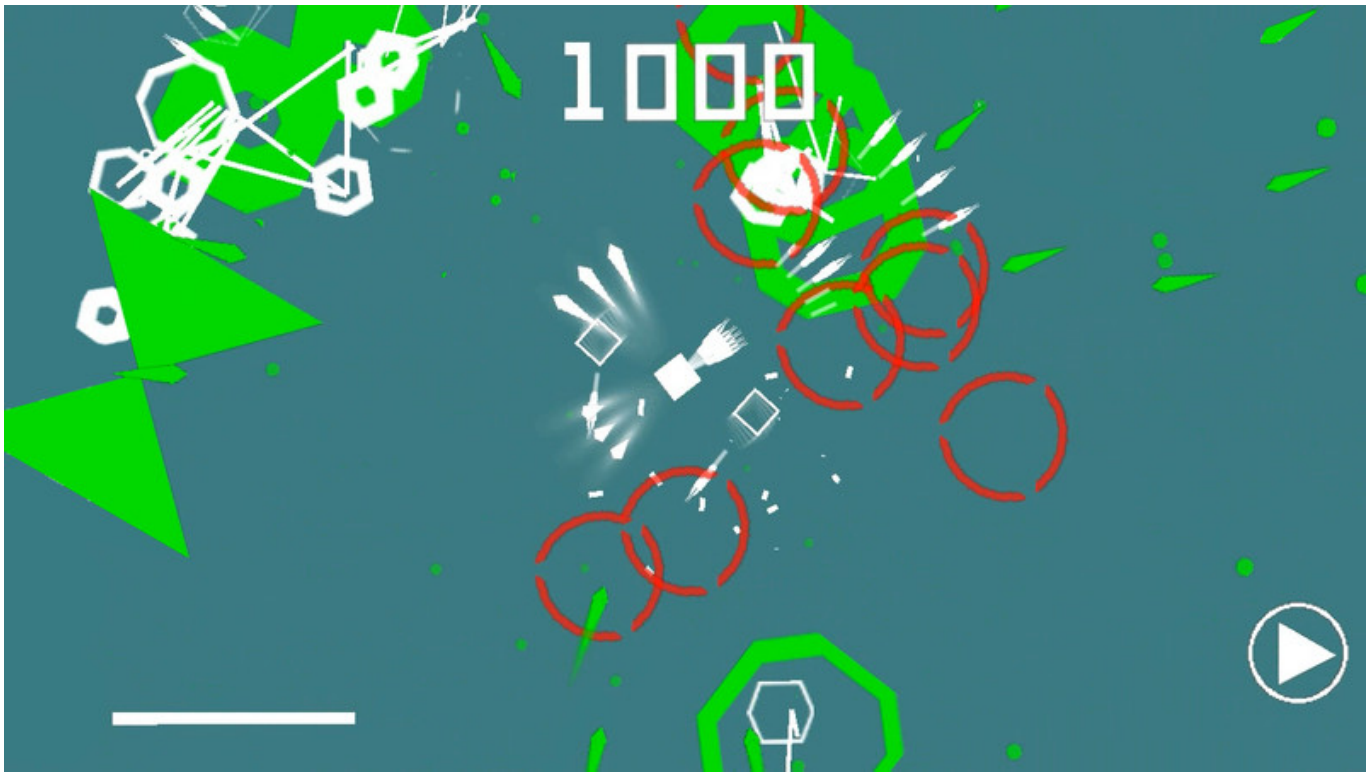
To End All Wars Download Link

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## About This Game

**Ageod's To End All Wars** is a grand strategy game set during World War One. Players will take control over one of the major powers that so desperately fought for control over Europe and to end all wars.

Of course the engine has been updated and altered to convincingly simulate Great War warfare. Continues lines of trenches can be created by the player (and the AI) and special rules allow air units to fulfill missions even beyond enemy lines. Other features brought by this title include the new diplomacy system and the new research system.

Together, these features, combined with the proven Ageod formula make To End All Wars one of the biggest and most detailed Ageod titles yet!

