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About This Game

Conquer the Galaxy In This '4x' Strategy Game.

Lead one of 18 different alien races to become a mighty pan-galactic empire. Manage your colonies, deploy your fleets and conduct research. Plot your strategy and turn your planets into mighty bastions. Explore new star systems, where you may encounter tachyon storms, psychic plants, primitives or find abandoned alien technology. Diplomacy is of utter importance in being successful. Make pacts and alliances, make threats or ask for favours - and when the time is right, replace diplomacy by space combat and fight it out in real-time 3D.

The trade system lets you trade valuable commodities between both your own and alien worlds. Alien relics, rare minerals, tourists, or even natural anti-matter, your freighters will carry them all. Although the game is complex, and the possible strategies endless, powerful help and advisor features, help you get up to speed quickly. Unlike many games in this genre, Armada 2526 Gold Edition focuses on providing a game that can be finished in a reasonable time, and emphasizes battle and strategy over economic micro-management. All with one purpose: to emerge victorious and conquer the galaxy with your armada.

Key Features

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- Turn based star map for fleets, colonies, research and diplomacy.
 - Customizable map size and number of players. Map designer included.
 - 18 animated alien races to play and battle against.
 - Full featured diplomacy system.
 - More than 150 technology items to research.
 - Trade system plus espionage and special ops system.
 - 3D Real-time battle system for fighting huge battles.
 - More than a hundred beautifully crafted ship models.
 - Multiplayer by LAN or PBEM
 - Tough A.I. opponents.
 - Includes the expansion Supernova !

Title: Armada 2526 Gold Edition
Genre: Indie, Strategy
Developer:
Ntronium Games
Publisher:
Iceberg Interactive
Release Date: 28 Feb, 2013

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Minimum:

OS:Windows XP with SP2

Processor:2,4 Ghz

Memory:2 GB RAM

Graphics:256 MB DirectX® 9.0c compatible video card with Pixel/Vertex Shader 2.0 support

DirectX®:9.0c

Hard Drive:3 GB HD space

Sound:DirectX® 9.0c compatible sound card

English,German







Willie answers absently, his head slightly ducked and his eyes darting side to side, checking for road signs:

WILLIE

Repairs. In the shop.

KID

Where're the reindeer?

WILLIE

I stable 'em. Is it gonna be left or right?

KID

(pointing left)

That way. Where's the stable?

WILLIE

Next to the shop.

KID

How do they sleep?

WILLIE

Who -- the reindeer? Standing up.

KID

But the noise, how do they sleep?

WILLIE

What noise?

KID

From the shop.

WILLIE

They, uh, they only work during the day.

KID

I thought it was always night at the North Pole.

WILLIE

Not now. Now it's always day.

KID

Then how do they sleep?

WILLIE

Well, they -- WILL YOU PUH-LEEEZ SHUT THE ♥♥♥♥ UP! HOW THE ♥♥♥♥ DO KNOW?! I'M GONNA -- Whoa! Sage

Terrace!

He makes a hard left.

WILLIE

...What is it with you? Somebody
drop you on your ♥♥♥♥ing head?

KID

On my head?

WILLIE

What, are they gonna drop you on
somebody else's head?

KID

How can they drop me onto my own
head?

WILLIE

Not onto your own h -- ARE YOU ♥♥♥♥ING
WITH ME?

EXT. THE KID'S HOUSE - NIGHT

I didn't play the game much but heres some of the script from Bad Santa. Buy it on Bluray and DVD Today. Pretty good ball and bat game definitely the most unique one I played. Usually I don't like to give games with this little reviews a chance unless its from a developer I know but this one was worth it.

I only got it for 49 cents and it should still be for that price by the time of writing this but honestly its worth at least 2 dollars.. Good game, but the DLC isn't worth the time.. If you like pop-in, awful mobile ports, and an all around ♥♥♥♥♥♥ time, buy now!. Quite the promising looking Metroidvania. It's definitely not a bad game, by any means, but it does nonetheless have a number of issues that need improvement\fixing\tweaking, such as smoother camera movement, more customization in the controls, and clarity as to how you're faring against bosses. Check out the video for more detail.

For more reviews, as well as Let's Plays, check out my YouTube channel, Gemini Does Games!

https://youtu.be/V_fxc1q0cOtk. Excelent game. A very good strategy experience in turn-based game. It let me travel to a time where I was passionate for gaming day and night. Nice remembering.. i live in nottingham and i am a sucker for railway history, need i say good work DTG on this one. kind of my dream route. and all for a bargain price. my local tesco's car park is on the site of bullwell forest station. and i often walk the old route up to bestwood colliery. and there still are things to be found such as rotten track panels. so yes i like this route. but i found some bits buggy at times. apart from that a quality route!. this game seems to have some bugs with at least 1 major one during chapter 5 after you talk to Paul Seeker and take the shrunken head when you go to leave the clinic to keeps saying i still need to talk to him and yet when i try it says that hes rambling insanly so im stuck there with nothing to do.. I love this game and the feeling of flying, but I think it's not usings its full potential. I mean who else thinks this has HUGE multiplayer potential!

