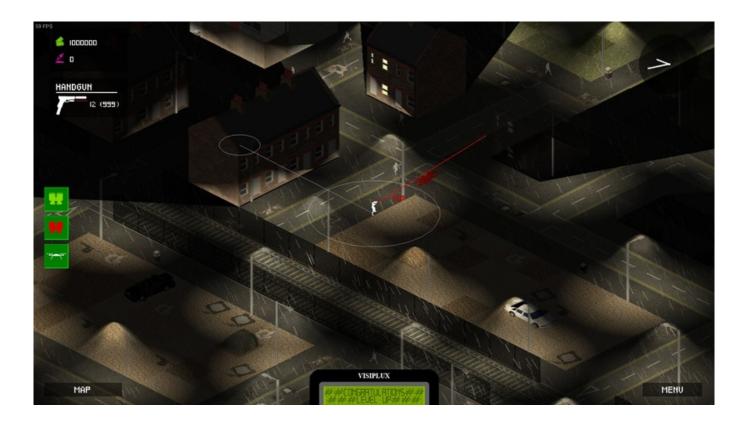Europa Universalis III: Revolution II Unit Pack Download]

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About This Content

The Revolution II Unit Pack contains sixteen models with all new animations. Historically authentic and "what if" modeled units are featured in the Age of Revolution. Enhance your game's atmosphere with these musket, sabre, shako, and backpack equipped units. The common Eastern units have also been embellished for this period.

Includes Units For

- Saxony
- Russia
- Switzerland
- Italy
- Poland
- Bavaria
- Naples
- Brunswick
- Sicily
- Hanover
- Hesse
- Germany
- Oldenburg
- Holy Roman Empire

- Common Eastern Units

Title: Europa Universalis III: Revolution II Unit Pack
Genre: Strategy
Developer:
Paradox Development Studio
Publisher:
Paradox Interactive
Release Date: 10 Dec, 2012

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Minimum:

OS: Windows XP/Vista/7.0
Processor: Intel® Pentium® IV 2.4 GHz or AMD 3500+
Memory:2 GB RAM
Graphics:NVIDIA® GeForce 8800 or ATI Radeon® X1900 video card
DirectX®:9.0
Hard Drive:2 GB HD space
Sound: Direct X-compatible sound card
Additional:3-button mouse, keyboard, speakers, Internet connection for multiplayer

English,German

Taka

So how should I do the final pour?

Menu

Really wanted to like this.. but there are some fundamental design flaws that really prevent me from playing it anymore. It's virtually impossible to determine areas where you're able to drop down to lower areas, so you'll spend a lot of time frustrated in an area where there's no apparent way to proceed, only to accidentally press down and drop through the floor.

Other irritations- the game doesn't really tell you what type of materials you can dig into.. dirt, okay. stone- apparently?? I spent way too much time stuck in one area only to find that I could dig through solid rock. Apparently not metal though, or thin beams. I just doesn't make any sense and the game doesn't help you understand whats going on (either through color coding, highlighting, or even a frickin tutorial).

The last major flaw is the ham fisted time-rewind mechanic that seems to exist solely to correct other design flaws (the fact that you can get stuck in the first place). It's not like Braid where it's crucial to solving puzzles, it's just there as an "undo button" which is pretty lame.

As a side note and unrelated to my overall experience of the game (because I turned it off), the music was god awful. sounded like a couple of kids 'jamming' in the garage. Just.. awful.

Anyway, if it's on sale and you're curious go for it.. otherwise save your money.. It's so stupid, it's brilliant - beware changing screen resoultion though... help is available in the community guides if changing resolution to full scrren goes wrong, so don't give up - I didn't & I'm glad I didn't.. A must have for anyone wanting to finally see how the story ends. Prefer to get with the $8 bundle instead of buying them separately, which is $3 more.

Controls feel a bit sticky and stubborn but it could be my hardware doing that.

Check out more games I see that deserve more attention from my curator group:
BluePaw's Underrated Games List
Join and\/or follow if you wish.. The game is too confusing it doesnt even feel like a tactical game. It feels like it all depends on luck. if you are lucky enough you might end up looking the right way.. The new relics from this pack are handy, and the Samurai class is entertaining. Really fun!!
It's like the Super Intergalactic Gang cousin :-). Great story, great scenery and always love me a chunky pixellated detective game. Hope there's more to come!!. I feel like my last review wasn't clear enough about what I disliked about the game, so I will edit it down to be more concise:

The game itself feels unfinished, like it was a weekend project being churned out to make a quick buck, in this case literally, since the game itself, upon this review, is about $1.79 to play.

So, what makes this game unfinished? Well, many of the sounds are missing, mainly around the player character. Considering the character is a knight, it's generally expected you'd have a "whoosh" whenever you swing, but in this case, there's no sound. When you take damage, there aren't any indicators, visibly nor audibly, which makes managing how many hits you've taken rather difficult to maintain. Minor complaint, but it serves as a disconnect to the gameplay, in my opinion. Also, for some reason, there isn't even a death animation, so when you die, it says "Game Over", but you can still move around and attack.