**Note:** The manual is only available in English.

## Features

- Setting: the game covers all of Europe, from the Western seaboard to the Volga, from 1914 to 1918. Middle-East is also in, as well as most of the rest of the world (as off-map boxes regions)
- Game map is divided into more than 3,000 regions, with a variety of terrain, climates and development level.
- Scenarios: 1 tutorial and 2 main scenarios of the whole war (historical start in August 1914 and open start with players choosing their own warplans).
- Historical leaders: Over 1600 historical leaders each rated on their abilities and over 900 different types of units from infantry, to cavalry and artillery to aircrafts and battleships!
- Production: Control your nations spending on the military, economics, research and diplomacy through a few simple-to-understand assets and production centers.
- Regional Decision Cards: The game has an innovative card system that lets you trigger events such as Spies, surprise attacks, key trench warfare aspects, technological or tactical breakthrough and, if played wisely can affect the flow of a campaign.
- Detailed game model includes features such as Weather, Attrition, Supply, Front Lines and Fog of War
- Historical Events are triggered throughout the game giving the player crucial decision points. These cover anything from local uprising to foreign intervention.
- Battlefield Tactics allow the player to make decisions that can turn the tide of battle.
- Sieges and Naval warfare are all covered in detail in the game.
- Technology over time the technologies available will be upgraded using both the event and cards system.
- Chain of Command allows units to be organized in to brigades, division, corps and armies and leaders put in command of them.

Title: To End All Wars
Genre: Simulation, Strategy
Developer:
Ageod
Publisher:
Slitherine Ltd.
Release Date: 29 Aug, 2014

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English,French

090
135
180
2.3G
550
500
479
450
2 SIDEWINDER
3K
2K
1730
1K
GUN 537
AIR
LOCK
MIG-25 FOXBAT
RANGE 5.9 KM
BRG 131
2X
CHAFF
18
FLARE
12
DECOY
03
TAC
EGR
EAR
EMV
FLIR
TC
AHEAD
588
FUEL
100
THRUST

SCANIA

RIGOROUS TRAINING?
Thelo (7), play Rigorous Training or pass.
CHALLENGE #7: MIDORI'S DRAGON FORM RUSHDOWN
Goal: Win in 4 turns.
Midori must often work around his Dragon Form's inability to buy purple orbs to maintain momentum. Stay in Dragon Form, use various tricks to control your gem pile, and crush your opponent!
Turn: 1
PASS
COMBINE
Puzzlebot
Thelo (7)
Rigorous Training
Reaction: When an opponent buys a 4 or more cost chip, trash a non-purple chip from your hand then gain a chip costing up to 2 more than the trashed chip.
Ebb or Flow
Main or Reaction: Choose one: All players trash a 1 from their gem piles -OR- You ante a 2
Chip Damage
You may put a chip from your discard pile on your bag. Each opponent discards a purple or two chips.
CRASH GEM
Training Day
Trash a non-purple chip from your hand, then put a bank chip costing up to 2 more than the trashed chip into your hand.
MENU

The writing, the voice-acting, the go here and fetch quests, make this a no for me dawg.. How the game is supposed to be played: Strategically position your citizens in various professions so as to build your kingdom to the fullest, balancing multiple resources against natural disasters and raids by savage monsters, teleporting across the map exploring the world in a grand adventure.

How the game is actually played: Completely gut your army and retreat from every battle, relying on the monks to recruit for you between missions. Don't actually fight at all as the losses will never be worth the absolutely miniscule gold you get in return. Don't invest in any alchemy shops either as you will never *ever* get the 250 gold you put into it back. Instead, turtle up, run from every fight and ride on the in-between level rewards to buy your population all the way to victory, and feel dirty inside for such a cheap victory.

Pros:

- Only cost me $2.

Cons:

- You get what you pay for. I've had more fun counting ceiling tiles.. Boring. Cliche RPG nonsense.. Addictive games and fun to play. Game seemed OK. Took a few hours til I mostly won easy standalone missions.

Tried single player campaign. Mostly won the first few. Then it seems impossible. Can't improve players stats. Cant figure out how to earn money to buy better players. The other teams are faster, tougher, stunned for less time etc. Then its not possible to win. The interface is confusing and no guides or docs exist. uninstalled.

