
Battle Of Empires: 1914-1918 - ART OST Torrent Full



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About This Content

The theme for the desktop, which consists of 12 atmospheric arts of the World War I. And the soundtrack from the game Battle of Empires: 1914-1918 with the possibility of installing ring tones on mobile phones.

Official Soundtrack:

- 01 Enter the Doom
- 02 Hopeless
- 03 Prepare Yourself
- 04 In the Trench
- 05 A Cold Night
- 05 Copper and Dirt
- 06 Nothing Quite Close
- 07 Too Good To Be True
- 08 Hope and Bravery
- 09 Resist and Conquer
- 10 Beware
- 11 In the Mud
- 12 Is this Victory
- 13 Eon Tree
- 14 Last Prayer
- 15 Teaser track
- 16 Winter Stealth
- 17 Gallipoli

Title: Battle of Empires: 1914-1918 - ART+OST

Genre: Action, Indie, Strategy

Developer:

Great War Team

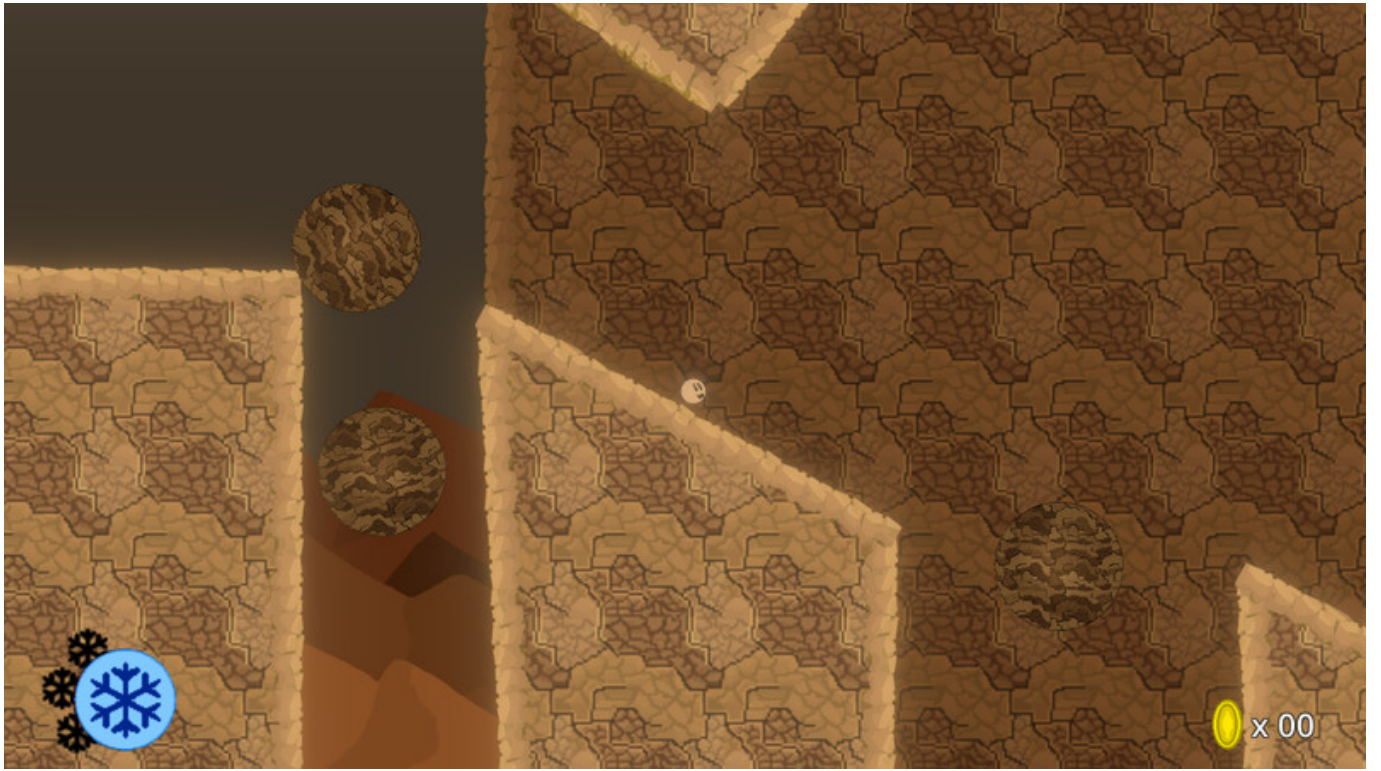
Publisher:

