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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

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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

The screenshot displays the Fantasy Grounds interface for a campaign titled "The Deadly Glade". The main window shows a campaign page with several sections:

- WELCOME TO MEDETON:** A narrative introduction to the village of Medeton-on-Stone.
- STEALING NESTS:** A section describing the disappearance of bees and the role of Bee Warriors.
- KILLER BEES:** A section detailing the characteristics and behavior of killer bees.
- AUDIENCE WITH THE BEE QUEEN:** A section describing the journey to the Bee Queen.

Overlaid on the campaign page are several tool windows:

- STORY:** A window showing the campaign's story arc, including chapters like "Audience with the Bee Queen", "Introduction", "Killer Bees", "Plot Overview", "Stealing Nests", "The Deadly Glade", "The Village of Medeton-on-Stone", and "Welcome to Medeton".
- Bee Warriors:** A character sheet window for "Bee Warriors" with the following attributes:
 

Attributes	Str	Dex	Con	Int	Wis	Cha
Derived	6	7	8	2	0	0

 Skills: Fighting (4), Guts (4), Notice (4), Stealth (4). Attacks: Short spear (Reach 1'), Sting. Special: Flight, Immunity, Poison (+0), Sting.
- GM:** A window at the bottom left showing a target score of 4 and various dice rolls.
- Library:** A sidebar on the right containing various game assets like characters, images, tables, and powers.

	DAILY	TOTAL
1.	EKENAKA	1,452
2.	DRACULEO	1,242
3.	EUSEBIOS	1,124
4.	PANDEHAT	1,097
5.	PELEG	988
6.	GIANNI	956
7.	HENDRY	887
8.	DAN_PUGGER	864
9.	RODOLFO	775
10.	DENNIS	753

**PUG WHISPERER! : 441**

**BACK**



# Player Select

主人公を選択



## 楽園の素敵な巫女 博麗 霊夢

拡散ショット ホーミングアムュレット  
集中ショット パスウェイジョンニードル  
スペルカード 靈符「夢想封印」

地獄から大量の動物霊が攻め込んできた。  
「奴らは力と数で地上を支配しようとしている。  
頼む、我と一緒に地獄に行って奴らを止めてくれ」  
そう伝えてきたのは、人間に協力的な動物霊だった……。

柴犬級

NORMAL Mode

早く見ていると睡られる難易度です

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I've been playing this game back then when i was younger LOVED IT. Still loving it

. What a great game, and <http://www.humblebundle.com/> rocks js :D. Early access is really nice love this map because

- good food

- prisoners are nice

- police anal\u2665\u2665\u2665\u2665\u2665\u2665 isn't too bad

10V10 would be brutally\u2665\u2665\u2665\u2665\u2665\u2665 again. its a freemium application, so if u have money for key buy it. wtf is this. Fun little game, pretty solid for some levels, however crashes every time after the tic-tac-toe part, that's why I can't recommend. :V. Test your patience with this awesome cone test driving course.. Have some money...

Now fix your dumb game.. I understand this is in Early Access, but I have played better Indie games on the 360 that probably took a day to make. But if they worked on expanding the worlds and adding ALOT of stuff , this game would go places. But as it is, its a waste at \$12.99. To sum it up, I would not recommend this game at this moment. Maybe in the future.

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i have no friends. Buy this if you are interested in the idea of riding a bike down quick and short generated levels, risking your HP to do dangerous tricks and rack up score. Although the individual levels feel similar, if you beat the boss jump at the end you'll travel through up to 8 largely different biomes, unlocking shortcuts along the way (Spelunky style) to jump straight to the later biomes.

Some people buy this expecting an open world game or a game where you'll have to moderate your stamina and thirst, or changing the thickness of your tires and tinkering with the suspension of your bike; this game isn't that kind of simulation. Instead, Descenders is a really enjoyable arcade roguelite.. It started calm but after a few minutes all hell broke loose.....the madness, the madness..... PROS

-There is an improvement of the dialog over the main game Arcania. The possessed human's are colorful.  
-Worth getting if you plan to play it right after Aracania, AND if you buy it for 75% off or more.  
-You can import your high level character from Arcania. You keep all the gear and cash which is nice, and almost feels like cheating.

