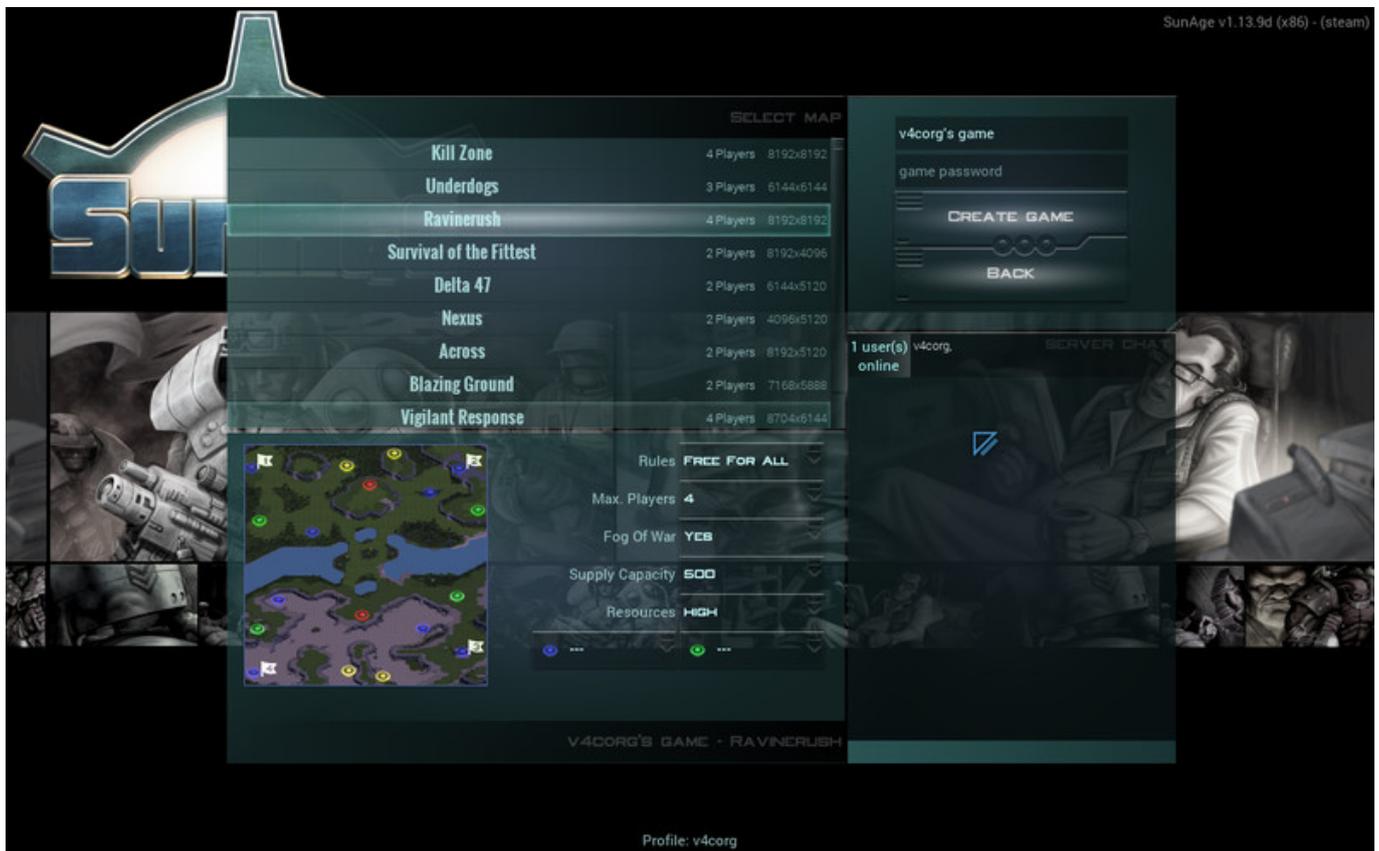


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## SunAge: Battle For Elysium Full Crack [key]



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## About This Game

SunAge: Battle for Elysium is a return to the roots of real-time strategy, providing beautiful 2D visuals combined with all the features that we came to expect from old school classics. This remastered and continually improved version is a culmination of features requested by the community.

