
Revolution Under Siege Gold Download Without License Key



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About This Game

THE GAME

From the Baltic to the shores of the Pacific and through the arid steppes of Central Asia, relive on PC the biggest civil war ever!

October 1917. The Bolshevik Revolution starts a tidal wave that will sweep the whole of the XXth century. But the birth of the Communist regime was not an easy walk, and it faced dozens of tough but often unknown oppositions which did their utmost to destroy it in its infancy, in an amazing conflict where a central side is attacked from all corners and directions.

Make the Reds side triumph to save the Soviet Proletarian revolution, or, on the other side, lead the Whites side to victory in order to place the old regime back in power and protect the countries of Europe, weakened by the Great War, from the perils of the revolution.

Revolution Under Siege GOLD is the first complete historical simulation on PC of the Russian Civil War between 1917 and 1923. A wealth of historical events and geopolitical options, real or possible according to the player's choices, will bring a realistic tempo to the maneuver of your forces and those of your opponents.

Revolution Under Siege GOLD has been designed by a French team, with the aid of volunteers from all over the world, all dedicated fans and contributors of the historical strategy games from AGEod.

FEATURES

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- A map of unrivalled precision covering the whole of Russia and its neighbours, from Poland to the Pacific Ocean.
 - Be immersed in historical realism: hundreds of officers, from Trotsky to Semenov, and many more units, from Red Guards to Cossacks are faithfully represented in the game.
 - Politics, requisitions, revolts, repression: Gain support of the population or pressure them with your political police.
 - Cleverly use the brand new weapons of the time: tanks, armoured trains and aircraft.
 - Recruitment, organization: Create massive armies and divisions from groups of volunteers, train and use them in ambitious plans for victory.
 - Use diplomacy to trigger foreign nations entry in the war or attack neighbouring neutrals. New allies on all sides will endlessly change the course of your games!
 - Enjoy unique campaigns covering each one of the years of the war in Russia, as well as the Finnish Civil War (1918) or the Russian-Polish war (1920). Or rewrite history with a what if scenario set in an alternative post-WWI world in 1921.

WHAT IS NEW IN REVOLUTION UNDER SIEGE GOLD

- Dozens of new historical events and semi-historical ones to give a permanent flavor to your games
- A myriad of new options and game mechanisms to immerse you even more in the Russian Civil War
- A wealth of new geopolitical options, historical or alternate historical according to the player's choices, which impact resources, popularity and diplomacy to involve various playable factions.
- A Chronology of all the Events and Options of the game, so that players can prepare to the strategic choices they will have to do.
- New updated manuals in English, French, Russian with details rules and design analysis
- A new updated Strategic map useful for your AAR and PBEM.
- Dozens of big fixes and game balance additions, as well as hundreds of minor improvements based on the last 4 years of players experience and feedback,

Title: Revolution Under Siege Gold

Genre: Simulation, Strategy

Developer:

Sep Reds, Ageod

Publisher:

Slitherine Ltd.

Release Date: 2 Jul, 2015

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English,French,German,Russian







The only game out there that covers the Russian Civil War. Guess when there is no competition this game becomes recommenable but be warned of incessant crashes.. Why ever play anything but this?. I love me some Paradox grand strategy. I was hoping to find a deeper, more hardcore experience from this game. But I can't even get going because the game runs like absolute koala doodoo.. Crashes at almost every turn, not worth buying until they fix this critical bug!. Revolution under Siege is a great game, and I had fun playing it, but it crashes so often. I'd say about every 3 turns or less it crashes. So if the main campaign is 86 turns long, that means you are bound to encounter at least 28 crashes. It gets REALLY annoying. If you forget to save one turn, you might have to redo it entirely. God help you if you won during a turn and then it crashes, because now you'll have to pray the game agrees to let you win again.

Other than that its a very typical AGEOD game. Obtuse, hard to learn, deep and finnick.. Possibly a decent game, but after spending 2 hours trying to figure out the user interface and going through the tutorials, I am going to simply give up. Comparatively, I found the user interface for Hearts of Iron 2 and HOI3 to be child's play. I don't know how the developers ever devised such a bad control scheme, it's simply horrendous and not intuitive in the least. I still have no idea how to set up armies or even build units after reading the manual and playing for a while. I don't recommend buying this game.. Revolution under Siege is a great game, and I had fun playing it, but it crashes so often. I'd say about every 3 turns or less it crashes. So if the main campaign is 86 turns long, that means you are bound to encounter at least 28 crashes. It gets REALLY annoying. If you forget to save one turn, you might have to redo it entirely. God help you if you won during a turn and then it crashes, because now you'll have to pray the game agrees to let you win again.

