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## About This Game

A steam-ship period naval combat games focusing on fleet-scale battles in real time. The naval combat game allows you to set up battle squadron groups, their formations and management, with realistic ship models and characteristics, as well as advanced ballistic and weapon models.

(Alternative History) In the second half of 1880s, the policy of imperialism in the tropical Pacific led to a local naval conflict between the U.S., Chile, the German Empire and the Kingdom of Spain.

None of the contestants wanted a big war. Therefore, only the quick clash of colonial squadrons in tropical waters will decide who will rule Oceania.

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### Panama Crisis with Chile vs USA 1885

In 1884 Chile emerged from the War of the Pacific as a potential threat to the hegemony of the United States. The Chilean navy, then the strongest fleet in the Pacific, was able to confront American policy. In 1882 Chile refused US mediation in the War of the Pacific. In 1885, as the United States Navy occupied Colon, then part of Colombia, the Chilean government ordered its navy to occupy Panama City and to force the American squadron to evacuate Colon.

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### Caroline Islands Crisis with Germany vs Spain 1885

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Germany began her colonial enterprise very late and was, therefore, at a disadvantage, finding all the desirable places already occupied. The Spaniards claimed the Caroline Islands as their colony, but did not actually control them. Germany disputed the Spanish claim.

In August of 1885, Spain sent warships to Yap (Caroline Islands) to assert their territorial claim; however, the German government was aware of these ships and its squadron arrived the night before the Spanish landed.

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#### Marianas Incident with Spain vs USA 1887

To strengthen its position in the Pacific Ocean; the United States needs to control at least one of the tropical islands such as the Spanish Mariana Islands, or the Samoan archipelago. Events in Cuba and internal problems did not allow Spain to strengthen its colony in Oceania. The Great powers were not interested in supporting the interests of Spain in the Pacific and did not interfere in the conflict.

None of the contestants wanted a big war. Therefore, only the quick clash of colonial squadrons in tropical waters will decide who will rule the Mariana Islands after 1887.

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#### Samoa Crisis with Germany vs USA 1889

The Samoan archipelago is the last of the territories of Oceania which has not yet been colonized. The German Empire, through the tribal supreme chief, is trying to establish control over the Samoa. This leads to civil war between the natives. The United States supports the rebels. Governments of both nations have sent warships to the largest and busiest Apia harbor in Samoa. The commanders of naval squadrons ready for battle. Conflict of trade and strategic interests can be resolved only by force.

#### Features:

4 games in one package!

set up battle squadron groups

realistic ship models and characteristics

advanced ballistic and weapon models

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Title: Victorian Admirals  
Genre: Simulation  
Developer:  
Totem Games  
Publisher:  
Strategy First  
Release Date: 1 Feb, 2012

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**Minimum:**

**OS:** Windows XP SP2 / Vista / 7

**Processor:** Pentium 4 / Athlon 1.1 GHz or better

**Memory:** 1024 MB RAM

**Graphics:** 128 MB GeForce 6600 / RADEON 9600 or better

**DirectX:** Version 9.0c

**Storage:** 400 MB available space

**Sound Card:** compatible with DirectX 16-bit sound PCI a card

English





11.1 ms (90 fps)



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victorian admirals. victorian admirals anthology. victorian admirals game

Was fun to play. A lovely made game.. This game is my all times favourite, it is worth it ,but you have to be patient before you get the big guns!Not like most poeple that just say "ah this ship sucks , it cant shoot , I dont have money" etc, its a RPG RTS game , one of a kind , had potential in ashes of victory , it died.I hope the haters are happy now.Anyway the game is awesome since recently I saw that there was a guide , which to be honest I didnt know alot of thing that were in it. :D. A respectable "Experiment" but a full fledged game with a price tag this is not

The game still drops frames and lacks many basic features a game should have

I think this was a missed opportunity to make a game with a real classic style

Maybe release it as Early Access and build upon the software renderer and content

Instead it seems to be a proof of concept with placeholder sound effects. Blew up tiger tanks with machine guns. 99/10. P2W trash. Works on windows 10 thanks to receant update!!! I played years ago and got 1 shotted by a credit card user with glowing gear. Graphics are decent. Game is dying due to the patches that add more P2W garbage. They will pull the plug on this disaster

^\_^ They are selling the game again to an even worse publisher expect NO MORE PATCHES JUST P2W TOP UP♥♥♥♥♥.

I'm a huge fan of Luftrauser, and I got what I was hoping for when I first noticed and followed this game in development months ago.

An obviously Luftrauser inspired (but with its own twist), multiplier-based-high-scorer shmup, with more grandiose and arguably more stylish presentation. Definitely more solemn and melancholic, with an actual (and kinda gaudy) background story on why you're shooting these ships over and over again. With decent price as well!

I bought it the instant it's out and it's not disappointing at all.

Can't help comparing it with Luftrauser of course. Control and feels less satsifying and less 'obvious' than Luftrauser for me. It feels much more satisfying (and easier?) maneuvering to dodge bullets in Luftrauser because there's gravity assisting you, and here in space there's nothing but you and your own momentum. Battle feedback also feel less satisfying, it took me a while to realize your ship automatically get repaired when you're not shooting, and to notice the multiplier working. I wish there's more obvious feedback on multiplier, and some sort of backward thrust\brake\acceleration to assist you in maneuvering since there's no gravity.

I still play it non stop until my hand gets too sore to continue, though!. The non-serious, overly comic style of writing may be enjoyable by some and not by others. However, dying in a random way when two options are given, with no idea what can or should happen, more than two hours into the story in the seventh chapter and no having a chance to even re-start that chapter, instead being forced to start again from the very first page, is not something anyone should enjoy.

. I recommend. awesome!!!!!!!