## Key Features

- 3 distinct races – Human, Raak-Zun and Sentinel – each with their own units, buildings, technological advantages and disadvantages.
- A compelling story spanning 25 missions across 3 campaigns.
- A revolutionary control scheme empowering the player to quickly organize squads, formations, attack order and more, while maintaining fast-based combat.

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- Alternate combat modes can be researched for all units, unlocking dual functionality that can be activated during the heat of battle for greater tactical control.
  - Expand your territory quickly by building a network of transmitters.

## Full Multiplayer & Skirmish

- Classic competitive online multiplayer with careful balance between tactical micromanagement and strategic choices.
- Fight against A.I. opponents or challenge your friends.
- New options to choose from (supply capacity, startup resources, ...)
- Steam friends support

## Major Improvements

- Attack orders are now directly executed.
- Instant Squad reaction times.
- Improved multiple squad selection and handling (select all on screen, assign shortcuts, ...)
- Expansion of in game HUD to better communicate important functions that might have been overlooked.
- Added: Borderless Windowed Mode.
- Added: Squad Stances (Offensive, Defensive, Stand Ground)
- Display of unit/building shortcuts in unit info window.
- Complete overhaul of the GUI
- Added: New multiplayer & skirmish options
- Improved: Minimap (buildings and zoom options)
- Added: Several Mouse Control Schemes to select from.

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Title: SunAge: Battle for Elysium

Genre: Indie, Strategy

Developer:

vertex4 entertainment ltd.

Publisher:

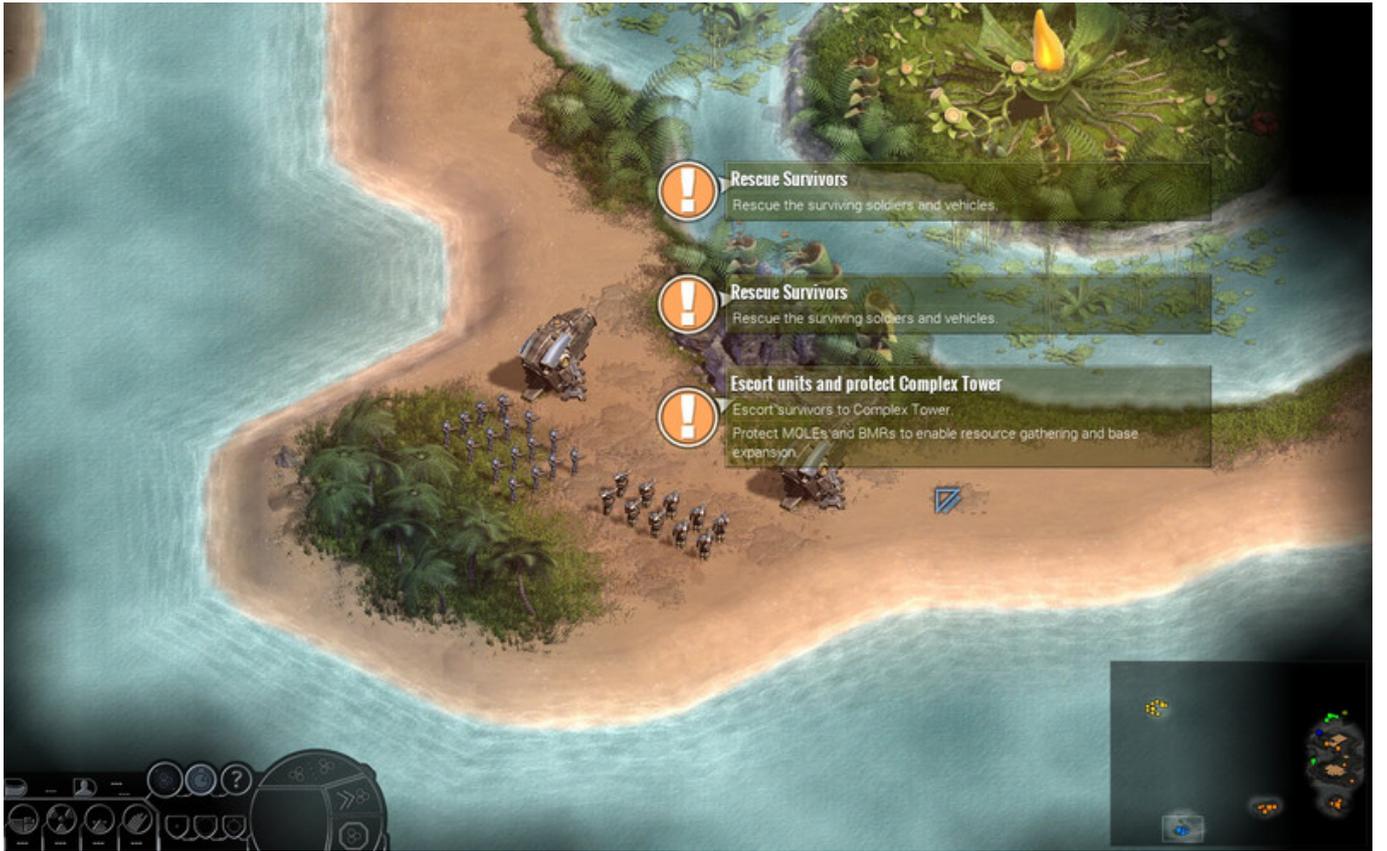
vertex4 entertainment ltd.

