Field Of Glory II: Rise Of Persia Full Crack [addons]

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About This Content

This expansion extends Field of Glory II back to 681 BC, and allows players to experience the last flowering of chariot warfare in the ancient near-East. It chronicles the decline and fall of the Neo-Assyrian Empire, the rise of the Median and Babylonian Empires, and the conquest of these and the Lydian and Egyptian Kingdoms by the Achaemenid Persians.

The Neo-Assyrian Empire, founded in the late 10th century BC, reached its greatest extent at the end of the reign of Esarhaddon (681-669), stretching from Mesopotamia (modern Iraq) in the East to Cilicia (in southern Turkey) in the north-west, and Lower (northern) Egypt in the south-west.

Its last strong king was Ashurbanibal (669-627), though Egypt seceded quietly during his reign. Following his death the situation rapidly deteriorated, with a series of civil wars. In 626 Babylonia rose in revolt. Between 616 and 609 the Assyrian Empire was destroyed by an alliance of Medes and Babylonians. The Babylonians under Nebuchadnezzar II then took over most of the former Assyrian Empire, only Egypt remaining independent. The Medes carved out a large empire in the north and east, halted in the west only by the Lydian Kingdom in western Asia Minor. By the mid 6th century BC, the fertile crescent was divided between four powerful states, the Neo-Babylonian Empire, the Median Empire and the Kingdoms of Lydia and Egypt.

In 553 Cyrus II the Great, King of the small Persian Kingdom of Anshan in the Persian Gulf, revolted against his overlord and grandfather, the Median King Astyages, and took over the Median Empire, which thus became the Achaemenid Persian Empire. He conquered Lydia in 546 and Babylon in 539. Egypt was conquered by his son Cambyses II in 525. This made the Achaemenid Persian Empire the largest the world had yet known, stretching from the Bosporus to western India.

Summary of features:

· 12 new factions

· 32 new units

· 21 new army lists

· 6 new Epic Battles

· 35 new Quick Battles

· Expanded Custom Battles module.

· Expanded Sandbox Campaign module.

· 4 new historically-based campaigns.

· Mixed units with front-rank spearmen, back rank archers.

FEATURES

· 12 new named factions: Assyrians, Babylonians, Cimmerians, Cypriots, Egyptians, Elamites, Hebrews, Kushites, Mannaeans, Medes, Phoenicians, Urartians.

· 32 new units: Assyrian-style Heavy Chariots, Assyrian-style Cavalry, Veteran Assyrian-style Cavalry, Assyrian-style Guard Foot, Assyrian-style Heavy Foot, Assyrian-style Medium Foot, Raw Assyrian-style Medium Foot, Hebrew Foot, Gibborim, Hebrew Light Archers, Egyptian-style Heavy Chariots, Egyptian Spearmen, Egyptian Massed Archers, Egyptian Light Archers, Egyptian Light Javelinmen, Egyptian Irregular Foot, Elamite (Light) Chariots, (Near-Eastern) Archers, (Near-Eastern) Massed Archers, Mede Spearmen, Early Cavalry, Unarmoured Horse Archer Cavalry, Phoenician Spearmen, Lydian Hoplites, Sassanid Heavy Foot, (Sassanid) Massed Archers, Praetorian Guard, Praetorian Guard (Late), Greek Peltasts, Thracian Peltasts, Massed Thracian Peltasts, Thracian Spearmen.

· 21 new army lists (which expands the total number of army lists to 191).

· 6 new Epic Battles: Ulai 653 BC (Assyrians vs Elamites), Nineveh 612 BC (Babylonians and Medes vs Assyrians), Megiddo 609 BC (Judeans vs Egyptians), Carchemish 605 BC (Babylonians vs Egyptians), Pasargadae 550 BC (Persians vs Medes), Opis 539 BC (Persians vs Babylonians) (each playable from either side).

· 35 new Quick Battles (each playable from either side).

· Expanded Field of Glory II Custom Battles module now includes all 191 army lists from Immortal Fire, Rise of Rome, Legions Triumphant, Age of Belisarius and Rise of Persia. (Purchase of the appropriate DLCs is necessary to access them all).

