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About This Content

The Revolution II Unit Pack contains sixteen models with all new animations. Historically authentic and “what if” modeled units are featured in the Age of Revolution. Enhance your game’s atmosphere with these musket, sabre, shako, and backpack equipped units. The common Eastern units have also been embellished for this period.

Includes Units For

- Saxony
- Russia
- Switzerland
- Italy
- Poland
- Bavaria
- Naples
- Brunswick
- Sicily
- Hanover
- Hesse
- Germany
- Oldenburg
- Holy Roman Empire

-
- Common Eastern Units

Title: Europa Universalis III: Revolution II Unit Pack

Genre: Strategy

Developer:

Paradox Development Studio

Publisher:

Paradox Interactive

Release Date: 10 Dec, 2012

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Minimum:

OS:Windows XP/Vista/7.0

Processor:Intel® Pentium® IV 2.4 GHz or AMD 3500+

Memory:2 GB RAM

Graphics:NVIDIA® GeForce 8800 or ATI Radeon® X1900 video card

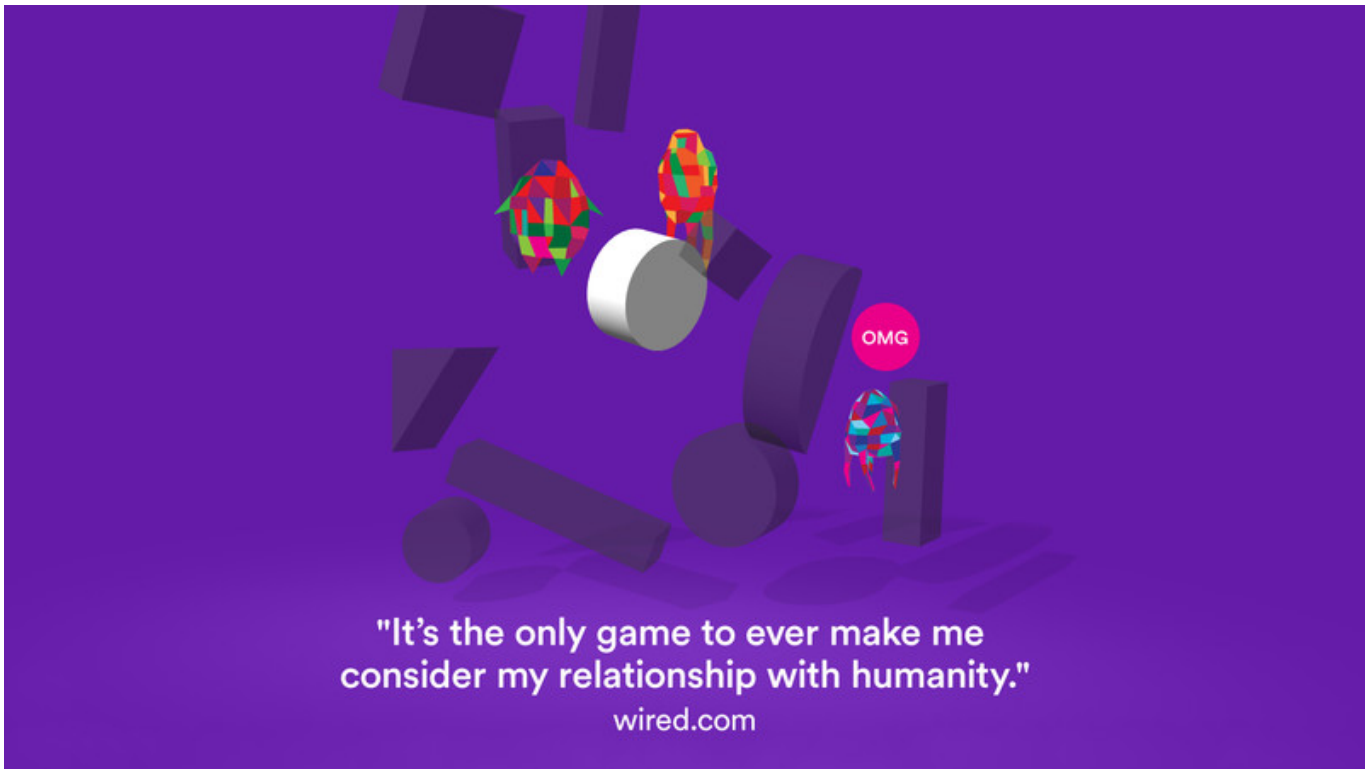
DirectX®:9.0

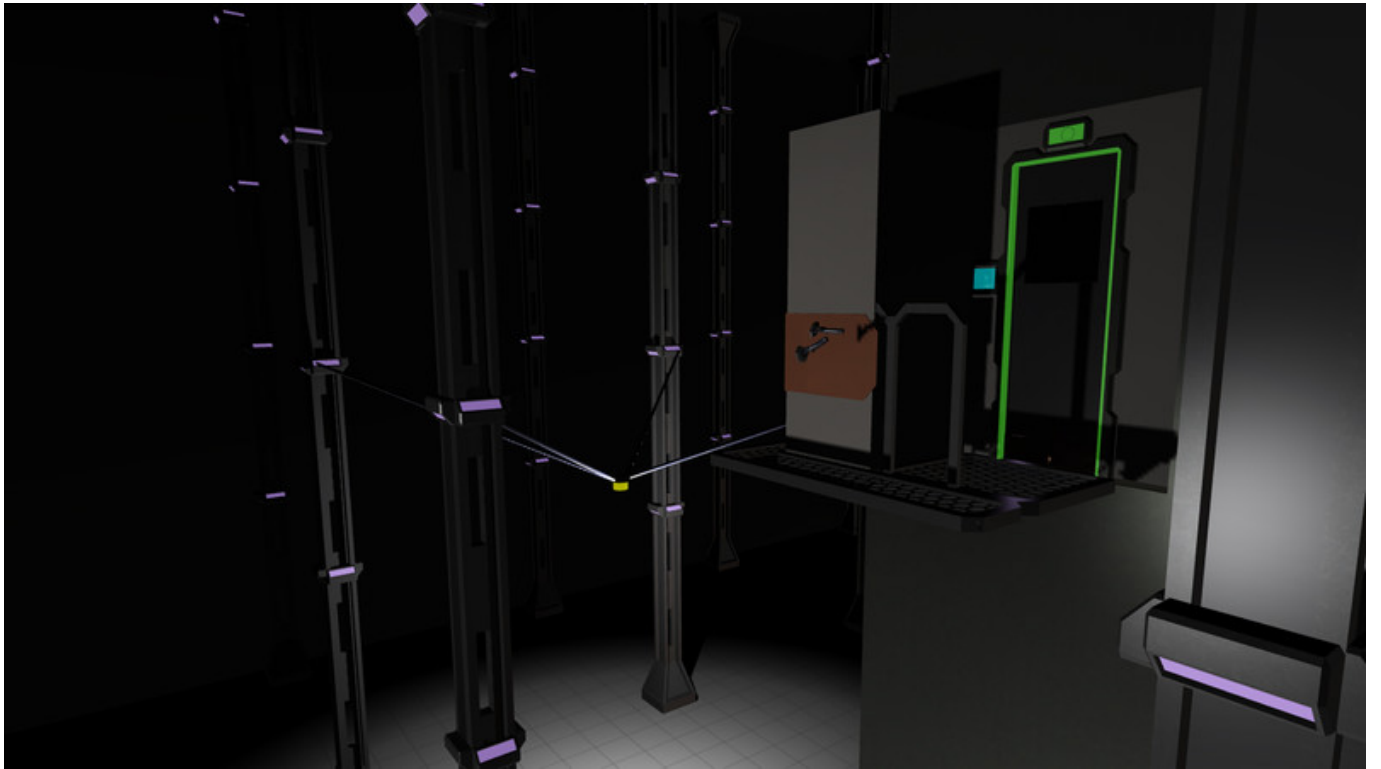
Hard Drive:2 GB HD space

Sound:Direct X-compatible sound card

Additional:3-button mouse, keyboard, speakers, Internet connection for multiplayer

English,German







ONE of my personal favorite shots. I imagine Gai and Miyon would frequently relive the memories of these simple days. Hopefully it is something just about anyone can relate to.

I have been enjoying this game for years and I never get tired of it. Really glad it's finally out on Steam and the addition of bots works perfectly. It would be great if we could customize the gamemode though (for example: revolver only or 10% health...). The maps are huge and very immersive. I highly enjoy running around and getting lost af.. Worst 39 pence ive spent, its ♥♥♥♥in dreadful. Fly a heli,save soldiers....it was nice.Felt great! :D. Excellent gameplay, wonderfully campy story, drops you right into the action, plenty of upgrades and replayability. Sometimes you'll snag on corners, but that's the only criticism I have. Absolutely recommended!. Interesting start POS, adds the ability to co-op with a friend who plays Vampire Counts. You start with some extremely strong units as Vlad, and very rapidly he can get a passive skill that trains all your units in his stack by 255 exp Vper turnV, effectively making him stupid strong if you make him an army manager. The only issue is that many of your quest chains will take place in Drachenhof, Essen, and northern territories -- effectively making questlining during a coop session with VC as a pain in the\u2665\u2665\u2665\u2665\u2665

Besides for that, what's not to like? It's free.. Nice game but no one plays it. There's around 4 players on the game on average and it's in dire need of a single player mode or something to let players enjoy the game since the online community is severely lacking. Played against myself and found the mechanics interesting and the characters to be neat. It's a great concept I just think it's a shame there's no one online to play it with. It's worth the price (under \$10), just needs a larger community or will stagnate further to having maybe 1/2 players. I'm sad I missed the launch time when there were other players on the game.. A fun and fast paced game in which you are a noir character fighting through enemies. The graphics are charming and the sounds are awesome in that retro style. This is a fun casual shooter that makes you think how you are going to attack enemies. Moving chairs and tables to make shields is very fun and adds an extra element to the game.