Puah this game... sure it was an interesting read overall ,but I didn't really feel the immersion.

There is so much stuff that doesn't make sense or doesn't get explained at all. (Unless it gets explained in an other story path that I didn't explore, but I'm reviewing the one I read and the one most players took based on trophy-statistics.)

First of all there are ghosts or at least a ghost which shows up.

At first I thought my character was going crazy ,but other people saw the exact same ghost too so that is very unlikely.

And this isn't the only thing, there are all kinds of half-finished concepts that start, just to never be spoken of again.

As an example there is a threatening military group that shows up somewhere in the middle of the story, just to be never spoken of again.

Same with a seemingly immune person. I think that an immunity to a Zombie-Virus would be a pretty big ♥♥♥♥♥ing deal, but nope you never hear of that person again.

Same with the so called "weapon-choices". There seems to be absolutly no scarcity of ammunition but there is no silencer, no crossbow and you can choose the glock only on special occasions, instead you have to take a revolver... a slow firing, slow to reload and loud gun which holds only six rounds.

Additionally there is the general lack of context:

Telling me that there are two groups of zombies which are equally far away from me and another that is farther away doesn't help if you don't tell me the position of either of them.

And the storytelling? Right at the beginning of the story you are in a ♥♥♥♥♥♥ situation, how did you get there?

No Idea, so time for a flashback to tell you how you got there, but the weird part is that you never get back to this point.

I waited the whole story on that situation, but it just never happend, which was to say the least, pretty ♥♥♥♥♥ing weird.

I don't know how to describe this game, it's like different authors wrote each chapter ,there are so many things that get started and never get finished.

And the ending is a summary of how everything turned out alright, which left me with one impression: ".....eh."

This book wasn't even good enough to get me disappointed in the first place, because I wasn't invested in the slightest and I must say no "Choice of Game" that I read so

far has managed to do that.. game doesn't work with windows mixed reality. Budget star citizen. I enjoy the ship craft, but I believe this left early access too early. There are many quests still bugged and some game breaking bugs such as getting stuck and main line quests unable to be completed in some scenarios. Typos galore but that's minor.

Overall I enjoy the game but it is not without problems.. Always The Same Blue Sky is a difficult game to say whether I recommend it or not, since it does have good and bad qualities in almost equal measure. Let's start off with the positives - the visuals are quite pretty, some of the plot elements introduced are truly intriguing, and the music is decent. However, where this game fails is in the execution of the story. While I appreciate it being advertised as a story that gets right to the point and ranks a 0 on the pretension meter, I believe that it this same attitude that hurts the overall experience. Yes, it is nice to cut out the excess nonsense filler the plagues many games like this, but so much has been cut away that only a bare-bones structure remains. A little extra time to bond with our solitary (!) love interest would have been nice, with the added bonus of a little extra

depth and get a sense of who she truly is.

Personal taste for fluff aside, what isn't cut out of the game is severely underdeveloped. Crucial twists and plot points are touched upon exactly once and then never brought up again (glass dolphin, anyone?) Also hurting the game is the use of the dual endings. Unless you answer the choices in a very specific way, you get the bad ending. Just wow. No gray area at all, eh? I don't know if all VNs work this way or not (I've only played a couple before this), but it drives me crazy when games stack the odds against the player of getting a satisfying ending. It doesn't help that some of the choices are absolutely ridiculous (announce your name proudly or shyly? Really?) and give you little to no feedback on how each choice changes the way Kira feels about you.

Finally, the writing. Oh boy, the writing. It isn't something I'd exactly call terrible, but I'd place it somewhere between "Internet fanfic written at 3 AM after one too many glasses of wine" and "\$5 paperback romance novel gathering dust at Wal-Mart." I've always said that a thesaurus is every writer's best friend, but this game's authors suffer from going a touch overboard with it. A little rosiness in the narrative and dialogue is nice, but it would benefit greatly from a little conciseness as well.

In terms of my recommendation, what it all comes down to are two questions: Would I play this game again? Would I recommend this to anyone else? In short, no and no. I wrapped the story twice in 50 minutes and got 2/3 of the achievements doing so. With one love interest and only two endings, I see no point in playing this game again. I would suggest this game to hardcore visual novel fans, and even then only in passing.

Always The Same Blue Sky escapes my thumbs-up, but only just. Honestly, there are worse ways you could spend three bucks and an hour.. hilarious. nuff said.. I had already played this game in events and it's really fun. I can't wait to gather my friends at home and play it with them whenever I want. The aesthetics are simplistic as well as colorful. The characters, the environments and the backstory are quite charming. Most minigames are simply great. They remind me of those old days of fantastic competitive minigames. Nowadays many games usually sport quite bland challenges, unlike this game. My favourite minigame in Wizard's Tournay has to be Ice Slide by far. Pushing your friends out of the ring or against the penguins while avoiding the falling icicles is just crazy!

I really recommend this game to anyone who loves real minigames or is looking for a game to spend all afternoon long playing with friends or family!

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