· Expanded Field of Glory II Sandbox Campaigns module now includes all 191 army lists from Immortal Fire, Rise of Rome, Legions Triumphant, Age of Belisarius and Rise of Persia. (Purchase of the appropriate DLCs is necessary to access them all).

· 4 new historically-based campaigns:

o Ashurbanipal (Neo-Assyrian Empire)

o Fall of Assyria

o Nebuchadnezzar II (Neo-Babylonian Empire)

o Rise of Persia

· Mixed units with front-rank spearmen, back rank archers.

Title: Field of Glory II: Rise of Persia
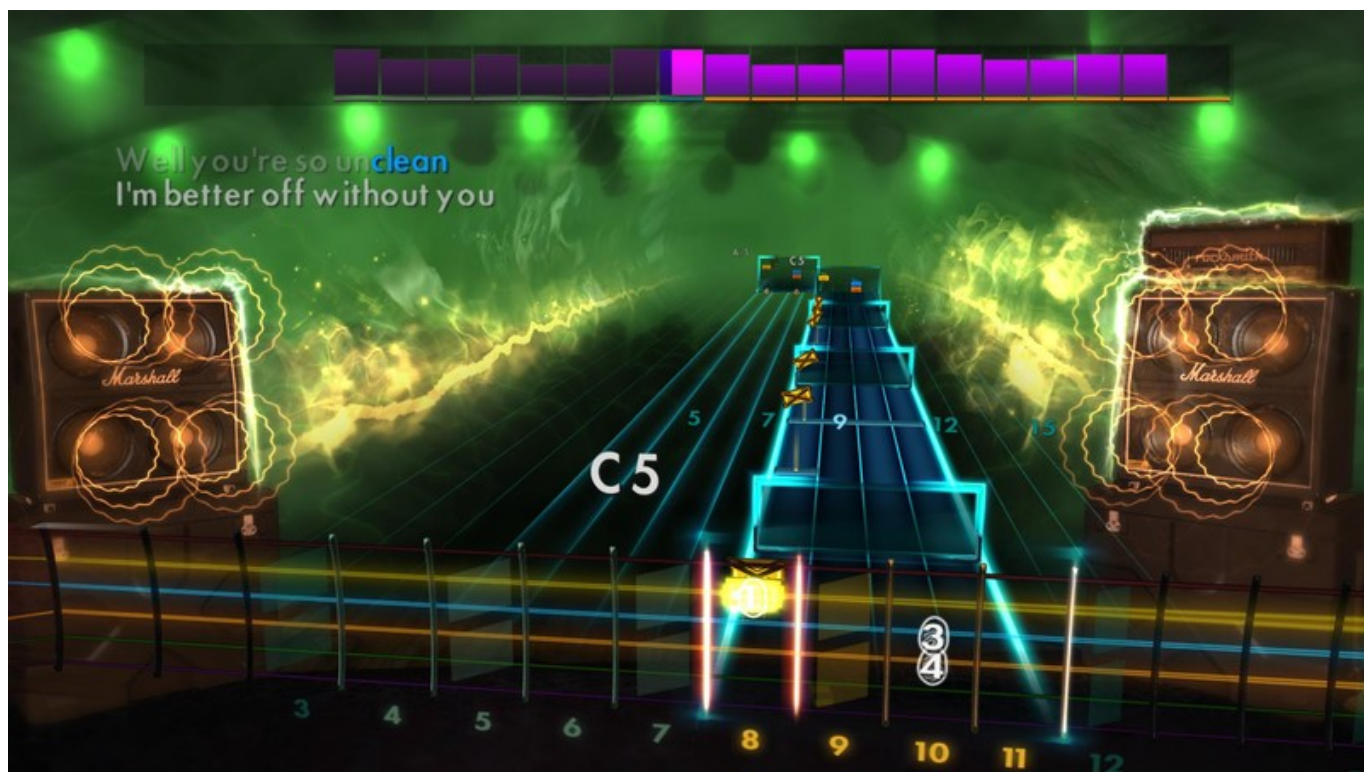Genre: Simulation, Strategy
Developer:
Byzantine Games
Publisher:
Slitherine Ltd.
Release Date: 27 Sep, 2018

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English,French,German

field of glory ii rise of persia-skidrow. field of glory ii rise of persia. field of glory ii rise of persia - 2018. field of glory ii rise of persia review

The Tron version of Atari's *Super Sprint with laser sword sounds.*
Not bad.. Love this game for myself as well as for the grandchildren. And the devs are amazing! They are always adding more things. This is so special as a lot of developers drop their games almost as soon as the game comes out. Bought this last year or so and happened to go back for a look for the grandkids - and saw that several things have been added so played a couple last night and the game is so improved. Highly recommend this game.. For a game that is on rails, it's pretty engaging.

