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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

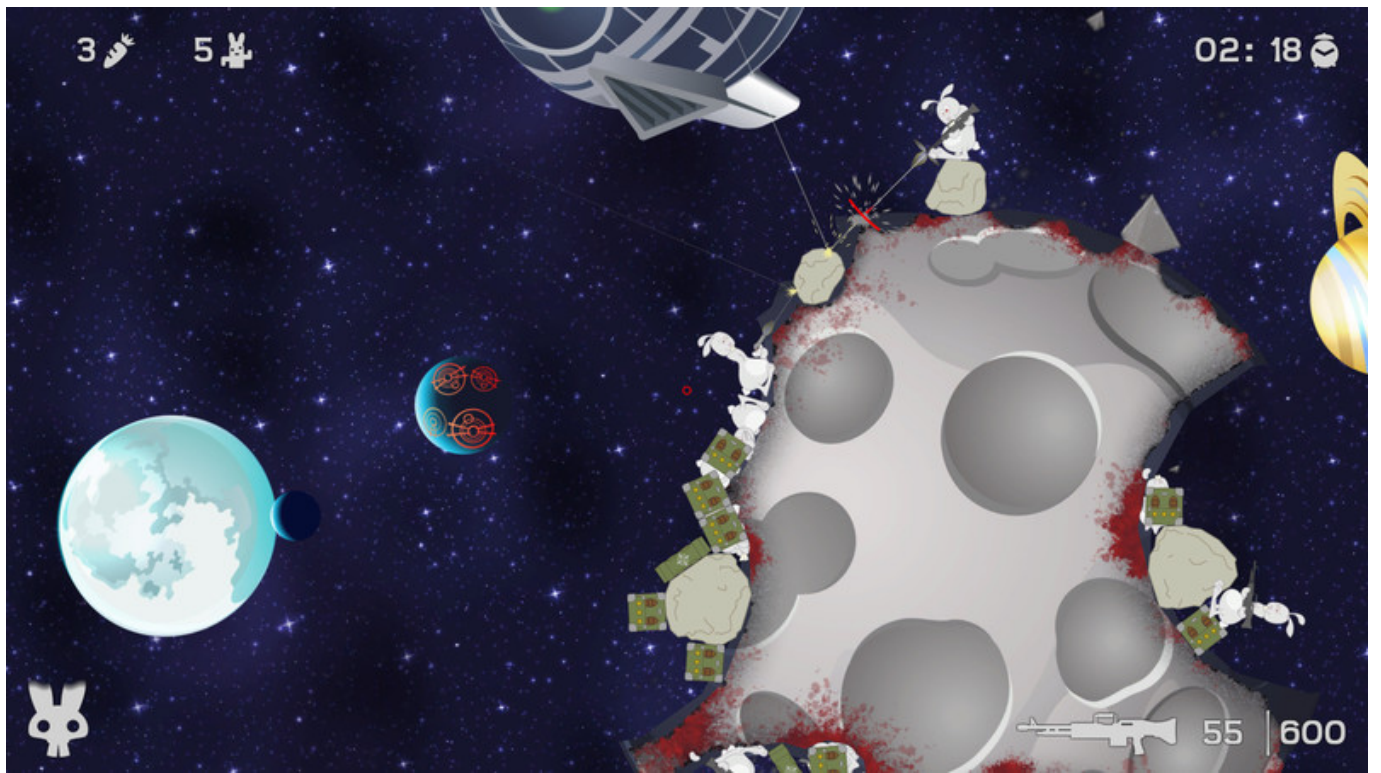
DirectX: Version 10

Storage: 3 GB available space

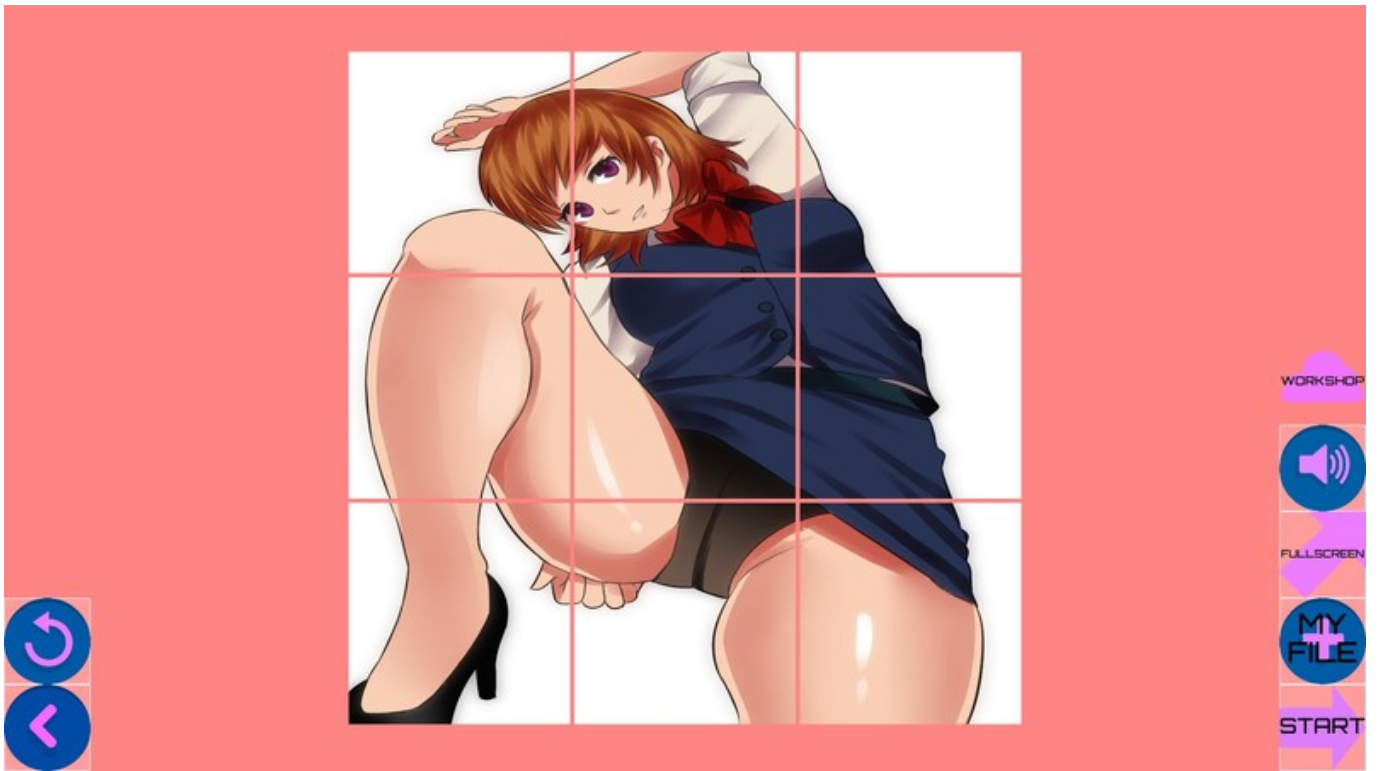
Sound Card: Direct X Compatible Sound Card

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

English,French,Italian,German







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This one was a rather surprising VN really. Not like a lot of the other ones I have played in the past, not at all, and I like that a lot. We are presented with a protagonist who is seemingly a very normal man, a salesman in the steel pipes business, this is clearly done to show us that he's an everyman that any of us can identify with. The story is about him meeting up with a lost love on a business trip and depending on what your decisions are during the trip, different outcomes happen. Now this is not a surprise as that is what Visual Novels are about, the surprising bit is how staunch and strong the ideals and views of the characters are. In this type of pretty VN you rarely get characters that have such definite ideals and convictions, and for me that makes this a real diamond in the rough. I applaud the developers and publishers for publishing such a game, as I know many studios may feel that it would be quite risky to do so.

As for production values it seems nice enough and a lot of the other reviewers have already touched on that so I don't want to repeat what they've said. One of the other reviewers said she found a bug in the game but I've had a few playthroughs and so far nothing! Maybe the developers already fixed it!. Classic game. Highly recommended, but not for everyone.. In my opinion this is a fantastic game to get started with the fascinating world of VR. Thanks to the peacefully pace even people whom never wore VR goggles won't be overwhelmed with hectic movements or eye straining effects. The game world looks fantastic, in all three worlds are so many things to discover. The puzzles seem to be really simple in the beginning but getting challenging and exciting real quick.

Seriously props to the devs. I had a lot fun!. This is really two games in one.

The first part is a very brief Escape The Room intro.

The second (and bigger) part is an abstract dream-like space puzzle.

The second part of the game was mesmerizing. With the soft music playing it left me with a sense of wonder.

If you're into abstract calming experiences in VR, then I think you'll like this.