Forums are dead. No support.. This is probably a fine game on a phone where multi-touch is a thing, but with a mouse, it's frustrating.. The fireworks part is really nice to watch and to play with. The indoor fireplace scene where it rains outdoor is too complex and juddery on my GTX 780Ti GPU. This scene needs some optimization. The other two landscape scenes are relatively bland and would require higher res textures and details to be really enjoyable.

. Absolutely gorgeous and truly immersive. Clever puzzles and fantastic usage of the new wave 8 bit genre. Try this for a unique memorable and old school gamer challenging experience.

This game relies on a few major points to push it out of the "omg its a blocky pixelated thing" status to "wow, just...wow" placement in my world.

Firstly those initially discouraging 8bit little blocks have been lovingly rendered and the environments are truly gorgeous. Not only is there a heavy amount of nostalgia playing my heart strings, but simply absorbing the locations is unavoidalbe as it is done so very well.

Secondly we have the sounds and music. These are actually a large part of the gameplay, as you discover ways to manipulate the music to desired final effects you will find yourself completely transported into this little world. Immersion can rarely be this effective.

Finally the puzzles and storlyine are just wonderful. The time I have spent wondering around figuring stuff out only to have to drag my grumpy child into my room to help me figure something particularly taxing is countless and memorable.

Point and click Psychonauts

5 \/ 5 would smile again. After many tedious hours spent attempting to build a working vessel, I concede defeat to From the Depths. Mastering the basics (or just barely grasping them) can turn into a quest of monumental proportions. Unless of course you're an engineering god\/demi-god.

in the end though, I had a blast with the battling part of the game as it's immense fun watching vehicles duke it out using an array of weapon types. the units designed and featured in the campaign (praise be their creator's engineering prowess) had me really impressed, anyone who can make such a creation is a boss.

TLDR: Not my cup of tea, however I see the appeal to those who want to build and battle.. I found the concept interesting, and given the low price I gave it a shot.

Oh my.

This is an alpha build, at best. The interface is clunky, absolutely unintuitive. Gameplay seems to be shallow, and I have no will to spend more time trying to dive deeper into the mud to be sure. To make things more complicated, the English tooltips and explanations are so badly written that it's sometimes fairly difficult to understand what it's supposed to mean (and if you think the same goes for my review, well, what can I say? I'm not from an English speaking country. Oh, and it's free :D).

Ah. I still have to admit the thing did not crash. Had to be noted.. This is a interesting point & click adventure, the story is a little wierd since the game start in the right mood, but after while seem to weaken instead of going strongher to keep the player interested, also there is a lot of darkness used in the scenary that at some point make hard to connect with the story and doesnt help the gameplay either since its hard to clearly see around you wich is a very important factor in game of this type.

The puzzles are well made and not hard to figure them out for players used to adventure games, besides the tunnel part that can bee very frustrating if you touch the walls because it return you to the start of it, and all the darkness make that very easy to happen, the game is pretty straight forward with few riddles in betwen.. Next to the Age of Charlemagne add-on, this is the culture-pack to get. Having started out either building an army and having revolts on my hands, or trying to remian at peace and having neighbors harrasing me, this was where I should have begun to understand the dynamics of this game. The Picts have got to be one of the best groups since you are buffered by the Caledonians, and a natural ally of the Ebdanians (Oirish), and you get a chance to start working with the politics, technologies and building up a city without getting clobbered consistantly. With very little effort, you can unite with the other two factions and take over all of Britain, and then start hitting the mainland. The mix of combatants is excellent and gives a completly unique feel to the combat possibilities. You can carry on raids, ambushes, sieges while using the seas for hit and run raids, so it's the best of all worlds medieval. Allying with large armies of Caledonians is great, since if you are new you get a feel for the tactics and can make goofy mistakes without losing your army. All in all this culture-pack is like a game within the game, and really is a great learning tool plus a lot of fun if you like crazy units in combat and slash and burn raids.. i will say this game had the best DLC out of all the Borderlands games.. I'm not too picky for $6.99. My 5 year old wanted a new game. so I got her the demo. I needed to get her something non-violent. I figured she couldn't figure it out. Boy, was I wrong. So I bought it for her. now my 10-year-old and my 5 year old are fighting over it. I wouldn't be interested, mind you. but the kids love it. so for $7, I'm happy.

. Garbage. Rail run shooter that is lackluster, boring, and just all around no good.

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