
Field Of Glory II: Rise Of Persia Activation Code [key]



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About This Content

This expansion extends Field of Glory II back to 681 BC, and allows players to experience the last flowering of chariot warfare in the ancient near-East. It chronicles the decline and fall of the Neo-Assyrian Empire, the rise of the Median and Babylonian Empires, and the conquest of these and the Lydian and Egyptian Kingdoms by the Achaemenid Persians.

The Neo-Assyrian Empire, founded in the late 10th century BC, reached its greatest extent at the end of the reign of Esarhaddon (681-669), stretching from Mesopotamia (modern Iraq) in the East to Cilicia (in southern Turkey) in the north-west, and Lower (northern) Egypt in the south-west.

Its last strong king was Ashurbanibal (669-627), though Egypt seceded quietly during his reign. Following his death the situation rapidly deteriorated, with a series of civil wars. In 626 Babylonia rose in revolt. Between 616 and 609 the Assyrian Empire was destroyed by an alliance of Medes and Babylonians. The Babylonians under Nebuchadnezzar II then took over most of the former Assyrian Empire, only Egypt remaining independent. The Medes carved out a large empire in the north and east, halted in the west only by the Lydian Kingdom in western Asia Minor. By the mid 6th century BC, the fertile crescent was divided between four powerful states, the Neo-Babylonian Empire, the Median Empire and the Kingdoms of Lydia and Egypt.

In 553 Cyrus II the Great, King of the small Persian Kingdom of Anshan in the Persian Gulf, revolted against his overlord and grandfather, the Median King Astyages, and took over the Median Empire, which thus became the Achaemenid Persian Empire. He conquered Lydia in 546 and Babylon in 539. Egypt was conquered by his son Cambyses II in 525. This made the Achaemenid Persian Empire the largest the world had yet known, stretching from the Bosphorus to western India.

Summary of features:

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- 12 new factions
 - 32 new units
 - 21 new army lists
 - 6 new Epic Battles
 - 35 new Quick Battles
 - Expanded Custom Battles module.
 - Expanded Sandbox Campaign module.
 - 4 new historically-based campaigns.
 - Mixed units with front-rank spearmen, back rank archers.

FEATURES

- 12 new named factions: Assyrians, Babylonians, Cimmerians, Cypriots, Egyptians, Elamites, Hebrews, Kushites, Mannaeans, Medes, Phoenicians, Urartians.
- 32 new units: Assyrian-style Heavy Chariots, Assyrian-style Cavalry, Veteran Assyrian-style Cavalry, Assyrian-style Guard Foot, Assyrian-style Heavy Foot, Assyrian-style Medium Foot, Raw Assyrian-style Medium Foot, Hebrew Foot, Gibborim, Hebrew Light Archers, Egyptian-style Heavy Chariots, Egyptian Spearmen, Egyptian Massed Archers, Egyptian Light Archers, Egyptian Light Javelinmen, Egyptian Irregular Foot, Elamite (Light) Chariots, (Near-Eastern) Archers, (Near-Eastern) Massed Archers, Mede Spearmen, Early Cavalry, Unarmoured Horse Archer Cavalry, Phoenician Spearmen, Lydian Hoplites, Sassanid Heavy Foot, (Sassanid) Massed Archers, Praetorian Guard, Praetorian Guard (Late), Greek Peltasts, Thracian Peltasts, Massed Thracian Peltasts, Thracian Spearmen.
- 21 new army lists (which expands the total number of army lists to 191).



· 6 new Epic Battles: Ulai 653 BC (Assyrians vs Elamites), Nineveh 612 BC (Babylonians and Medes vs Assyrians), Megiddo 609 BC (Judeans vs Egyptians), Carchemish 605 BC (Babylonians vs Egyptians), Pasargadae 550 BC (Persians vs Medes), Opis 539 BC (Persians vs Babylonians) (each playable from either side).

· 35 new Quick Battles (each playable from either side).

· Expanded Field of Glory II Custom Battles module now includes all 191 army lists from Immortal Fire, Rise of Rome, Legions Triumphant, Age of Belisarius and Rise of Persia. (Purchase of the appropriate DLCs is necessary to access them all).

· Expanded Field of Glory II Sandbox Campaigns module now includes all 191 army lists from Immortal Fire, Rise of Rome, Legions Triumphant, Age of Belisarius and Rise of Persia. (Purchase of the appropriate DLCs is necessary to access them all).