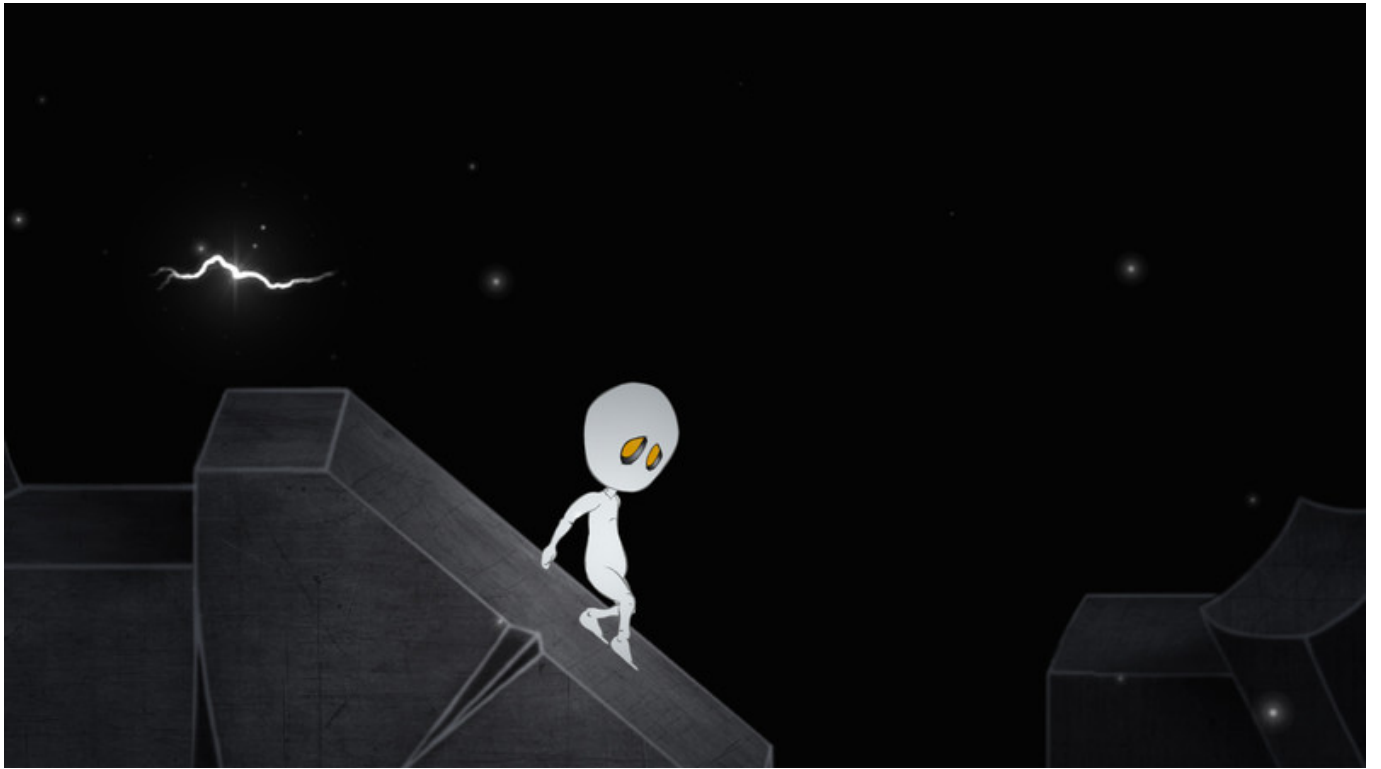
Best Way Soft

Release Date: 5 Jan, 2016

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English







Very good. Love it!. not bad (y). well... phew, finally finished this story. i missed a critical clue, that is to ask the guy in barber about the smith's love, so he would tell you that miss green involved in it. this is hard to get for me, until i use the method of exhaustion: ask everyone every line in my note... which is a hard work... lol. orz

this is a short game.

graphic: good and impressive. reminds me the style in the movie: the adventures of tintin of steven spielberg.

9V10

sound: good too, but would be better if has actor's voice.

9V10

story: well... it is hard to tell without spoiling. the story tells a female detective in the old days in san francisco. one day she got a case, that the client asked her to investigate a threaten mail. but durin the investigation, when it was about to closed, the client was murdered, there went the stage 2 of it, to investigate his death. the murderer is really a surprise, but that makes sense. besides the detective itself, the history elements play an important role in it. the bootleggers, the mob fighting, fake death, etc. get into the scenes, and you will fully feel the life of that age. but, lack of literary expressions, but more like some kinda news report, imho the words are somehow plain.

