
Rise Of Prussia Gold Download 100mb



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About This Game

Rise of Prussia Gold is the new and improved version of AGEOD's Seven Years War (1757-1763) game set in Europe. This hugely detailed strategy game was initially released by AGEOD in 2010 and the Gold version adds numerous improvements and additional scenarios that take the game to the next level.

The original game is set during the age of famous king Frederick II, featuring Prussia and her allies in her grand fight against the Coalition led by Austria with France, Russia, Sweden and the Empire.

The Gold version includes 3 new scenarios. Two cover the key moments of the Prussian intervention during the War of Austrian Succession (1740-1748), where king Frederick II fought on the battlefield for the first time. The third is a 4-players campaign of the 1757 to 1763 years has been included to enhance competitive gameplay experience.

Features

Base Game

- Over three hundred new leaders (some with individual portraits) and over 300 different units.

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- 10 Scenarios
 - - 1 short Battle Scenarios Saxony 1756 to enter the game
 - - 5 Annual Campaigns Scenarios, for each of 1757, 1758, 1759, 1760 and 1762 (extendable from one year to full war end of 1763 - duration play)
 - - 1 Grand Campaign Scenario 1756-1764 with 176 turns
 - - 3 Tutorial Scenarios
 - Map Area: all of Germany and vicinity covered, with over 1000 different regions, giving a lot of room for manoeuvres.
 - Streamlined command system based on the hierarchy system seen in American Civil War and Napoleons Campaigns, allowing for historical army command, organization, and structure
 - New Events (according to scenarios) and wide set of options for you to customize your strategy (including a new multi-choice events system)
 - New Easy to Play Construction Mode.
 - New functionality to find your armies and see your supplies and assets
 - Widely extended 86 pages manual.

Gold Edition

- Over two hundred new leaders (with individual portraits) for the War of Austrian Succession
- New unit graphics
- New Scenarios
- - 1741 Maria-Theresa At Bay (Second Silesian War)
- - 1744 The Empire Strikes Back (Second Silesian War)
- - four-players Grand Campaign Scenario 1757-1763
- New Feature - Regional Decision Cards: these allow you to interact with the game by playing decision cards on the map. The system has been developed and improved from other AGEOD titles, and all existing scenarios have been updated with them,
- New Map Filters, to allow you to check weather and terrain,
- More unit features to better represent 18th century siege warfare
- Two-years of game improvement and updates included (the game has all latest patches and changes included)

Title: Rise of Prussia Gold
Genre: Strategy
Developer:
Ageod
Publisher:
Slitherine Ltd.
Release Date: 8 May, 2013

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English,French,German

The image shows a screenshot of a strategy game interface. At the top, there's a "Clear" button and a "Turn" indicator showing "Turn 1". The main map displays a terrain with various regions, some controlled by different powers. A pop-up window is open in the center, displaying the details of a decision. The decision's name is not fully visible but the text describes its effects and requirements.

Prerequisites: Requisitioning.
 The decision was added 1 turn(s) ago and ends on 1 turn(s).
 Covers people to give money and supply. The decision will reduce loyalty and control. You need some soldiers to perform this decision.

This decision costs these assets:
 Victory Points

This decision has these effects if it succeeds:
 The decision will on average reduce by 10% your loyalty in the region.
 This change will only apply if you or an ally owns the region.
 The decision will on average reduce by 10% your military control in the region.
 This change will only apply if you or an ally owns the region.
 This decision will trigger the following scripted event: 303

This decision generates these assets:
 Reputation: 100% of Supply

This decision has these constraints and conditions:
 This decision has a duration of 1 turn(s) and triggers its effects the first turn of its use.
 Must target a region you own.
 Must target a non pillaged region.
 Must target a region with a military control of your between 10% and 100%.
 Must target a region with a population loyalty of your between 10% and 100%.
 Must target a region with a city of size 1 or less.

At the bottom, there's a "List of available Social reforms and decisions" with icons for various options:

Tax	Sanctify	Amalgamate	Patrol	Large units	Walls	Conquered	Walls	Patrol	Patrol	Patrol	Patrol	Patrol	Patrol	Patrol
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All the AGEOD games are very good. This one covers the 7-years war in Europe, and comes with several long and short campaigns. The game works on a WEGO system, and focuses on operational level warfare. Supply is very important, as are weather conditions.

You can build units for your armies, give orders to your generals (which they will not always carry out, due to an activation system, simulating the difficulties in co-ordinating actions in this period). There is no 3-d battle function. Strictly old fashioned strategy, played out on a beautiful 2-d map. The units and leaders also have very nice art to represent them.

Highly recommended, in-depth simulation of the campaigns of the 7-years war in Europe!. The main negative point is that russian side remains blocked (over 100.000 soldiers) in the main campaign.. This is a fabulous game and it was worth every cent I spent on it. If you are a fan of Grand Strategy style maps as Commander-in-Chief of all your armies than this a great game for you. As a fan of anything between 1700-1945 this game covers a crucial part in the history of Europe and that makes playing it even more exciting!. Seriously I need a manual with this game, the tutorials are too sparse and don't give enough information on how it all interacts. As someone mentioned, I see that this game has a STEEP learning curve, it MAY be a good game but I don't have HOURS to spend learning a game system that neither steam or the developer bothered to provide competent instruction on.. Like all AGEOD games there is a steep learning curve for this game, however once you become used to the system you will find that you will find a deep and engaging game with the ability for the player to actually use strategy and tactics to best achieve your goals.

Especially good if you have friends that will join for a game via email, nothing like crushing your opponents army and then letting them know about it.

Regarding Steam AGEOD is slowly moving to being more supportive of Steam and with their other games the patches come quickly.. Bought on sale.

