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## About This Game

Ageod's Wars of Succession is a new game designed to cover two major wars that consumed Europe at the eve of the 18th Century. One was the War of Spanish Succession (1701-1713), pitting the French & Spanish Bourbons monarchs against the Grand Alliance built by Austrian Habsburg, Britain and the United Provinces. The other is the Great Northern War (1700-1721), between Sweden and Russia (and her allies), most of which focused around the succession of Poland. The two wars are played in separate scenarios.

In Wars of Succession you will coordinate the movements of several armies of many different great powers and their allies, take care of their supplies, fatigue and seek better conditions to engage combat, hold sieges or retreat to recover if needed.

### Scenarios

- Setting: the game covers all of Europe, from the Western seaboard to the Volga.
- Historical leaders: More than 200 historical leaders each rated on their abilities with over 200 different types of units from Grenadiers and Musketeers to Winged Hussars and Cossacks, as well as a dozen types of different warships
- Battlefield Tactics allow the player to make decisions that can turn the tide of battle.

### FEATURES

- Setting: the game covers all of Europe, from the Western seaboard to the Volga. The two different big wars focus each on one side of the continent (Spanish Succession over Western and southwest Europe, Great Northern War in Eastern

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and Northeastern Europe). Time span is from 1700 to 1720.

- Game map is divided into more than 5,000 regions, with a variety of terrain, climates and development level.
- Scenarios: 5 in total, with 1 introductory (Italy 1701) tutorial and 2 main grand scenarios of Spanish Succession War and Great Northern War, plus 2 minor Western Europe campaigns scenarios (respectively 1706 and 1709)
- Historical leaders: More than 200 historical leaders each rated on their abilities and over 200 different types of units from Grenadiers and Musketeers to Winged Hussars and Cossacks, as well as a dozen type of different warships!
- Production: Control your nations spending on the military, economics and politics (domestic or foreign) through a few simple-to-understand assets and production centers locations.
- Regional Decision Cards: The game includes the already known card system that lets you trigger events such as Land Mines, Honors of War, Contributions, etc... this cards, if played wisely can affect the flow of a campaign.
- Detailed game model includes features such as Weather, Attrition, Supply, Prisoners 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 in each of the conflicts.
- 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, with a lot of new siege-related flavour events better depicting that key aspect of war in the XVIIIth century.

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Title: Wars of Succession  
Genre: Simulation, Strategy  
Developer:  
Ageod  
Publisher:  
Slitherine Ltd.  
Release Date: 25 Jan, 2018

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English,French

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Please don't make me bake vanilla croissants! Literally anything but that!







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must say i was really looking forward to playing this game online and feel i have been ripped off with the game being sold with no online play. All diner dash games are extremely addicting. I'm always playing these games during my free time. Hotel Dash looks easy at first but as the levels progress it gets challenging. Wish steam offered more dash games. My only complaint is every time I play in full screen the game plays slow or it crashes.. The game is essentially Worms with WWII ships. The combat is pretty simple and after one or two playthroughs you have pretty much done the game. Little replay value.. Very good game . From what I have played so far, I can tell you that this game is a very unique experience.

The game is an early access, FPS shooter. There are currently three gamemodes, Strike, Anamoly, and Coop. The game is a test of speed and skill as you try to complete each level as fast as you can to earn higher medals. The levels aren't a walk in the park either, they are all very challenging, and if you don't have the patience to repeatedly play levels over and over to get the highest medal, don't buy this.

The graphics are very nice. They are above average for a game like this, and compliment it nicely. The game has many graphics options which affect the performance. On a mid-range machine on high settings, I get around 50-60 fps. No complaints there.

The level designs are very cool and are part of the reason the game is so challenging. The levels are a decent size, but usually very narrow, or make you go in a narrow path. The constrictive environment makes the game more difficult, and I personally really like this idea.

Strike involves levels with robotic-looking enemies with guns and turrets. You have to run through the level as quick as you can without dying. Pretty straightforward, but can be difficult.

Anamoly is my personal favorite, but unfortunately doesn't have nearly as many levels as Strike. You have to run through the constrictive environments as quick as you can while trying to fight through a horde of zombies. Difficult, but fun, and the zombies are very cool.

I have not been able to test Coop due to the lack of players. Will update when I try it.

The developers seem devoted to the game, and I have no problem giving them 15 bucks for this game, it's worth it. They are committed to making the game the best it can be, and appreciate feedback. Updates aren't too far apart from each other, and add a decent amount of content. This game has a lot of potential, and the developers know that.

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Things that I think would be great for this game:

A co-op zombie mode, where you fight waves of zombies until your team dies. I would personally love to see this.

Steam Workshop to allow people can share levels.

Map editor, a tool to create and share custom levels via Steam Workshop.

Custom gamemodes, it'd be cool for this game to be able to have user-created gamemodes like Garry's Mod.