As for the layout, it's rather linear. A lot of the rooms appear to have other areas to explore, but in reality, it's just a small cell where you defeat enemies and move on, much like Binding of Isaac, without the variation.

Story-wise, well, there isn't much of one, to be honest. The main antagonist apparently kidnaps and tortures princesses, but in the illustrations, it shows him murdering, maiming, and dismembering them, FAR from what the story leads to believe. And apparently your role is to save your princess...as far as from what I can tell, she's probably already dead. Apart from the story, as this game is being catered to an English-literate community, more effort needs to be made into proofreading, since there are many mistakes that need correction in that regard.

Overall, the game is an interesting concept, despite the flaws. For now though, unless the developer adds more content and

variety, asking for people to pay, even the current $1.79 as of the re-writing of this review, is not acceptable in the game's current state. Until more is added and the game is better completed, I cannot recommend the game.

UPDATE: 2-3-2016

Black death potions have an unnecessarily large hitbox, being miles away when I accidentally pick them up. Updates don't seem to have done much to the overall gameplay, except you don't go straight to the title screen anymore, which is a huge plus.

UPDATE: 3-13-2016

Game hasn't been updated in well over a month. Hope the game dev hasn't abandoned it and run with our money. Guess that's the risk with Early Access games though, isn't it.

Best LL in all the game!

(and the strongest after Kholek). Immersive hacking gameplay.
Well written dialogue and choices.
Feels like HACKERS the movie with Angelina Jolie.
Still pretty buggy because of Early Access but definitely worth keeping an eye on.

https:\/\/youtu.be\/Z2zkKHEWZ7o. I mean, its is as advertised a space quiz. It took me 13 minutes to finish the whole game. there are 5 quizzes, 3 of them are multiple choice. If you know space this will feel like a children's quiz.

Pros:
-I learned a bit more of my constellations.
-Short, Quick, non-buggy ui

Cons:
-It is basically a memorization quiz, got that astronaut wrong? well just go through again and pick a different one next time. <while that does sorta prompt learning, i cant say ill still recognize them in photos beyond this game>

-Finished quickly
-only 5 quizzes, 3 of them being limited in questions

in general, if its on sale, its a quick refresher on your planets of the solar system as 3 of 5 quizzes are about them. <some exoplanets in the 3rd one which are just artist representations of them> To me, I don't really like the game. as i said i got all achievements and finished the game in 13 minutes. the point maybe to be easy to allow more people to learn which I'm always glad to see. But for me this was an easy game, that was not fun, but not bad overall.

TL:DR - if you know space, this will teach you almost nothing and you'll be done within an hour
if you don't know space, you will learn alot from this game, but it is still a short game.. If you like cycling, this game is a great simulation. You are the manager and/or can control the riders by yourself if you like. Also you can simulate or just spectate the ai taking over control (like pure managing).
The ai is pretty good in terms of racing competition, except you are the best team with the strongest riders ofc.. been wanting play a game like this

reminds me of when i would play simialr flash games way back then

still very fun. After my first playthrough I find it hard to play this game again and play more, still recommend it though. If this isn't on sale, I don't suggest buying it. It seems hastily put together and very unpolished. The shop screen looks quite sloppy and some of the levels are so full of bloom (bright effects) that you can't even see where you're going.

I've gotten to level 70 (check my achievements) and after a certain point the levels just get recycled but with more traps added. There are lots of bugs you can employ to your advantage which shows a lack of play testing - for example, if you fall off the track, you can press escape and restart the level without losing a life. Lives you pickup in the level also count even if you don't beat the level, offering a method for infinite lives.

All in all, it's sort of fun for like a dollar or two, but nothing you're going to be playing for a while.. My second time reviewing (looks like I did not save the previous attempt). I love educational games. And this one is not only educational it is stunningly beautiful too. Very immersive even if you just pllays it on a PC\/laptop without the VR.. Literally the funnest game ever.. if you have friends! Nothing makes you quite as happy as watching your friends get toatally f***ed by 7 snakes.

Good:
- This game cures depression but you will still die of laughter
- So fun to play with friends
- Casual game but still makes you get competitive
- Cheap and quick to download

Bad:
- You need friends to play
- Only probably going to play about an hour or two before you want to play something else
- Can be glitchy and laggy but nobody really cares
- You can play through every single level in less than an hour

Gameplay: (Terrible) (Very Bad) (Bad) (Okay) (Good) (Very Good) (Amazing)

Graphics - Okay
Soundtrack - Very Good
Atmosphere - Okay
Controls - Bad
Overall Gameplay: Amazing

Difficulty - Meh
Replay Value - High
Worth - £5

Overall Rating: This game is pure heaven if you have 3 friends to pay it with. Defiantly worth the money for a few hours fun!