Release Date: 15 Dec, 2014

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English,Italian,German,Polish,Russian,Czech,French







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In online games the host's units explode for no reason. It sucks.. asymmetrical RTS. 1 Uncomfortable Interface

-1 Useless Tutorial(First Mission)

-1 Annoying Squad System

2/5. is it old,yes it is fun,yes does it require you mind to form a strategic plan to emerge victory,yes.each faction have they own strength and weakness,you need to know the weakness so you can know what force that can stand against your enemy unit,sure there some problem with it but you need to remember that this game is old as hell so don't complain much on it.give this game a change,the gameplay is really nice to see and the campaign for each faction is very interesting.i really don't have anymore say for this old game but i can give you guys who that want to know if this game is worth it number,i say yes it is but it up to your guys to see if it really worth it,i know each people have different opinion on this game but give this game a change and see for yourself.well that the end of my review and have a nice day everyone. This is another game that I wanted to like but Im really on the fence. Or a little on the other side of it. The buildings look great! The unit handling is terrible. You cannot drag selection a group of your soldiers and expect to get them all. All this game will allow is for you to select one group of soldiers at a time. This is frustrating when you're trying to win a battle. This game does badly what C&C Generals and Starcraft do well. And Starcraft is 15 years old!

What is also frustrating is that there are many scenario scenes that run during the game. These scenes are used to convey the next set of objectives. While the scene is running you can't select units or do what they're asking you to do.

I give this game a 5 or 6 out of 10. Everything from here to the next arrow is irrelevant--->"Wow a nice old school rts game that i can play with my friend"(buys 2 copies and attempts to play LAN game).Waiting for server..... Waiting for server..... Waiting for server.....(Aggravation setting in after about an hour of waiting, Attempts to play online game hoping for different result...Waiting for server.....Waiting for server.....Waiting for server. U gotta be kidding me right ? no it gets better... now just over 2 hours in of trying to play And i cant even refund it --. congratulations u have broke my heart---> [Edit]: <--- I just recently changed this review which is arrogant of me since the developer had the courtesey to respond to me in a moments notice. you can tell they truly care about this game and are constantly hard at work with the annoying bugs that tend to show up out of nowhere right when everything seems to be going good. All things aside things game takes me back to when each rts had its own unique aesthetic (which this one definitely has!) such as the difference between red alert and starcraft. while this game might not be perfect it stays true to what the classics did best and makes me feel as if oldschool weswood devs made this themselves after EA took over :/. PS. sorry developer for not changing review sooner i was not informed on your response. You definitely deserve more positive reviews than you get ! if you are a old school rts fan I highly recommend this game if your new to them i find this to be a great starting place.. No idea what people see in this game. Stiffly animated, non-skippable drawn out in-mission cutscenes, cookie cutter mechanics, and a narrative style that might have worked with a bigger budget but, in the low-key form present, looks and sounds offputting. Sorry, but I find it effectively unplayable.. Great Art style, interesting gameplay... Honestly this game is pretty close to being good. But these squad-based controls and lack of general camera controls are so horrible that I can't recommend it. Controlling units is beyond clunky. Lovely lovely designed. If you liked Tiberian Sun, you have to try SunAge.. This game was very cool for its era, nice to see again in steam. ^^

+Story very cool and very long.