8V10

game design: ive read some of the reviews and theyve made the point. the game can add some more achievements, like, the talk in the cab could be a way to collect infos, and, there could be more collective items. can add some more achievements, and maybe multiple endings. but if it is really like so, may distract from the main story, might not be that good for this particular one. tho, as a mystery game, sometimes the info you need to ask isnt so obvious, and the difficulty cannot be any lower. if there adds a "fail" in it, means you probably can not solve the case, or lead you to the misjudgement, and just ends so, and no results can be undone, it can be replayable.

7V10. I am a wargamer who enjoys this style of game. Let me just say for \$10 this is a great deal. I have had little problems with glitches or game freeezing. The few times I had these problems the 1st patch fixed them. There are still a couple such as artillery pointed in wrong direction, artillery targeting arrows remaining on screen, etc.. I have played over 26 hours and played all scenarios twice except the campaign.

Positive:

- Game is quick and not overly complicated
- Very fun to play but can be frustrating due to mechanics
- Graphics and sound affects are solid
- Great value for the price
- Quick response from the company to address any issues which is very important

Negatives:

-Mechanics of the game with Chit Draw is iffy at best (CSA always manages to get 4 draws in a row during key turns) I like the concept but should modify where one side can only get 2 chit activations in a row. It is almost impossible for the Union to win when the CSA gets 4, 5, or 6 straight chit draws which happens all the time.

-Play balance when moving into 2 or 3rd Star difficulty level is not good. There is no change to the AI. They simply add additional strength points to your opponents units which throws off any type of realism and makes CSA units super strong (CSA already start the game off too strong) .. One suggestion for play balance is to keep the same requirements of objectives hexes held and reduce the total number on the board. This will help the Union player focus in on these key hexes. For the CSA player either add more objective hexes on the board while keeping the requirements for victory the same.

- Passage of Lines** this is my number 1 complaint with this game which makes a very good game average. Due to the chit draw moving process you are stuck with weak units on the front line holding objective hexes with fresh full strength units lined up behind them unable to move into the hex because the depleted unit is in the hex and it is not allowed to move. This should be an easy fix where a unit can simply move into any hex if occupied by a friendly unit (even if not in the same Corps) thus taking its place and the replaced unit goes to the hex the previous unit occupied thus switching hexes. It is frustrating to see the whole Union line shattered while you have a fresh Corps lined up right behind it. Maddening

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- Unopposed movement. The CSA can move directly in front of Union units in their ZOC freely with no penalty. ZOC does not exist for movement. They should either be forced to stop or defending units should be able to get a free shot at them.
 - Not a real problem but the whole battle revolves around the 3 objective hexes right next to Gettysburg. Most of the CSA moves into Gettysburg with little movement towards Culps Hill or to the South toward the Round Tops.
 - Even more minor is that a N (North) arrow should be on the map for simply orientation. As well as marking Devil's Den on the map due to its iconic part of the battle.

Overall I like the game and recommend it. There are several large mechanic issues with the game but for the price, quick and easy format, and most importantly it is fun, this is a great deal.. Great game, the OST is pretty great and not too expensive.. Crashes afetr a minute in game. loved this game

Innovative twists introduced by GLaDOS make each new level of this DLC something unique, as what you thought you knew about the 'rules' changes each time. Heartily recommended.. Fantastic game from a great game dev, combat feels great and the platforming is pretty tight! Being a metroidvania I played this game in a whole different order than my friends and it was fun to see where everything lined up. Nice story and AMAZING visuals, yeah its just another pixel platformer but the attention to detail and overall prettiness of each and every sprite and animation make this game a fantastic experience to play. Get this game and if you have the money buy the great soundtrack also not much more expensive. i hope i didnt miss anything. I love the game so much I bought the music just to support the creator some more. More coins for you so you can make another game for me to buy.. A nice short interesting story. Can't wait for chapter 3! \u263a. I love this game. It's got every quality of a game worth playing. And it's free. What's not to like. I hardly recomend it to everyone.. got crushed everytime lol. i got this game off the hope that this was going to be good and IT WAS but at first its kinda confusing but its a better experience if you played old games before, but if you havent its really weird and takes getting used to but after that ITS FUN really really fun and this game has alot of stuff to do, so it is NOT BORING for once. another think is the achivements unlock cars and they look cool! if you want to try this dont look away, you should, its a really nice game!

this game is way better played with a controller except for the level editor, you cant use the controller.

get this!

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