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About This Game

Rise of Nations

Rise of Nations is a real-time strategy game that spans all history.

Start with a single city in the Ancient Age; gather resources; build an infrastructure; research technologies; construct Wonders of the World such as the Pyramids and the Eiffel Tower; and expand your military might across the world, conquering hostile nations with bombers, battleships, and tanks—all over your lunch hour!

In Rise of Nations there are:

- 18 Nations—each with special abilities and unique military units.
- Over a hundred military units operating on the ground, sea, and air— from Hoplites to Frigates to Helicopters.
- Over two dozen buildings with upgrades and technologies that will take your nation from a small City to an Information Age society.
- 14 Wonders of the World—the Terra Cotta Army, the Taj Mahal, the Eiffel Tower. Each gives your nation special bonuses.
- More than a dozen map types, ranging from the Amazon Rainforest to the Himalayas to the Nile Delta.

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- Conquer the World campaign—a linked series of dozens of scenarios.

The Extended Edition includes:

- Rise of Nations
- Rise of Nations: Thrones and Patriots

New in the Extended Edition:

- Improved Visuals
 - Improved water
 - Improved textures
 - Full-screen anti-aliasing
- Full Steamworks Integration
 - Multiplayer with ranked matches (ELO)
 - Achievements
 - Trading Cards
 - Cloud saves

Title: Rise of Nations: Extended Edition

Genre: Simulation, Strategy

Developer:

SkyBox Labs, Big Huge Games

Publisher:

Xbox Game Studios

Release Date: 12 Jun, 2014

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Minimum:

OS: Windows Vista, 7, 8.1+

Processor: 1.6

Memory: 1 GB RAM

Graphics: Direct X 10+ Capable GPU

DirectX: Version 10

Storage: 3 GB available space

Sound Card: Direct X Compatible Sound Card

Additional Notes: GPU at least (Integrated HD 3000, 8600GT, etc)

English,French,Italian,German







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Didn't work at first but, it is working correctly now thanks to Ysopet.. Save the Dodos is a modern Lemmings game with dodos! Use the mouse to swap the terrain around and make sure all your derpy dodos reach the exit safely without getting killed. The game has 100 levels to complete.

I'm quite impressed by the game! The terrain is divided in smaller squares. You use the mouse to swap the terrain both horizontal and vertical. The levels get more challenging as you move on, but some levels have some clever loopholes that make them very easy once you figured it out. You start with just the standard dodo, but as you move on you'll unlock different dodos that have some unique ability compared to the original one. This can make a level extra easy or hard (depending on what youre trying to do).

This game can get a bit bugged sometimes (frozen screen or multiple background sounds playing at once). But nothing a quick restart can't fix! The Steam Overlay doesn't seem to be working either, which means no screenshots to share on Steam sadly.. This is an addictive little trading game, and right now the price is screaming "buy me" :)

Ok, so the gist of it is buy low, sell high, protect your stuff from bandits and zombies.

This game isn't for everyone, as the trading system has a little minigame based on timing that may be difficult for some. When the trade begins, a circle appears... a marker flies around the circle, and you have to stop it within a certain area for a "success". This is repeated as many times as discerned by the "trade difficulty", a number set by your pricing offer on said trade.. I myself am not that great at the minigame, so I stay at difficulty 2.. and find that I make enough profit to get by.

Also, at the time I am writing this, there is a game breaking bug or two in the game that leads to crashes... mostly they're avoidable if you're aware of them, but they're annoying nonetheless. However, there was swift response from the developer on them, he seems to have a good idea whats wrong, and I'm hoping the bugs will be fixed rather soon after the holidays. I'll try to remember to edit this review once they're fixed.

Anyway, once the major bugs are fixed, this game is definitely worth a buy for its low price.

For now, I'm going to give a thumbs up, in the belief that the bugs will be fixed soon. Again, I'll try to remember to come back and edit this review if that ends up not being the case.. Super fun game. One of the things that I really enjoyed about it was figuring out which abilities matched my playstyle the best and choosing to upgrade them. I think the game would be too easy with shortcut keys, so that's why they aren't there.. Right now only the bare basics are there but I'm very interested about where this is gonna go. It has some already great city building mechanics and some potential defense and battle mechanics that I feel are similar to stronghold crusader. Looking forward to more.. Though overall nicely drawn, the hidden object puzzles are a pain in the ****. Some items can't be found because they are either obscured by an other item or just too plain dark/mushy/otherwise unrecognizable. It lacks voice acting and in my opinion lacks some atmosphere, not really recommended as is.... Cheap DLC is best DLC.. The game keeps crashing, I was really excited to play but I keep getting crash reports and I dont know what to do about it. (Edit) It says the game has no graphics so it keeps crashing

Great game! All the level are different enough to feel fresh everytime. The game provide a good challenge and isnt unfair. Good music and good time playing it!. only brought it cause of 50% off. What happens when you throw Rare, Shiny, The Evil Dead, The Residents, and the hillbilly Midwest (Colorado?) into a sausage maker and wrap it with Tim Shafer's intestines then look at it through the peephole of some guy's front door in Prague? I'm assuming this game.. Nice little game to promote the main one. Has 4 levels, all of which are pretty simple. Several puzzles, nothing too hard though.