<https://youtu.be/VMRYhxWekhAU>. A better version of the first one, still staying true to its old skool RPG origins.. It looked fun, but it's buggy in some pretty major ways. I've had my backpack stop working, the main row only populate with 3 cards, spells not work for unknown reason, all sorts of crap.

[When it is working properly, it's not very interesting. Minor tactics and hp management more than anything, seems like...](#)

Great music, great puzzles. End of story.. Great game! Graphics are cute and colorful and the music is charming; controls take a bit of getting used to but gets easier as you go on. You can really feel all of the heart and soul put into the game! Very fun and very addicting.. Just FYI :

My pc (it's old)
i5-4460
GTX 960
4G+4G ram

Graphic setting at High and I'm getting a very smooth 60fps frame rate @1080P, I think it's amazing. Thought the clouds will kill my fps, but it didn't.

AC series' OST/BGM never disappoints, as marvelous as ever.. A well-written, enjoyable experience. An entire playthrough is a few hours long, but i re-played it once as well. Makes you care about and ponder your decisions, if you're a fan of zombies and survival literature, go for it!. A really nice loco with an odd wheel configuration. The model is nice and runs well. Also, it comes with a great hidden loco that I'm glad I found!!. This is, in my opinion, one of the best top-down racers I ever played. It controls so well, has great physics and it's pure eye-candy to look at. It is also quite challenging, and definitely takes practice to master. It features an extensive campaign, so much so, that I haven't finished it yet. I have to say tho, that the game is missing some basic settings such as keybindings, but on the other hand, it offers some surprisingly good cutting corners mechanics.

And yes, it is definitely grindy, you will find yourself replaying through races you already won just to reach that extra money (or gears) so can buy the next sub-class vehicle or meet the requirements of gears to progress to the tournament.

That grinding, tho, can be also seen as practicing. Indeed, you play a lot of races, you unlock a lot of cars, upgrades, and classes and you even upgrade the upgrades. And if you have the Battle cars and Elite class DLCs you will need to play a lot before you unlock them. Looks like you just got to earn them. So, it's fun to play, but if you play it too much in a row it can get repetitive quite fast because it only offers 12 beautiful tracks to race.

Hardware-wise I'd say it is a bit demanding. I couldn't play it perfectly smooth with my previous GPU, GTX 750, 1GB, unless I put it on a low graphics setting. Now with 1050ti 4GB, it plays on max (almost) without any problems on 120 fps. I get some fps drops on the snow levels, precisely when I exit the mountain and there is that jump. But that of course also depends on your whole setup. A friendly advice: do turn off the bloom if you value your eyes :)

In conclusion, despite its quite a few flaws, I think it's a great game and I definitely recommend it!. A rock-solid piece of classic shooting action, in a modern package. Anyone who likes the gameplay of a Cave shooter or one of the many main-series Touhou games will feel right at home here.

Gameplay comes in two flavors, the Classic style with regular and focused shooting modes, and the Burst style with a bullet destroying laser in place of focused shooting. There is no slow movement mode so the player must be extra careful while maneuvering through the many concentrated bullet curtains.

The scoring system goes unexplained in the game's built-in tutorial, so I'll give a brief overview. Classic style has point items and multiplier items drop from defeated enemies that must then be collected before they fall off the screen, with them being collected when they touch the large circle surrounding your ship. The Burst style has automatic pickup of all items dropped, but requires the usage of the laser weapon to obtain multipliers, with enemies only dropping them when destroyed by the laser weapon. The Burst style also quadruples your multiplier while the player has activated DU2's Trance Mode, which while available in both styles and upgrades all dropped point items to the highest level, only has the quadrupling boost in the Burst style.

The game features a ranking system, where by playing the game and levelling up you are awarded points to distribute amongst your ships weapons, shields, extra lives, and available continues. The only complaint I have about this system is that you cannot reduce available continues to Zero, slowing down the ability to restart the game for the one credit clear (1cc) fanatic.

Difficulty wise, the game starts out easy and gradually getting harder as you go along, but with an extreme jump between the 4th and 5th stages. I personally found the 5th stage boss to be incredibly easy in comparison to its stage, but I imagine that the developers saved the difficulty for the true final boss that I am unable to even face at present due to being bad.

Overall, I recommend this game to anyone who enjoys shmup gameplay. Storywise the game has almost nothing going for it, with the remnants of a planned story remaining in the game just to add some spice to the game's opening act.

[Cleared Burst Mode on Normal using continues to complete final level, Cleared Classic Mode on Easy without using continues]

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