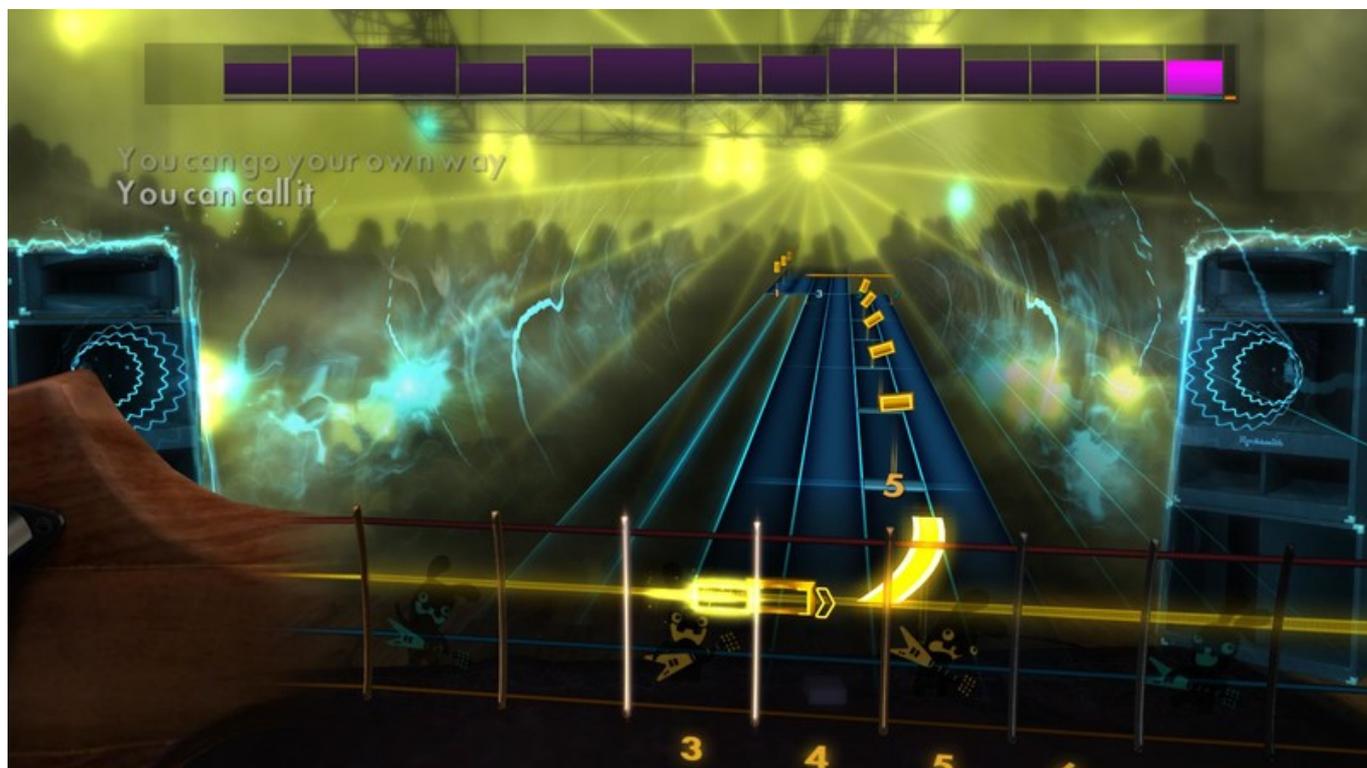


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## Colonial Conquest Torrent Download [key Serial]



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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.

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## 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

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

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English,French,German,Portuguese,Russian



Upgrades

16571  +

Attack



Defense

5000 



Reproduction



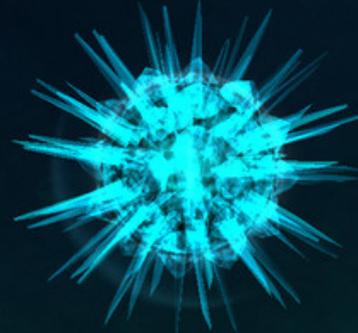
Speed

4500 



Injection

3500 



Tap to change color





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Iu2019m stealing someone else's review "this caught me off guard!" in a very big way. Controller is not optional that just fine with me. I absolutely adore music games \*not rhythm game specifically\* but things like Beat Hazard, Beat Buddy, Kick Beat, Fract OCT, ect this one is very different and add a brand new charm to the idea of music in games it almost feels like a "runner game" Iu2019m not very fall in as i just wanted to see what it was like before going back to the 100 hour commitment i have to Mad Max currently but as soon as i am done with that Iu2019m going to spend some serious time with this gem.. i think this game needs some work. i really like the concept, being a cougar is fun and interesting and raising my cubs was challenging. but the ui was just awful. and turning up my resolution made it much worse. the graphics could be better, but overall not TOO bad. i can certainly live with it. the mini map is terrible and the game has some bugs. the AI is bad too. this really does have potential to be a great and fun game, but it just seems unfinished atm. despite all the negatives, i do enjoy playing it, but im not sure i can really recommend it to others.. Mixing a military-like campaign with a TV Contest/Unreal Tournament feel to the game just doesnt work well for my taste. Addicting!