Gameplay mostly consists of running around, collecting scrap and jumping on enemies. Final boss has a basic attack pattern only, making him very easy to beat.

Game is kinda glitchy, seems like it auto-centers camera whenever you collect some scrap, also sometimes Canny (robot your control) just drops the item he is carrying.

All in all, it's a decent game with easy achievements (some require you to play the game more than once and one requires to complete the game without dying or taking any damage).

You should try it if you like platformers or if you just want to know more about the story of the main game.

NeX. When I been playing Ironclads 2 War of the Pacific, I was thinking that number of ships is too low, it is too risky to lost ironclads (there are 2 maximum!) in first fight ... here we have a lot of ships, I like that, still it feels like Pacific or Caroline Island - you can't build ships or infantry, only repair or reinforce them, which is in my opinion is very close to a small conflict period.

I have to say that I played two times and I lose both) AI on map still pretty smart, on battle map I think it's improved. Lot of game moments are improved I think, most appreciated thing for me is a feature to leave battle, no more need to wait until time is over or all ships destroyed.

What I want from future games is a better infantry part, maybe it is a possible to expend harbor attacks and defences in this area.

. Relatively short and fast paced DLC that reminded me of DAI Trespasser. What I didn't know is, you can play it before finishing the main game, it's actually probably better that way as then you can use the stuff you get from it. As I said in my other reviews re. this franchise, it does run on windows 10, there are tons of posts on the forums telling you how as well as reviews. It takes less time to find out how to run the game than it does to write a \u2665\u2665\u2665\u2665\u2665y review.. TL;DR: Meadowland is an "artsy" exploration game with interesting but ultimately shallow game mechanics that rides with its dreamy expression.

Placed inside a dream, you are a faerie who can fly around and sing in the serene, mystical dreamland. What's going on? Game shows you and immediately gets to the action of finding out yourself.

User interface is minimal, only telling you how to move and how to sing. As there are no special maneuvers to attempt, the controls are sufficient for flying around: the faerie goes where you click and hold and then sings when you click the faerie.

Singing is the main thing you want to do all the time. Singing at right places (and times) induces special events like e.g. rain or flower blooming. There's also a story that only progresses when you sing at the right place at the right time. Flow of time is seen in the celestial motion but all events nevertheless happen exactly at same times each day or night.

Unfortunately "the song" gets old pretty fast. It is this echoing sigh sound and spamming it doesn't make it any better. On the other hand the music is nice enough not to be annoying but too forgettable to leave a lasting memory.

In addition to moving and singing you are only introduced to a huge book, the grimoire. It acts as both the menu (telling you e.g. that F is for fullscreen) and as the clue for progressing the story. You can read the whole (short) story at one time and then just come and refresh your memory when you are stuck and bored of exploring the world. Your job is to accomplish the story as depicted by the mysterious tome.

Story is hard to explain without spoiling it, so at simplest it could be described as a love story. Your experience may vary as it can be interpreted as a tale of companionship or longing. All the same, it only takes about an hour to figure out the story to its

end while looking for the other secrets. That is, if it works correctly for you: on my second try of playthrough I was unable to trigger the story events for whatever reason.

While not necessarily partial to the story itself, the secrets are the hidden things to try and find while exploring the dreamworld, many of them worth an achievement. In addition to its namesake, the meadows, you can find ponds, trees, a mountain, a floating island and a sea as well as a couple of celestial and atmospheric features. It's fun to see what you can do and find the various secrets of the dreamland, that is, until you have found the few there are.

There's also a mysterious puzzle that took an additional hour of my platime, because I missed it in the first playthrough. These transparent pieces are floating in the air and disappear quickly if not grabbed immediately. For me looking for the puzzle pieces was a chore because they are difficult to notice and they appear only at random times. This being my second playthrough, the progression bug prevented me from experiencing the story for another go so I was even more bored just trying to stumble upon the pieces.

Meadowland is a beautiful but short exploration game. It managed to evoke both happy and sad thoughts in me at the end in its presentation of the fleeting nature of dreams. While it's short and gets boring after a while if you can't figure out the way to progress, it's fortunately also very cheap: I'd recommend waiting for at least -50% sale and my recommendation of the game is partly based on the small price. After all, you'll probably get only 1-2 hours content of various quality out of it, less if you are not going for 100% completion.

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