Campaign? Not sure if there are plans for this or not, but it would be cool to have a story driven campaign mode for this game.

Weapon customization, weapon and health pickups on maps, and explosive weapons (RPGs, grenades).

Overall this game is great, and if you want to support it in its alpha stage, then buy it.. more UBERMOSH,and more imba.

but this time it goes too far.

using kensai , you can easily get SSS+ without even moving.I's really imbalanced.

UBERMOSH 1 is a really hardcore game ,witch gave me lot of frustration but also fun.

but UBERMOSH 5 is just a snack orso.

I push the video here,and I hope the producer would watch it.

<https://www.bilibili.com/video/av15338704/>

Also ,I give it recommend because it is really cheap,and it is fun.. There is some roughness, such as the controls, that you have to tank through. They also dont hold your hand so you learn by doing. However, I stuck with it and after I adjusted I had a very good time. The flow of money gets easier later but there always seems to be something to buy so it keeps you busy.



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I can't recommend this thing, it barely qualifies as a game. Game crashes in the first mission

The game crashes when right after Tommy say 'Act like a mouse bag yourself a cat' during the first mission I have toned the graphics down to low and nothing changes is this an issue with the game.

Found out It is tied to Windows 10 updates on a older version of Windows 10 presumably before creators update it works just fine. Tahira: Echoes of the Astral Empire is a good, little game. While I enjoyed it, I've seen some reviews here absolutely gushing with praise and I can't quite understand them. It's a good game. Is it incredible? No, not really. The story is good though nothing particularly amazing and it desperately needs a sequel to tie up some loose ends and to resolve the cliffhanger ending.

Most of the reviews compare Tahira to The Banner Saga and for good reason, since the combat is nearly identical with only a handful of small differences. Graphically, it is almost disintguishable from the Banner Saga during combat and if you told me they were part of the same series, just covering different locations or something along those lines I'd believe you. Where the Banner Saga let you choose between targeting the opponent's health or guard, Tahira forces you to work through the guard stat before you can whittle down the health and dispatch the enemy. You only have three different classes to work with (four if you count Tahira, herself, being unique to the other characters you use) with a serious lack of ranged options. In terms of story and choices, Tahira comes up a bit short. There are only a couple of choices you can make (as of the writing of this review I can only clearly remember one though I'm 95% certain that there was another one) and they don't really make any difference. Where the Banner Saga prompted you with choices that had real ramifications for the story and the combat, Tahira is more like reading a novella with combat segments after each chapter.

While this may all sound a bit negative, Tahira really is a good, enjoyable game. However, I would only suggest that you temper your expectations a bit. It is rather short and the ending comes up rather abruptly with a fairly large cliffhanger. The combat is good though nothing groundbreaking and some of the later battles can get a bit dull as Tahira's response to up the difficulty is to just throw more and more enemies at you as oppose to having different objectives to accomplish. The music and artwork are both very good and the Middle Eastern inspired setting is a fun and refreshing viewpoint that we don't see in enough games and could certainly do with some more of.

If you enjoyed the Banner Saga, you'll enjoy Tahira. They are, like I said, shockingly similar. It is not, however, perfect and it's similarity to the Banner Saga works against it. I feel bad constantly lining the two games up and pointing out this or that but they really are that similar. However, in the end, I have to give Tahira: Echoes of the Astral Empire the thumbs up. Pick it up, especially if it's on sale, you'll probably enjoy it.. Bought this game just to support charity but then I was really drawn into it.

Pros:

- Cool wheelchair controls. Finally playing seated adds immersion.
- Nice voiceover and a touching story
- That's subjective, but I loved the humor in it. It's a bit tongue-in-cheek but it seems oddly appropriate considering the weight of the theme
- Levels are creative and different. Some play more like physical puzzles, other tested my reaction and

Cons:

- On some levels the game is really hard. I suppose that's the point though.
  - Controlling the wheelchair might take some time to get used to.
- Overall a great title with good intentions. Kudos to the devs!. Alone? is a very immersive psychological horror game when you actually scare yourself more than the game itself does. Noises can scare you, lights, shadows, and so on. The story is intriguing and makes us want to get to the end of the game. It sure still has a few bugs, the mouse does not move very well and the running speed is very similar to the running one, which can be frustrating sometimes. There are also many places where we can just fall through the map and die. As a horror game fan, i'd give this one a good 6/10 since it's not so long (approx. 3-4 hours).

However, I'd have a small question.

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**\*\*SPOILER ALERT!!!!\*\***

So I made it to the end of the game where I found the car keys and I have to run from the house. However, there is this Abraxas that keeps killing me in the stairs. Even if I can make it past the stairs, I randomly die without even being able to run or see him (I tried staying in a corner and wait, still died without seeing a thing). I also tried watching my back as fast as possible and I try getting my light off/on. Still results in death every time. What can I do at the end?

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