Colonial Conquest Download] [key Serial Number]

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About This Game

Colonial Conquest is a conquest simulation set in the Victorian age of warfare and expansion of the late 1800's and early 1900's. The object of the game is to become the dominant major power throughout the world. Players can be one among six of the great powers of the time: Great Britain, Germany, France, USA, Japan or Russia.

Features

- Return to the era of Golden Warfare and rule one of handful of powers which had been shaping the face of our present world.

- Sail, ride and march across the globe as your nation flexes its military and economic muscles.

- Supplement brawn with subterfuge and use cloak and dagger tactics such as subversion and espionage.

- Compete with the European hegemons in their final golden days before they engulfed the world in the flames of the first global war.

- Play as one of the then two raising behemoths: the United States of America or Imperial Japan; or as one of the main European power to roll them back within their boundaries.

- Play against the AI or other human claimants to the mastery of our planet.

More about the game

You win by either scoring the most Victory Points (VPs) or being the first to reach a certain preset VP threshold, depending on scenario and custom choices in the main menu. To do so, you must capture regions over the world, and defeat your enemies in battle.

The world has about 130 regions open to conquest. The regions have variable income and VP values (set randomly in the Standard scenario) and unknown until conquered or spied upon. Each region not owned by a Major Power usually has an independent Minor country owning and defending it.

Each Major country is controlled by a human player or the computer, or is designated neutral and then acts as a Minor country. Hotseat play is possible, with an option to limit to 4.00 minutes the playing time per player.

Each game turn represents roughly one season.

Game lasts till victory conditions are achieved.

Scenarios: game offers 3 scenarios: one starting in the year 1880 with an historical setting, one in 1914 with historical positions, and an open ca-1870 standard where nation only own their starting home territories (free-for-all non-historical)

The game has 3 main phases, each player entering them in sequence, i.e. Build Phase (Spring only, with: Army & Navy Construction, Fortification, Economic Aid, Espionage, Subversion), Movement Phase (Army & Navy), and Combat Phase.

Gameplay of each phase is rather simple and straightforward, as follows:

- Army and Navy Build Phase (Spring): Create new armies and fleets in your Supply Centers

- Fortification Phase (Spring): Fortify army units (except in Supply Centers which are already fortified).

- Economic Aid Phase (Spring): Lend money to other Major countries; which is added to their Treasury. Or Lend money to neutral Minor countries; which they use immediately to build armies.

- Espionage Phase (Spring): Learn the approximate (not always accurate) army strength and the income of a Minor country or of an region controlled by a Major country. And the region's VP value

- Subversion Phase (Spring): Spend money to bribe a Minor country's army, weakening the country's defense or causing a coup (giving you control of the said country in return).

- Movement Phase (All turns): Move armies to adjacent regions only. Move navies alone or with armies from one port to another (or carry regiments to amphibious landings on enemy holdings).

- Combat Phase (All turns): up to twenty rounds of battle; each consists of naval (if ships are present) then land battles

Title: Colonial Conquest
Genre: Indie, Simulation, Strategy
Developer:
Argonauts Interactive, Collectif Nemoïd
Publisher:
Plug In Digital, Argonauts Interactive
Release Date: 28 Jul, 2015

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English,French,German,Portuguese,Russian

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It's a mobile game, heavily luck based. There is also skill involved, where you have to decide how to best utilize your resources. It's turn based, so no rush. The ending is "to be continued", but you don't really play for the story... Not that much entertaining by itself, but it's good if you are listening to a stream or podcast. Get it only if on sale, though.. Garbage.

Watch this video to see why you should avoid the game at all costs:
https://www.youtube.com/watch?v=WxhnbjmuPzc. This Game Is Hard...
If You Dont Do One Simple Thing Right...
Your Screwed...
BUT...
Its Extremely Fun And Adictive At The Same Time...
It Runs On Anything And Everything I Have A Toaster And I Get 80 fps
So Im Happy With This Game. A quick and charming little puzzle game. It shouldn't take a huge amount of time to beat, depending on how good you are at puzzles. The game doesn't have a lot of replay value, but it's a great experience while it lasts. The music is nice, the story is the sort of mysterious, semi-metaphorical indie fair you see sometimes, but done well, and keeps you intrigued enough as you progress. The art and gameplay is where this game shines, the puzzles are fun, and are always adding some fresh new quirk or mechanic for you to figure out. The art is cute and captures a very fantastic, whimsical little world of its own.

It's not too easy, puzzle-wise. Some levels had me stuck for a little while. The last level in particular required me to open paint and reverse engineer the puzzle. But nothing here is going to take you hours and hours to beat so long as you stick with it and experiment.

Well worth it as a purchase!. This review is based on playing it on a monitor and is definitely not as immersive as playing it in VR.

So mechanics wise, the game is pretty simple and straightforward; you click on your planet, percentage up your ships that you want to send into battle, and click and drag an arrow to where they will attack. Your ships will fly in formation and then attack the enemy ships, there will be a number representing how many ships are lost. You can use the WASD to focus your monitor view on the battle and then zoom in\/out.

Overall, there doesn't feel to be any depth to it. The game is a good time-waster and probably an even better time waster in VR. It's not a complicated game without much of a curve. The graphics are nice and it runs smooth. Is it worth its current price? Probably not. If you're interested, get it while it's on sale.

good\u00e4\u00e4. Looks amazing,

but doesn't have joystick support..

That's a game requirement for me. However, I refuse to give it a negative review.. This is a great aircraft to pratice your skills with before you use bigger faster jet-fighters(F-16). The Northrop T-38 Talon trainer aircraft, which were directly based on the F-5's, is the aircraft the United States Air Force train there pilots with. It doesn't come with much toggle switches but it is fun to fly and personally it is one of my favorites.. I have just played the first level but I will give more statement later.

Many do complain about the controls of the game, that's totally nonsense, don't listen to these hater noobs.
The "analog" control is super smooth and even better than in the original, just convince yourself by playing the demo!

The only thing that may be annoying is the aiming because you're not able to aim accurate enough, but that is not a reason to entirely hate the game since therefor the movement is, like said before, very accutrate and Flashback is a jump n run too afterall.. It is a cheap educational game about chemistry that has a lot of achievements. You get three different levels which are "easy", "medium" and "hard" and you have three lives for each level. To get all of the game achievements you simply complete all three levels. For each of the questions you choose from four possible answers.

Some elements are a bit obscure and the answer is not that obvious either so it is not all that easy to complete and it could have been a good game and a lot more challenging if it had the option to randomize the questions. It took me a couple of failed games to realize that the questions were always on the same order and a couple of seconds to search for all of the correct answers, get all of the achievements and be on my merry way so I believe this design might have been intentional so they can sell copies of the game to people who care less about chemistry and more about games with easy to get achievements but I wish there was also a mode where you have every element in a completely random order.

I had no problem running or playing this game. I works as it should, which it not always the case with cheap games like this. My one problem with the game is that it could have been far better with a few extra features or even languages but overall it is ok. The game description explains everything you need to know about this. It is a quiz and that's all there is to it. It is ok for what it is and it could be quite useful if you want to test your knowledge on chemical elements but it is also very unimpressive and with little content. I recommend it for being exactly what you expect it to be, which is a bland quiz. Take it or leave it.

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