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Good, not great. Good. Good story, characters, well written bla bla bla. If only this is not a sequel, it would be great. Continuity is depressingly lacking. Very minimal effort put forth to bring our choices from past game to now. I mean, I didn't train new recruits to defeat a legend in order save the world then forgotten about so soon, regardless of peace or not. I HAD a team. Where are they? Only one person looked for me! Past game's achievement or progress alongside character development are very minimal except few core stats. We are put in a different role rail roadedly. We could be playing same story as a Superlative as well. If you can look past this flaw, please go ahead and buy.

6V10 Good game, bad sequel. The Superlatives Arbiter : Shattered Worlds Progression. Just not a complete game. Mostly what the game tries to execute it does well but there is absolutely nothing ambitious about the game.

No theme, no campaign, barely asymmetric, insignificant terrain (and a limited number of maps).

Could have been great.. A good but glitchy P&C.

Its specifics:

- Fully voice-acted, high quality
- Gamepad-friendly
- Unusual inventory; no descriptions, no combinations... everything is used through dialogue
- Cut-scenes in the form of comics pages
- Music-themed
- Interchangeable bodies with different abilities, dialogues and voices

Today is list-day, so here are the flaws:

- The art is cool, but some animations are weak, notably the depth movements.
- Imprecise hit-boxes require precise movement adjustments (minor annoyance.)
- Protagonist sometimes blocked by an object or character, with fidgeting required to unblock.
- The sound is good but sometimes marred by post-production issues, notably uneven volumes.
- One obscure dialogue option changes its result after a specific event occurs, in an unfair progression roadblock.
- A few minor glitches, not worth detailing, add to the impression of lack of polish.

Still enjoyable and worth playing thanks to the art, humour and game mechanics. Progress is intuitive (with a couple of exceptions.) The voicing and music bring all the life and atmosphere of this title. Expect a lot of back and forth in a well designed small world.

. Too hard so i quit.. I'm not a dedicated fan of RTS but i think the VRV3d aspect has me kinda hooked. I played for 4 hours straight in 'practice mode'.... which i think they should just call single player mode... and add some nice little rewarding indicators when you've wiped your enemies out. Multiple AI factions would be nice too. The game was very intuitive and only requires a very short tutorial. BONUS: you can rotate the game space so you can play sitting down which is great for a game like this. I really enjoyed seeing my little custom battle ship being cranked out of the 4x3 shipbuilder :). I'd say buy this ONLY IF NEEDED! The items are extremely op and should be used for post game or what I did and use them only when I didn't feel like grinding. Other than that I stuck to regular items. You need to unequip them from the characters every time you get them though. The accessories like the Umio face mask are funny though. Fallen Neptune is my favourite because it's just a tiny Nep that fell into someone's head. You can only see her waist and below plus that bit a fanservice which her you know whats are showing at the proper camera angle.. Potential.

The art style & character aesthetic are solid.

The sound, both ambient & music.

The story seems like it could prove interesting.

I'm recommending this because I'm a sucker for art & style & noir; I'm not at this stage recommending it for content length or gameplay quality. Here's why.

The gameplay is not there...

The first mission, you need to find x number of clues & all the objects are white, when you pick up irrelevant ones they turn black, relevant ones reveal what they are & the game doesn't provide direction and so you click on everything until you find (I think it was 6 items) & then you go to the next level, this was not compelling.

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The second mission, was a long cutscene with some dialogue prompts for jokes where you listen to the Coroner talk about the evidence you collected & the body that was discovered; a lot more could have been done here besides wise cracking. It doesn't need to be something like Law & Order: Legacies but at the very least I could have had more dialogue prompts or none at all, the half-measures of this section was confusing.

The third mission (and the last for this Early Access release) was the best of the bunch & I think maybe shows the Developers realising that the first mission lacks guidance. This level has some of the points-of-investigation highlighted in colour, but the most crucial (I guess it is a puzzle trigger) & the object you need to find are still white, but there are environmental clues as to where to look for the object & then environmental clues as to where to proceed.

This mission & the guidance given went a long way to addressing my gripes with the first part of the game.

I'd say 25 of the 40'ish minutes of my first playthrough was spent click on every object in the first area & convincing myself that I must have missed some clue as to directional guidance in the games audio because the dialogue triggers play over one another; so \$5 may be high for sub-45 minutes.

I like where this is going though, with minor fixes like audio overlap & player guidance it could turn out pretty good.. This game is easily one of my favorite VR experiences, though it does have some glaring issues.

A lot of people say this is like Subnautica in space but that makes no sense whatsoever, because this is absolutely nothing like Subnautica in any way. It would actually be way more accurate to say that this is a lot like Raft in space, the wreckages being like the materials floating in the water, and the abandoned/broken down spaceships and spacestations being like the islands you occasionally float past.

The biggest two issues I have is that there's no option to make the AI stop giving you tips about things, because it's incredibly annoying to hear the AI say to return to the station every time my oxygen is half empty, incredibly annoying to hear a lecture about growing food whenever my hunger is half empty, and incredibly annoying to get a lecture about where my materials go after I salvage something.

The other issue is that it's too easy to open the helmet, as just grabbing the general area of the handle will make it open and this is incredibly easy to do on accident when trying to move around, and I've died multiple times by doing this in space while trying to move around on wreckages to salvage them. There should at least be a motion of pulling up the handle to open the helmet or something to make this happen way less.. Yes, it's free. And Yes it's total garbage. There is 100,000 free mobile rpg games better then this.

Download and Play it if you enjoy wasting your time.

Look people, if you want to play a great and FREE mmorpg that is about 50 times better then this, simply visit [www.uoforever.com](http://www.uoforever.com) and download and register for that.. and a play a great, classic version of Ultima Online! Trust me, that game is way, way better then this is.

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