· 4 new historically-based campaigns:

o Ashurbanipal (Neo-Assyrian Empire)

o Fall of Assyria

o Nebuchadnezzar II (Neo-Babylonian Empire)

o Rise of Persia

· Mixed units with front-rank spearmen, back rank archers.

Title: Field of Glory II: Rise of Persia

Genre: Simulation, Strategy

Developer:

Byzantine Games

Publisher:

Slitherine Ltd.

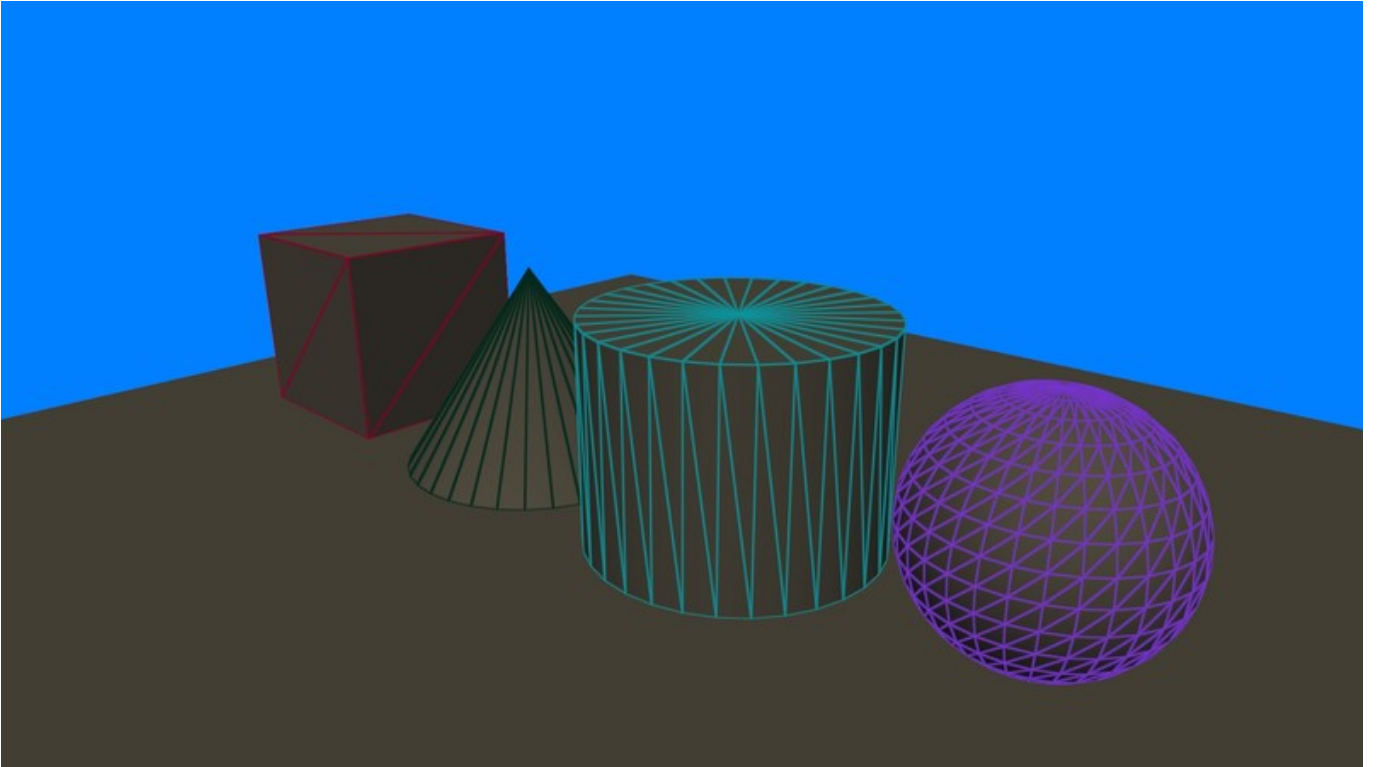
Release Date: 27 Sep, 2018

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English,French,German







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quot;feeling safe isn't a feeling you can feel"

Direct quote from the game, I let you interpret the rest.. Ineffective movement, slow as watching paint dry. The fact that I could get stuck in boxes or crates ruined the immersion for me. Also, the curtains do not move in any special way, I just went through them like a ghost.