Totally worth the \$4, absolutely.. Parrot, pirate hat and a blade , good enough. it's a fun game when it works. In VR mode it makes me and my friends sick because it goes in and out. it would be a good game if it didn't do this. My PC runs fine on other games so don't know. I hope they fix this issue. campaign and survival game modes

- repetitive yet fun risk of rain clone
- unbalanced characters

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- musical character which has very annoying sound effects on using "bass wave" or something skill
 - local co-op works with x360ce
 - lots of bugs, e.g. creating a new profile doesn't reset stats
 - you'll lose in survival mode because of the fps drop. **THIS ONE DOESN'T WORK WITH WINDOWS XP. WATCH OUT!**

Seems interesting

Since they took out the Energy system i love the game it's fun and i kick♥♥♥♥♥at it. If Endwar got the BF2142 treatment, it'd make this game, Only real issue with it is that it doesn't have MP bots, but the missions are solid. Worthy at a discount.. Emogame and Emogame 2 were staples of my adolescent experience. They turned me on to a slew of music that I wouldn't have appreciated otherwise and managed to be both hilarious and thoughtful throughout. When I saw that the creator of those flash games, Jason Oda, had developed this odd-looking title, I was intrigued. So, I'll lay out the negatives first: unskippable intro (that you will have to sit through many many times), boring and awkward combat, unintuitive gameplay mechanics. With that in mind, the game is a remarkably beautiful meditation on mortality explored by proxy through slain video game characters facing deletion and finally oblivion. If you go into this expecting a hack and slash dungeon crawl, you will be sorely disappointed. This is more of an interactive poem than a game, and it excels in that respect.. Its kinda coll i never seen a game concept like that before but one problem i hav all the sytem requirements and i need to put the grafics low but its really cool. Don't get me wrong, I would recommend this game if it did not have so many faults. I would still also recommend it if you are really into this kind of thing, and the game is on a strong offer..... eg 75% off or better.

This game is indential to the previous CMC game. Except, obviously, for new scenarios, some new scenery, some new units, but a hell of lot more REMOVED units!!!! Not ONE of the bugs and faults with the original CMC has been addressed.

I'll list those faults:-

- 1) The English translations. Jesus Christ Almighty! I have NEVER seen worse in any game, EVER. Spelling mistakes, wrong words used in the wrong contexts, scrambled sentences, garbelled grammar, typos, false information..... every bit of text across every part of the game is stuffed with them! All English text is almost unreadable gibberish!
- 2) Pathfinding is absolte\u2665\u2665\u2665\u2665\u2665
- 3) Unit AI, both yours and the enemy, is also utter\u2665\u2665\u2665\u2665\u2665
- 4) Captured a depot that says it holds 500k + units of ammo, fuel or spare parts have you? Looking forward to lots of loot? Forget it! You will receive NOTHING. I just captured a depot supposedly holding 479,000 units of spares, and my total spares count was at just 10,000 after I'd captured it.
- 5) I assume resource producing (as opposed to storage) facilities also do not do what they ought! This destroys the strategic element of the game totally! EDIT - Wow! Actually resource production facilities *do* seem to work!
- 6) All those lovely unit stats..... and not one means\u2665\u2665\u2665\u2665\u2665 I penetrated a T-10M's 304mm frontal armour with a weapon that supposedly could only penetrate 180mm. Though to be fair, I am wondering if this is because I was on "easy" difficulty..... my units armour values seemed to count!
- 7) The bias toward the defender is too great. On attack the AI just rushes you, like butter rushing a hot frying pan.
- 8) Whose idea where those f*ing tornado weather effects that just wipe out all your infantry, guns, trucks..... even when entrenched or in buildings? They need their bumps feeling! Only armour survives bad weather attacks. To be fair, the enemy also suffers this just as much as you!
- 9) Missions are repetitive, and the maps for them are very small
- 10) Terrain and buildings do not act as obstacles for every fire. Shots seem to simply pass straight through - they do at least block LOS as you'd expect (but the game's LOS system is *very* rudimentary). Cliffs are the exception - and even that is \u2665\u2665\u2665\u2665\u2665\u2665\u2665ed up. Units on a cliff will get total immunity and invisibility from units below the cliff. What utter\u2665\u2665\u2665\u2665\u2665
- 11) Air groups cannot be made to transfer to new airbases. Which makes using them almost impossible. The enemy always has 5000 units of AA in every battle - so I suppose they'd only get shot down with one second anyway!

The CMC games are precursors to Blitzkrieg I, and the much, much, MUCH superior Blitzkrieg II. Even though those two titles STILL have the utterly\u2665\u2665\u2665\u2665\u2665poor English translations!

I would save the money by not buying CMC or CMC : IC and use it to get Blitzkrieg II instead!. nice music , nice gamplay , graphic great -> good price. Everyone who tries it is amazed. Very well programmed, too, as it runs very smooth with so many stars

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