Empire - Wargame Of New Century Xforce Keygen

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About This Game

Empire - remake of the 80' bestseller "Empire - Wargame of the century". This strategy game allows You to build armies, planes and ships in order to conquer the world and defeat all enemies. Capture cities to build more armies. Build transport ships to invade islands. Build aircraft carriers and planes to protect those armies. Build warships to prevent enemy to invade Your islands.

- Huge maps with up to 4000x4000 squares (2000x2000 for 32bit version).
- 8 types of units
- Up to 7 players
- Up to 100000 units per player.
- Built-in map editor
- Selectable AI level

Title: Empire - Wargame of new Century
Genre: Strategy
Developer:
Artur Podzorski
Publisher:
Linkart Artur Podzorski
Release Date: 6 Nov, 2018

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Minimum:

OS: Windows 7 and higher

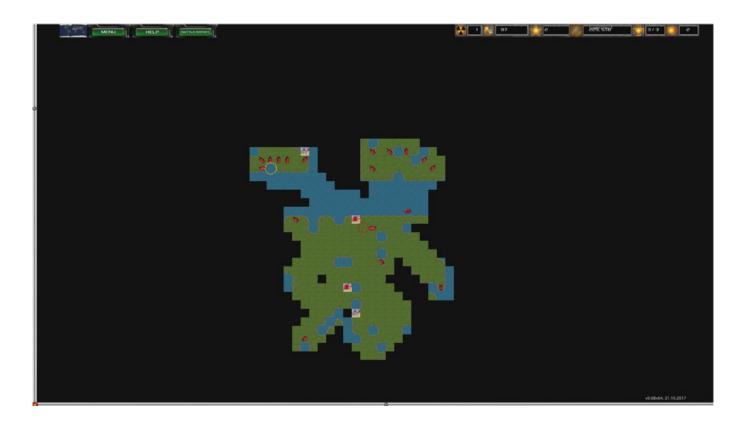**Processor:** Intel Celeron or higher

Memory: 2 GB RAM

DirectX: Version 9.0c

Storage: 500 MB available space

English,German,Polish

x1
testgrounds
Land v2
Islands
Islands v2
Island hopping
Continents
Big land
Big Big Land
4000x4000
2
1000x1000

Map to load: Island hopping
Width: 500
Height: 500
Number of cities: 2599

v0.72x64, 12.11.2017

Captures spirit of original very well, but at this point it is still a work in progress... saves become unplayable and AI has issues but still worth watching and picking up after these are fixed. Definately a 'one more turn' experience.... I have played the original game Empire Wargame of the Century years ago and I throughly enjoyed it for months on and off. It was not my only game but it was great fun. Naturally I bought Empire Wargame of new Century to go with my much more modern computer. The first disappointment was not being able to name your ships. The graphic images were adequate but not impressively better in any way. There was no resistance from neutral cities, making the game much duller. I never got to attack and enemy city because I never got that far in the game until it hung up on a perpetual moving loop that could not be stopped unless you loaded a previos save which wasted a lot of effort. I played the game two days in a row and each day it hung up on moving pieces looping without stopping and making the game unplayable. Even moving around the map was unbearbly slow.. The first day I had the game an aircraft carrier and a fighter were continually trading places on the ocean when I ordered the fighter to land on the aircraft carrier for the first time.

The second day I played the game I had a troop transport and an army (tank) both move onto an island and trade places on the island in a continuous unbreakable loop at a high speed which took all the games memory and made it impossible to give commands to the units involved or any other units inthe game. I ordered the tank to land and the tank to the transport ship with it onto the land. How the game got published with this bugs in place like this is incredible. These bugs where not in the original game. This game unlike the original game did not give youthe ability to give orders to groups of your units over an area of the the map. Also flight paths did not work in this game althrough the Help section did show a command for making flight paths. The music did not signal events in the game unlike the original game. The music was crap in my opinion. This game is someone's idea of making a quick buck. This game is a complete waste of money and should never have been published in its present form. I bought the game yesterday and it sucks. I have never seen a computer game this bad before in my 20 years of gaming. Don't buy it!