Starts up and works good on Win 8 SL.

Basicly same genre and idea of Pride of Nations. Must be same developers.

Would not buy for more than \$7 or get it on sale.

Looks like it could be a good game. Need to spend more time on it though.

Do work through the tutorials. It helps.. Probably the best of the AGE Games, Rise of Prussia covers the fascinating European Theatre of War during the Seven Years war, or third silesian war. The Gold Edition also adds the First and Second Silesian Wars, which are smaller and more focused and great for learning the game. Its a period that is ironically, often overlooked by most people. Taking one of histories greatest generals, Frederick the Great, you lead the fledgeling nation of Prussia into war against the monstrosities that are France, Russia, Sweden and most importantly Austria, with only a few hannoverian allied armies supporting you.

The game enjoys minimal bugs compared to most AGE Engine Games, and I have only run into one so far and it was minor at worst (A General teleporting). The Performance is good, which is something you can't normally say for an AGE game as well, and whilst it isn't the prettiest game around the graphics are pleasing enough to the eye. Although the UI is a little outdated, its easy to get used too and can be learnt quickly enough.

A major strength of the game, infact the main focus, is the way in which war is waged. You have total control over your force composition, in a realistic manner that even takes into account your generals seniority. (A General with more seniority expects to be promoted before that new guy, even if the new guy is 10x better hes gunna have to get some achievements before being promoted to leading his own Corps). Your armies are divided into groups, starting with an Field Army, which is made up of different Corps, which are in turn made of different Brigades, and whom are also made up of Battallions etc. This area of organization is brilliant for anyone who enjoys reforming whole armies to fit their needs and despite how it sounds, is relatively simple once you get used to it. The UI for doing this is far less convulated than similar games (Looking at you hearts of iron). Each of these forces can be detached or re-attached to their command at will, so if you have a Brigade of Hussars and need to

know if the enemy is in Prague, or still sitting on his\u2665\u2665\u2665\u2665\u2665\u2665in Vienna, you can detach them from the main army and send them on a scouting mission (or a raid). This level of flexibility blends excellently with the warfare of the time period, where battles are fought and won on manouver.

On the note of manouver, don't expect the enemy to just sit around and wait for you! You both move at the same time, planning your turn for the next two weeks and then the plans execute simultaneously, this can lead to some very interesting situations and provides for a far more interesting gameplay experience, and also means you'll have to predict enemy movements and prepare for them accordingly.

In addition to a brilliant manouver system, the Supply system is perfect, and accurately represents the systems used in the time period. As you advance deeper into enemy territory, it may become necessary to build supply depots to keep your men fed, and to even place guards at these depots to ensure enemy cavalry brigades don't come along and raid it. I haven't fully worked out the supply system yet, but running out of food stocks is sufficiently devastating, and Winter is suitably harsh (In the actual war they had to sit around in prague until winter was over, I had to do the same thing) effecting supplies, movement and attrition effectively, as well as combat and encourages one to wait it out and lick your wounds rather than continue the advance.

The game isn't perfect though, it has a few flaws and I think the foremost of them is the military recruitment system. I feel as if, the recruitment process is a little slow at times, and that whilst the time it takes to prepare men is fine, the number of men I can prepare at once feels rather limited. I can't speak regarding the realism here, its a personal view and may be to some peoples liking. But it isn't to mine. Another issue I've run into is the reinforcements. I'm not really sure how they work, and the concept is never really explained. But I'm sure I'll figure it out eventually, so I'll update the review once I have figured it out.

In short, for those looking for a pretty realistic strategy game, with indepth customization of forces and an excellent combat/manouver warfare system and mechanics, this is the game to get. Its fairly priced, clean of bugs, and provides hours of gameplay.

. My first ever Ageod game. Not for the faint of heart! But if you are a hardcore gamer, and willing to put some time on it, you will be rewarded by the best strategic/tactical games out there. If you are a student of military history, you will get totally addicted to Ageod games. I barely play anything else. Also by far the best gamers community out there. Friendly, polite, and very welcoming to new unexperienced players. What can I say? If you want to experience what decisions a commander had to take back then, my suggestion is to give these games a go. Totally addicted to this company's games. I started with Alea Jacta Est, then Rise of prussia, then Revolution under siege and American Civil War II and never looked back. AGEOD in my opinion makes the best military games out there. Can be a bit daunting to start with (first time I got AJE I couldn't figure out what the hell was going on) but if you are willing to put some time into it (the AGEOD forums are absolutely amazing for beginners tips!) you will be rewarded by the absolutely best PG wargame experience out there. I especially recommend Narwhal and Loki's AAR as well as the excellent Charles Cummings and Gilmer youtube tutorials. Totally addicted to this games, as a passionate student of history, I can't play anything else these days!. Deeply complex game where player controls armies and plan for victory. One false move can cost the campaign, be that a bad positioned column, a fool charge into superior enemy force or as simply as forgetting to couple one's force to its supply detachment left behind last turn to speed up the march. As this is my first AGEOD game, I remember all so well the feeling when Saxons invaded mainland Prussia, Berlin almost captured because I put my "Home Front" troops at a wrong place while the main army was still campaigning in Bohemia. Graphic wise, not much to write about. The player gets a 2D map of Central Europe and an option between 2D army stacks or 3D ones. Personally, I prefer the former, as coupling with the map, it is quite charming. The game is truly easy to learn. Orders and movements are pretty simple but to dwell more into it, one will discover the complexity of the game's mechanics. New players are encouraged to read the manual and do more research on AGEOD's forum as there is a wealth of information regarding how to play ROP effectively while still enjoying the immersive experience it provides. Overall, for a fairly old game and game style, it deserves a 9/10. My complain is there are still to few AGEOD games on Steam.

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