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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

LOCATION: SHARAGA
AGE: 6 YEARS

 **PENSION**
RUBLES: 15133 CENTS: 56
PENSION/CLICK: 7.42

 **VODKA**
BOTTLES: 1479676
BOTTLES/CLICK: 264210



MISSION: PENSION 1500

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Great game! I've been watching FF progress since they were making open world title, but when it became released, I decided not to buy it. And now I see this remake, and it's really good even in current state. There are some bugs, but they are not game-breaking, and there's much to do in the game, many places to loot, many combats to fight.

I think game devs made a right decision in the situation with original title. At least now it is really playable and, what's more important, really enjoyable.

So, would I recommend this game? Yes. Even if devs will somehow stop supporting this game, the game in its current state will give you many enjoyable moments, worth more than 10\$ which you originally pay for it. It's a perfect blend of 'Dead State' (minus turn-based combats, but there's an option to pause the game and give orders while the game is paused, in case you need to think over how to deal with danger), 'This War Of Mine' and some other survival game titles.

ps By the way, I saw a line about survival game mode '2014 it seems that these reviews were written before recent update. When I bought this game, it was 30 days to survive, not 20.. I PAYED 18.00 DOLLARS TO GET THIS GAME AND CANT EAVEN GET THE GOD DAM THING IN THE AIR IT IS THE WORST GAME I EVER PLAYED IF YOU ARE MAKEING A GAME TELL PEOPLE WHO PAY FOR YOU DUMB'GAME HOW TO PLAY THE 'ING THING I AM 31 YEARS OLD AND STILL THIS IS THE BIGGIST WASTE OF MONEY I HAVE EVER MAID IN MY 31 YEARS

. It says the game is \$4 so that's pretty crazy considering i beat the game in less than 20 minutes. This game with some relaxing music is a great way to kill some time. You'll fall in love with making tiny solar systems.. If you're into the whole pixel side-scrolling, rouge-like combat dungeon crawlers then this is for you.

The Pros:

- *Controls feel good and responsive
- *Early levels are quite hard
- *Variety of weapons
- *Stat modifiers
- *L!nk's Downthrust sword technique
- *Mar!os's Wall jump technique

The Cons:

- *Game is way too short, then you need to finish it like 3 times? the +, ++ and +++? or something like that
- *Could use more variety of weapons (or at least add stats to see which item is better (value) or what effect it has)
- *Needs more variety of enemies between levels, such as minibosses or bosses (the game doesn't even have a boss)
- *Some achievements are not synced from in-game with steam, I only obtained 39/50, probably due to a problem with the statistics from the game itself. (Couldn't obtain the playtime one, cutting bushes, killing eyesores, falling from high altitude, etc...)

I would recommend to get this game when on sale.. If Jared Leto made a video game, this would be it.

If a headache could be digitized, this would be it.

If a bad LSD trip could be turned into polygons, this would be it.

If boredom could be made into gigabytes, this would be it.

If an idiot wasted a dollar on this game, it would be me.. Have played almost all the ND games, and Shadow at Water's Edge is by far my favorite. It is challenging enough to make you think, but straight-forward enough so you don't have to look for cheats. A long game with a spooky atmosphere. Absolutely loved it.. i think this is an AMAZING game, great music and good gameplay. a lot like the landfall games! Maybe add more optimisation tho, i have a low end pc and can barely run it, great game :D

Careful not to dismiss this as "just an RPG Maker game". It adds a lot of modern twists to the classic 8-bit RPG formula. The best part of this game for me is that you can pick your character's stats when leveling up.

If you like playing old NES Dragon Quest or Final Fantasy games, you should get this.. Awesome with mods + custom characters.. youre mom gey 69V31. Snares of Ruin is a game about the detective Hank, who must figure out why a deadly virus has been released into the city. His partner Gwen helps him him in this investigation. This plays out as a very straightforward story where choices vary in terms of choosing attributes and romantic interests. The storyline is interesting, and the game isn't difficult to figure out. Its a nice solid story to play that doesn't require an intense amount of skill. .. Probably the most accurate portrayal of Australia I have ever witnessed. I like anything to do with drag racing and I have rated this positive because of the fact codemasters have managed to capture fun aspect of drag racing, I enjoy the mode it did take a little practice to get one of the drag car down the strip with a good time.

Negative side is you cant do burnouts to heat the tyers maybe in the future they will add it if they do that would be the icing on the cake.. iBomber attack is one of those one guy / shoot everything type of game where you're this one tank running around in WW2 shooting gajillion German troops, tanks, turrets, and whatnot. You can aim in all directions, and move in a different direction, as you will need a dual-stick gamepad to play this properly. In addition to the main cannon, you can carry up to four different additional weapons, from rockets to flame thrower, from bunker buster bomb to air support.

As you complete missions, depending on your level of success you get mission points, and during each mission you can collect "gold" dropped to buy the support stuff (such as ammo for the auxiliary weapons) between missions.

The missions are the fast-and-furious shoot-everything type where using the right weapons on the right type of enemy is crucial. While you can get by with shooting everything with your main cannon, using your cannon to swat aside infantry is a waste. Flamer can roast most places but is best on houses and infantry, while cannon and rockets are best on vehicles and structures, and so on.

You'll face everything from infantry to grenadiers to panzerfausters to flamers, to armored cars with various armaments, tanks with various armaments, turrets with various armaments...

You don't autoheal, so be sure to pick up the first aid packs lying all over the place after you wiped out your enemies.

There are five "intel briefings" per level (often hiding inside houses and such) that you can search for for extra points. Also destruction level is counted as part of your score. For some missions, you can just drive THROUGH the enemy camp and reach the exit, no fight is needed. Yet those of you who creave destruction and stay around and shoot at everything

Each mission has a primary and a secondary objective, and some of the missions are timed and that can be annoying, but at least the timer is onscreen.

There are 25 levels to wade through, and you can always go for challenge mode if you need more playtime, as well as two difficulty levels. If you need some lamost mindless destruction, iBomber Attack satisfied that yearning.. You can't move in a a stright line which is rather sad I paid \$8 while on sale which I was planning on either buying this or another game during the winter sale. Was rather disappointed when I was like oh snap I get to be a boss in a game now. Nope got to start from the bottom before you can dominate. Oh wait you want to move in a straight like ha ha nope gotta rework on the controls.

edit: Ok so after playing the game for hours to figure out how to play this game. It is actually pretty interesting. So your acceleration and how you move you need to caculate to make sure that your accerleration is even on each side. use the asteriods to your advantage. When you defend an ally ship when the time runs out it will cloak itself. Resonator cannons are very useful I advise getting 2 - 3 for your ship. I have 3 carriers on my ship with like 5 missle launchers. I have 2 torpedo launchers as well. After getting used to this game I would give it a 9/10. The challenges are fun. You also get to fight against a clone of your own ship

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