem to forget they are building their game in VR. I Loved SVRVIVE when it came out and this Studio nailed it again. Kartong is so fun to play and so immersive! I completely forgot I was recording in many instances I was so absorbed in this game. It's basically a Pac Man Style game really where you try to get through these atmospheric cardboard mazes and collect items to battle the enemies that are roaming through the maze. I must admit I thought for some reason there was a multi player mode but alas ,.. there is not. would be fun to run around and race your friends to the end though! nudge nudge wink wink SVRVIVE studios. haha.

Graphics: At first I was pretty dissapointed until I saw the settings menu, which btw is super easy to use and navigate using motion control, and bumped up the settings and man. they are beautiful. super crisp and clear! The style of this game is just so great. you really feel like you are a tiny person in this giant maze made by some messed up kid ,.. seriously,.. this kid has issues... from the Giant roaches that scurry by you to the freaky♥♥♥♥♥teddy bears and those damn bunny things! I don't know if there are more I didn't play forever but they are certainly creepy! just a super atmosphere!

Sound: Sound is great! directional which is handy for hearing where those enemies are coming from with the spooky sounds that they make as they walk around. the music is great! kind of a creepy circus/toy store style music that plays hauntingly in the background.

Locomotion: you have the option to teleport, or walk and can play the free loco decoupled or not,.. (ahem betesda,.. WTF!?) so that is great! It is just so important for game devs to give us those options. I for one initially got sick with free loco when I first started playing VR in sept 16,. but have got my VR legs now and teleport just sucks in comparisson but I can see why it needs to be there. Just give us the option! thanks SVRVIVE! My only gripe would be that you have to stand in the little circle in the middle of your playspace or the game goes black. For room scale purposes I would love to be able to move around a bit more.

Game play: the peeps at SVRVIVE studios just nail it when it comes to VR game play. There is so much more to it than just walking and shooting. Kartong does a great job of utilizing motion controllers! You can effortlessly pick up the objects you find and items that are find in giant gift boxes all over the mazes. Also you open the boxes with either big steering wheels or turn keys that you find after killing the eneimies in the mazes. things like loading your crossbow with different types of ammo like stick pins, or lit matches, (don't forget to light you matches, haha) just feel great and natural. just another way to make you feel immersed in your game!

So in closeing, Kartong is a title you really must have in your VR Library. I does right what so many big "AAA" studios do wrong! for like 9 bucks or whatever the price is it's totally worth the money. Really I feel like this game could be easily a 25 dollar game. Do yourself a favor and download Kartong and enjoy!

. Continue?9876543210 is literally the most depressing game I've ever played. I don't mean it's just sad, or disheartening, or bad,

or deep. It's one of the only pieces of media I've ever experienced that, without fail, makes me feel worse every time I play it. I can read tragic stuff, I can watch sad movies, whatever- occasionally I might even feel teary-eyed- but only Continue? actually makes me feel actually mentally distressed.

In Continue?, you play as the data ghost of one of several failed video game characters, destined for deletion by some sort of cyberspace garbage compactor. In order to survive, you must flee through these strange recycled realms, where everybody talks in an eerie, vaguely poetic dialect of english, mixing terms of faith and hope with computer and video game terminology. Your currency is "Foo" (or possibly "fod", given the somewhat ambiguous font); your extra lives are "Spare Parts". And, most importantly, you are frequently given the choice between two options- "Lightning" and "Prayer". Every time you choose to take Prayer, you create an extra layer of defence at your next gateway town, meaning Prayer is vital to your success in the game. Every time you choose to take Lightning, you randomly destroy some of the barriers blocking your progress to the next level, making Lightning vital to your success in the game.

The game actually has a really great atmosphere- of inevitable doom and the futility of struggling further. I presume this is the intended effect, because it's actually pretty haunting. Some of the "lore", barely comprehensible as it is, actually sticks with you after playing it, the poems and the "prayers" of the NPCs you speak to genuinely some impressive alternative writing. The sound and level design also puts forward this idea, especially in the zones between certain levels.

The other thing that contributes to the feeling of dread and nihilistic despair, however, is the gameplay. In order to survive, you must collect Lightning and Prayer, and the game is utterly unforgiving. If you die without a Spare Part to revive yourself, then the game gives you a "second chance" by consuming some of the shelters you earned with Prayer. This is, essentially, just a way of making you suffer more. Losing even a few shelters will result in a game over once the storm comes. The rest of the game is a mixture of slightly janky minigames (which punish you harshly for losing, making taking part in the encounters a tense gamble) and a race against the clock to find NPCs to talk to to gain resources from. Several of the NPC interactions are basically just random chance- there are temples, for instance, which reward you for providing the right answer to an abstract and unknowable riddle. If one of the NPCs you met in this run told you the answer, then, so long as you remember it, you can pass the test and gain a large amount of Lightning or Prayer. If, however, you weren't fortunate enough to run into that NPC yet, then you have to either guess or leave, having wasted some of your very limited amount of time in the overworld before it begins randomly collapsing again.

If you're feeling charitable, you could argue that the clunky gameplay is part of the metaphor- the challenges we face are random because our lives are not designed for us to succeed in. The controls are imprecise because really, how much control do we have over our lives? Or something like that. Alternatively, your character just handles really badly because the game's a bit shoddily programmed.

As an artistic endeavour, Continue? is actually pretty impressive. It's also the most insidiously soul-destroying experience available to you on Steam, which is why I can't really recommend it. Continue? never gives you any answer or comfort about the existential dread it wields- your character is doomed, just as you are doomed, to be erased and become nothing. Some people describe something similar about Dark Souls- sorry for bringing it up- but at least in Dark Souls it's possible to at least kind of achieve something. Continue? presents a world where the player is utterly alone and totally abandoned, faced with an unfair challenge to extend their miserable existence by approximately a couple of hours if they succeed.. I know theres replayablity in this game but the lack changing content makes it not fun.

I beat the game in 30minutes on my first try (Maybe i got really lucky?)

When i beat the game all i was given was a screen that says "Again?" None of my buttons worked so i had to close the game. This game clearly has influences from the "Binding of Isaac" games.

Personal thoughts:

Good

Too easy

Great soundtrack

Was fun for the half hour I played it

Bad

Too short

Not enough content (Theres upwords of 200 sprites in the game, counting items, backgrounds, characters, and monsters)

The bottom floors feel the same as the top floors

Ideas

Differnt music for differnt floors

More varity (of floors and monsters)

Stat keeper that follows how many times you beat the game\monsters killed\gameovers

Unlockables so theres more motive to replay the game.

Good game but lacking ALOT of content

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