+Each three Race have different playstyle and abilities and units.

+Game resources really nice.

+Game maps really cool.

+AI playing good.

+No any bug in game.

+This game completed in many years.

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I gave this game a fair chance, and it started off good: the isometric graphics are obviously glorious, the story is simple but engaging enough, voice acting is okay, I even liked the the half-baked comic cutscenes where the main character looks like a different person in every panel.

But the game itself is almost unplayable: the first thing I noticed is the strange unit selection scheme. Drawing a rectangle across the screen should select all units inside the rectangle, right? No, that is for putting units into squads, but only units of the same type, except for commander units. It doesn't add anything to the gameplay, it just makes things more complicated.

Then I noticed the units horrible pathfinding. If there is any obstacle between them and their destination, or a tight corridor, they'll go somewhere completely different, or take a step back, or refuse to move at all. This is especially awful if you take into account that in this game, bases are tightly built clusters of buildings, literally touching each other, or they don't have power. My units also ignored attack commands regularly and didn't pursue enemies. Sometimes they stop just ahead of their target and take fire until they are dispatched.

I had reasonably high hopes for this game, but it's a complete disappointment. The most amazing thing is that even though it came out in 2008, there are still patches coming out for it. The devs apparently care about their game, so why haven't they fixed these glaring issues yet, or given up entirely?

TLDR: Don't buy this!. It looked like a good throw back to the old school RTS games but it's buggy and unplayable for me. I don't use trainers or cheats but the anti piracy protection that burns all your units keeps turning on even with a fresh install so I can't even play the game.. Really one of the RTS games that I truly enjoyed:

++ Great Soundtrack

++ Singleplayer campaign.

+3 different campaigns that in some points are continuing each one before, but somewhat you can feel confused sometimes.

+ 2D graphics

- 1 or 2 missions I found boring

- AI pathfinding

- Minor bugs (restarting the game is solution for most of them)

But if you are here for multiplayer then you should know these things:

-only few maps

-almost noone is playing it

+ You can sill play with bots (but thats probably not what you ment by multiplayer at all)

(I've had opportunity of playing this game in version without "Battle for Elysium" and I can tell that there really are many improvements if comparing with this one on Steam)

Summing up, I think I can recommend this game (79,5/100). now that the bug is fixed . the game is pretty good . its one of my childhood fav's .

eventhough there are many rts out there there are few unique ones . and this one stands out with respect to base building , resource management and squad system , it has its own learning curve and easy at that to . the base connection system makes the game have important skirmishes and area control fights .

pros

- even though 2d the graphics are pretty good

- base and resource management

- unique and interesting races

cons

- the story has a lot of broken parts (non continuous , could not understand) and lore is kinda non existing

- path finding and managing units is kinda annoying sometimes

- needs balancing to airforce and some units (stalkers) (and federal airforce kinda sucks {stupid hawks} )

- the terrain management is kinda bad . there is little height advantage like range or blocking incoming fire or fog of war on cliffs ( this kinda annoys in campaign )

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but its an old game and overall its fun and new experience and worth the buy

previous -ve review :- what kind of stupid game is this .. stupid bugs all over .. units start to die when you select them .... and when you search for a solution on the internet ... they say your game is non light .. well i didnt not know steam sold nonlight games too .... It will not launch, the (steam) window to initiate play comes up but WILL NOT start the game. Program is not even in task manager. Serious problem in my book. Would like to see it fixed. Loved the game (more or less).. Nice graphics, and very replayable game, in the fun RTS-style of a more innocent age. Recommended.. Good game (RTS) but please REPAIR FEW THINGS. Bugging troops and picking squads and please add multi squad movement. I really like this game so far. I was wanting something a bit like Red Alert 2, and I got something better and more modern. I don't understand the negative reviews the game has received, maybe they're prior to bug fixes, I'm not sure.

The units are interesting and distinctive, allowing real tactical choices, and the resource/base management system is unlike anything I've ever played and forces different tactical thinking. At first I thought the pathfinding was a bit off, but I realised that my building placement had caused obstacles, so it was really my fault.

Art style is also really nice, makes the most of modern processing without getting carried away with 3d realism and without being "retro". I'm bloody sick of everything being fake-8-bit.

In short, I'll be spending hours on this, and you should too.

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