#### CONS

-Very short. It has a short main story, and several really mini side missions.  
-Map tracking wasn't improved. But since the environments are smaller than the original game it's less likely you'll have to google where your mission is.. I'll start off with saying that this is my first review here on steam, so bear with me.

Flowers, Spring chapter, is neither my first visual novel nor the first yuri one. That said, I'm not such huge VN fan, so I can miss some things. The genral first impression has been very much positive for me, though I've been waiting for the game to get localised pretty much since I saw the CGs, which would be not too long after release in Japan. I was quite hyped and I was't disappointed when I finally got to play it.

One might or might not like the OP, but I think it's decent enough, Haruka Shimotsuki does good job with singing, only thing is you might not like the spoilers of sorts.

While in the game, there are plenty of settings, also character-based, so this is all nice. BGM is actually quite immersive and I think it goes especially well with the flow of the story.  
Character designs are.. yeah, what can I say, they are really nicely done. CGs are as good as they say. They are not overly simplistic and have this certain watercolor look that I personally like quite a lot.

Novel features two main routes but there are lots of choices to be made. I'm playing it without reading too much not to get the spoilers, so from my point of view it seems as some of them are short-branching and others will either push you further down your main route or stall the progress a bit. Personally I found the puzzles encountered rather hard to figure out, especially if your knowledge of japanese is limited. I had to do quite a bit of research on what is called 'Hanakotoba' before I got the first major one. If you're not googling walkthroughs, you'll have a bit of fun. I guess this comes with the territory, so I'm not really counting this as a flaw, maybe even the opposite for some.

It all sounds too good, right ? To be honest, there are things I didn't like. The translation does seem a bit weird at times. There are certian parts where I thought the lines were copy-pasted or inappropriately repeated. Not sure if it follows original text, but this seemed wrong. Might update the review later if I see this continues.

All in all this isn't such a major problem to really impact the game or the way the story is told. BGMs and CGs are top-notch and the way you will feel about the game depends mostly on attitude towards such stories. I'd certainly recommend it to most VN fans and a must-have for yuri fans out there !. SBBP is a game that doesn't even try to get out of the "f2p zone", speaking of quality.

This game has "Very Positive" reviews only because it's free (thank god) but it seems like the developer made this game while learning one of those very simple engines like Game Maker or something similar.

Let's make a "bad feature list" for this game:



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- Only four enemies (excluding bosses)
  - 2 bosses and 4 boss-fights: 2 encounters are just copy-pasted with the bosses' life increased
  - Animations and the graphic of the projectiles (those big white rectangles)
  - Troll level 10
  - Dull graphic style
  - 30 fps lock

Only downloaded (and completed) this game for the achievements. I know it's a f2p game, but the quality level, here, is very low.. I'm NOT a fan of this game. But, that doesn't mean I can't see it's joys for certain people. I love space combat, but like I love my other more visceral types of combat.

I've never been a fan of turn-based rpg elements like this.

If you really enjoy turn-based (think hexagon/grid squared based RPGS), then apply that thinking to outer space. Bingo, got this game. I'm guessing the name may be based off of Fallout Tactics? similar combat to that game.

If you enjoy that, you'll like this. Just not my cup of tea.. Everyone on Newgrounds likes the game. Everyone on Steam hates the game.

Me? I just try to use as many custom character slots as I can.. I played the first game a few years back, thinking it was just some cheap visual novel with a few puzzles, but I was pleasantly surprised by how good both the gameplay and the story was. To me, the soundtrack, voice acting, story, and gameplay was superb, and worth the price of the game.

I must say however, that I was disappointed when I played Unhack 2, and realised that there is no voice acting(I am an idiot because it says on the store page, that voice acting is not present in the game because of the amount of acting required, but I somehow missed that part) and that actual gameplay was too easy and segments were too few and too far apart. Despite these issues, the visual novel part is still great. Story is quite good and surprised me multiple times, the soundtrack is amazing, and I listened to it quite a few times and the art is just as good, if not better than in the first game.

All in all, I like the game. Even if it lacks some of the charm of the first game, I would highly recommend it to anyone who is looking for a good story (though you must play the first game and its DLC first). When (or if) a sequel is released, I will play it, even if it doesn't bring back the gameplay of the first game.

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