Catchy music.

Easy to learn, but not to easy to master.. This is a really nice RPG with quite unique mechanics. You can count on ~20h to finish the main story with some really challenging post game content. The story is nice and i found the music and art to be really good. The animations are a bit lacking though, especially on the platforming parts, but that's beeing a bit nitpicky.

Although i really enjoyed it, i must say that the beginning was pretty rough. The game begin by basically explaining you very quickly all the different mechanics there is at once and there are A LOT: the original leveling mechanic, the different fighting mechanics, the defense/super defense mechanic specific to each of the 3 main characters, the out of combat abilities of each characters and many more. None of them are really complicated on their own but when the game explains all of them at once at the begining it's more overwhelming than everything.

Because of that, the first hours of the game were mostly trying to figure out how everything worked and being overall confused. But once you start to figure out how everything works and the story picks up the pace the whole game becomes very fun to play. The more complex mechanics actually makes this game more interesting than the usual "spam attacks and healing items" than most turn-based RPG have. In fact, compared to a lot of turn-based RPG, there is no need for a lot of grinding in this game. Just killing most of the enemy you encounter is enough to finish the game without too much trouble.

If this scares you, know also that at the begining of the game you can choose easier difficulties with simplified mechanics.

Overall, once i went through the rough beginning i really enjoyed my time with the game and i think it's really worth the asking price. I really recommand it if you're into this kind of game.. Very good game. I'd consider it an FPS classic. Good buy.. my game quit then i want to play a new hero what is wrong. This game combines great visuals, fast-paced and easy to learn but hard to master gameplay and a good synthwave soundtrack into one awesome experience, highly recommended!. I'll admit, when I first heard of this game I was dubious. Another Mad Max V Flatout V Gas Guzzlers mash-up.

Been a Dark Future fan for 30+ years, always waiting for someone to do a video game version 'right'.

Well... I have to say... Auroch Digital finally did... and it's AWESOME!!!!

Granted the 'Time Dilation' mechanic takes some adjusting too, and the Data Heist missions are more tedious than necessary.

Overall... This is what I've been waiting 30+ years for.

If you're looking for high speed twitch-reflex racing, go away.

This is not a Driving game.

What it is ... is challenging, frustrating, and hilarious in ways you won't admit to in public.

Even when you die horribly, you can get a 1V2 dozen epic screen-shots of it.

2020V10 would barrel roll off a bridge again ;-). It's always refreshing to see a horror game that focuses on unnerving moments, rather than jump scares. However, I don't think this game is worth six dollars. Get it on sale.

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managed to fix any problems I was having, had to change my computer's resolution and then was I able to go into the game and fix the problems through the buggy interface. IT SHOULD HAVE NEVER BEEN A PROBLEM IN THE FIRST PLACE but whatever will be, will be... I will let it slide.

The gameplay itself is.... eh? it feels kinda like the original Digimon World but.... less strategy and depth built in... as for now... with so little content in the game... I can't recommend this but if it looks like something you might be interested in, then watch it for a while and decide later.. A great free experience. My parents loved it!. Fun game with good music.. revisiting stuff in my library that I hadn't really played much...

this game would be a fun if not exceptional shmup, if it didn't continually freeze up on me at random times. game just completely locks up, no way to get out except windows key or ctrl+alt+del. can't recommend it due to that.. Really good parkour game, some levels was so frustrating. And level 8 i dont know how to pass it because you cant just jump to that end portal, and when i was in level 8 and i quitted to main menu i was only able to play levels 1,2,3,4 and 5 even when i was completed levels 6 and 7. So can you please fix those.. I hope for update.

great map

great game

. I have no idea how to explain this game to new people, all I know is that I can't stop playing it. If I'm having a bad day I put on my SoundCloud playlist and go for a run.. This is one of the most boring games I've ever played. Its just a generic space shooter. Nothing else. Seriously, thats all I have to say. There are lots of other games on Steam better than this...or should I say more FUN than this, go spend that little amount on something better.. Decent, worth it mainly because the items are account wide. If you have a character for each faction this means an extra good agent for each and the cosmetics\pet\mount for each. The account wide on the agent is the only reason I bought this (damage based Agent that also gains extra bullet supplies).

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