Sorry, despite the nice graphics, these details ruined it for me.. KITE is a guns-blazing, option-laden, statistic-building top-down shooter that would've been right at home alongside Soldiers of Fortune/The Chaos Engine and TechnoClash on the Sega Genesis.

At first glance, I was hoping for a return to the strategic battles and visceral carnage provided by the classic Crusader: No Remorse and No Regret games, but what I (happily) got was an 80's cyberpunk Zombies Ate My Neighbors--you'll rescue scientists, scour pre-designed, enemy-strewn levels, and work to upgrade your destructive arsenal.

There's a lot to like about Lab Cat Games' Kite, and the love and heart that went into it shows. Between the awesome retro artwork, the cyberpunk setting and soundtrack, and the overwhelming number of weapons, skills, and stat tweaks available to players, everyone can build a shapely war machine that fits their play style to a "T". While the game currently has a solid couple of hours worth of gameplay (assuming you're good at it, which I'm not), the promise of additional levels and the polish present in this early-access title already makes it worth supporting and enjoying.

Read my full article on KITE at [KeenGamer.com](http://www.keengamer.com/article/14981_kite-preview): http://www.keengamer.com/article/14981_kite-preview

. Hilarious game with the funny and relevant Polandball characters simple, fun, cheap

would recommend to my fellow /int/ernationals. Get your friends in voice chat, randomize the settings, and have a blast. Every outcome makes for bizarre strategies (especially things like Low Gravity + Cube Golf Balls + High Bounce).

Spent almost six hours the first night playing with three friends and laughing ourselves to tears as things went absolutely pants-on-head ridiculous.

Can't recommend enough.. I absolutely loved this game the second I saw it on the my discovery page. I love weird sci-fi, space games and although quite primitive I thought it would be some fun. And when you are explorin the universe this guy's created it is awesome. The problem isn't that there's something wrong with the game, it's that this game isn't finished. Many people have said the same thing and from finally playing the game I agree. It isn't just that there's a lack of polish, which I could easily forgive, or even that there a few small issues with the game, it's that it feels like there a whole section of the game that's missing. Right I'm stuck because I forgot what a guy told me to do to progress and theres no way to see certain dialogue's after they are said. Also, giving the NPC's on the world something to say would help a lot in making this world feel more real. Some places have ambient NPC dialogue, but most don't. And the fact that this game hasn't been updated in over 6 months tells me that they stopped working on this game long ago. Unfortunately I cannot recommend even though I want to so badly. Given some life and some direction this game could have been great.

If and I do me IF you can find anyone on the servers to play with this is a fun game to fire up every now and then and blow ships out of the sky in. However The most I usually see on the servers these days is maybe 1 or 2 other people. this game is designed for a lot of people and it gets a bit dull when the servers are empty. So in short give it a try but dont hold your breath when it comes to finding people to play with.. A good toy, something resembling the game Spore, at an early stage of evolution, with good graphics, music, and of quite interesting gameplay! I played with pleasure, as already tired of shooters.. I really want to like this game. Its visuals have a charme that is appealing to me, but:

(at first, but this is a one time negative: Fullscreen does not run with Windows 10 without deactivating "High DPI Mode". Once you fixed that, it's fine.)

- The game's menu is not controllable without a keyboard: Want to play in your livingroom? Always have to connect your keyboard
- Controllers are buggy. We always had one controller controlling two players at the same time. Making this not playable with 4 players.
- The game's controlscheme consists of 2 buttons + a joystick. While this is not necessarily bad, I feel that lots of opportunities are missed here.
- 0 configuration offered: Always play until 8 points. That's it. We couldn't even disable bots.

Sorry. I loved King Arthur's Gold and even though I knew this would be simpler, it did not deserve the blind trust I had in the studio.. Bosses can be hard as \u2665\u2665\u2665\u2665 but still it's a good game and you should play it <3 Amen.. I have been playing a few shmups of late mostly on my megadrive, Gynoug, Thunderforce 4, Rtype 3 on the GBA and also Gradius rebirth on the WII. Thunderforce being my favoirate shmup. This although not as good as Thunderforce is still a pretty good shmup for only a couple of quid probably on par with Gradius Rebirth in quality however is more playable due to the lower difficulty. Powerful feeling weopens, plenty of onscreen action with a tirade of bullets and enemies barely allowing you to escape by the skin of your teeth. Should tide me over until I buy hellfire or Musha (probably a repro at these prices) on the megadrive.

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