It has great voice acting, interesting storyline, and it's a visual treat.

I waited for it to go on discount, since I didn't think the length of it warranted the full price, but at 10 bucks? Definately worth it.. First off, I paid for this game. I like to support developers, especially ones that add elements to a genre.

I like that this game adds an inventory system to the rogue-like genre. I can customize my loadouts or change them based on the situation.

I like the music, although it would be great to add some more variety.

The Graphic style is appealling to me, the retro look is great.

For an early access game, I like it and look forward to future updates! Here's my Youtube review!
https:\/\/youtu.be\/gIyxGCVDJ-k. Me and my friend recently:

My friend: I WANT MORE CAT MACHINES
Me: No, there definitely are enough, struggling to just finish. :c

Now Me: I WANT MORE CAT MACHINES

Needless to say, you need this in your life.. >Buys the game thinking that there was going to be laid-back gameplay
>Plays for only 30 minutes
>Is now distressed

My thoughts:

-Difficult yet ideal gameplay
-Great visuals
-Nice tunes that play in the background
-The level editor is a plus
-Endless mode is a fast paced challenge, another plus!

"Great game, would press the wrong arrow key again." - IzaacGN

This is the best value purchase I've ever done on steam to date.

I gve this a solid 9.5/10. I paid 0.67 cents CAD, amazing!. Terrible, the original was the best and they keep making them worse with each installment.. I'm giving this a positive review with some major caveats.

This game is beautiful, and the world is quirky and amazing. But good LORD is there some serious moon-logic involved in solving most of the puzzles. I loved where it went, but I would have rather been able to intuit my way through it rather than have to look up so many spoilers, because most of the things you need to do to make the story progress just don't make any logical sense.

I give this a major thumbs-up for story, art, ambiance, production values, everything like that... and a major thumbs-down for the actual game-play. But I'd still recommend it if you can get it on sale, because as a story-telling game it's still really interesting.. What the... Adventure game? RPG? Board game? Sims like? Tabletop game? Dice game? I have no clue what this is... Maybe a mix of all these genres? Whatever it is it's fun... Really...

Graphics are old school, washed out old style and the music fits so perfectly that it makes most other games soundtrack stand out like a sore thumb, like Biometal on the SuperNES...

Grab it, you won't regret it.... Very unrealistic, you forget your stuff it aint gonna be there tomorrow no matter how much help you get from an orange man cat. I wonder if it's meant to be something artsy? If it is, it is bad art.

There is some 'game' content, puzzle-like, but it is not enjoyable by any means.

The 'badness' of The Next Door is objective. It is the technical side that's bad. It is made in Unity, and looks like just a couple of things thrown together. First Unity project somehow greenlit on Steam with the help of online friends?

Perhaps the bigger lesson here is how many different things could be considered a 'game'. Not that The Next Door answers that question in any way, but by bringing it to my attention it did expand my world a bit.. Funny simple game. +rep for dev :). Good game, choose your own adventure style from back in the day. Lots of options for general paths/choices and worth playing however be ready to wait for a good amount of time before you're going to see addition or sequels. Author is planning to move on to other endeavors after part three in this game and is currently working on part two completion. ie, 'the zombie exodus' out of the cities and how your character/group plans to survive.. Terribe, voice guidance sucks. No ATC so you don't know where to taxi in the airports starting off. No guidance during the flights, just you and your GPS. Angel Heaven Lee basically just tells you to take off. You don't know what altitudes to fly because of no ATC. The first mission I done, Angel Heaven Lee told me to take off. Which I did, I then followed the GPS to the airport, didn't know what runway to land on and after I did land on a random runway, the mission was still running. It did not end. No acheivement. All you're paying for is flight plans that are loaded into the GPS and a voice which gives no real help at all.

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