Other than that its a very typical AGEOD game. Obtuse, hard to learn, deep and finnick.. My favorite game by Ageod. Reminds me of the game Red Star, White Star by SSI back in my boardgaming years. The game is a difficult struggle for the Whites and also the Reds. There are actually 3 playable factions: The Reds, the Siberian Whites, and Southern Whites. There is also a developer mod on the Ageod forums for playing Ukraine. Minor factions are the Greens, the Anarchists (black), the Baltic and Caucausus states, Finland, and Poland, not to mention the Foreign powers intervening (including the US!).

My personal favorite is the South Whites who consist of 3 groups, The Archangelsk group, the Baltic group, and the Caucausus group (the largest). The AI is quite competent and challenging, often wrecking your plans and taking back territory you shed blood for.

The only negative is the game's engine which can error out. Usually you can repeat the turn or combat and not have an error, so it isn't fatal. I'd say I get 1 error for every 2-3 hours of play. Iratating but the game is so good that you are willing to continue on in the hopes of getting to Moscow or Leningrad. The error is still there as of today.

This is one of the few games that does justice to a forgotten struggle that influenced Russia all the up to WW2. The bitterness and desparate struggle led to horrible consequences for the Cossacks and other ethic peoples who supported the Whites. The mass deportations of Stalin of these people began with this struggle.

A game where you don't give a fig who wins.. Pretty surprised at how much I've enjoyed this game, after getting it and a bunch of other AGEOD games in a bundle. This is apparently one of their more complex games but I was able to get the game working and, while I still wouldn't say I've mastered the interface, I've probably picked it up faster than I picked up the EU4 or CK2 interfaces (which I think are the closest comparisons). The diplomacy, decisions, etc systems are cool and add a lot of flavor to the game that sets it apart from some other games like this. Army recruitment/organization was confusing at first but I'm starting to get a better grasp on how to set up my armies, and you have a ton of options for how to set up your troops.

The scenarios are interesting, with the Finnish scenario being a very good introduction scenario. Based off of the time I've put into this, just one playthrough of the main campaign will take 50-100 hours, so if you like this you can certainly get your money's worth. The music is great, though I eventually turned it off because the music is so bombastic I would get distracted by it at times!

The game isn't perfect. I get crashes when trying to open Steam Overlay, or really anything other than alt-tabbing out of the game if I want to do anything else. The load times are definitely long, though each of my turns takes me 15 minutes to an hour so the loading times are always shorter than my turn times. Overall I don't mind it that much (I can usually find something to do for a minute after being focused on the game for my turn) but I could see it turning some people off. But this game takes a while in general, so I don't see someone who really enjoys the gameplay/time period deciding they won't play the game because of the turn loading times.

I'm amazed that I got this as cheaply as I did! I'm looking forward to putting even more time into this and getting into the other AGEOD games that I now have!. Maybe it's a bit hard to learn but at the same time it's very deep and historical. Just pass the tutorial, read the Manual and you will like it. Even though it's a turn-based game that could be an obstacle for paradox fans don't be afraid to check this out. You won't be disappointed. I've been playing this game for years and i still enjoy it. 9/10. this game sucks it barely loads to the main menu WTF 0/5. This game is kind of way beyond my skill level but its also clearly well made and someone who is interested in the history of the russian civil war will love it.. Over-all I'm fairly on the fence as far as AGEOD games go. It took me years to honestly find them that particularly interesting, and their older games had serious preformance issues in terms of turn time. I can safely say Revolution under Siege addresses at least the technical flaws.

The game takes place during the Russian Civil War and depicts a fairly accurate, and fair representation of both sides and historical/a-historical events. A number of the scenarios in the game are actually fairly different. Unfortunately the game is fairly grognardy and a lot of the concepts are fairly hard to understand at first. Even after having invested 25+ hours into the game and completed a playthrough as Western Whites and the Reds in the grand campaign I can't safely say I completely understand the most effecient way to play the game. However, what I do appreciate is the freedom of action that is present in the game. It truly feels like you are on the edge of your armchair as a general and commanding the very lives and fates of each and every soldier in your corp.

Do I like the game? Yes. Can I recommend it for everyone? No, even if it won me over I have a great deal of interest in the time period. It's a good game, and if you like hardcore and indepth strategy games then it's good. So, I'll give it a 'yes' but this is a soft yes as a lot of people would find the game far too arbitrary.

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