

Ironclads: American Civil War Download] [addons]



Download -->-->--> <http://bit.ly/2NG9CIH>

About This Game

Battle of the civil war ironclads. Take part in battles from USS Monitor vs CSS Virginia before battles between armored squadrons of steamships and other vessels.

The flow of time is organized into rounds. Within the limits of each round, the player and the computer opponent take turns executing all actions possible within five minutes of real time combat for each of their ships. At the moment when the selected active ship is carrying out an action, all other game units are motionless. Time for decision-making is not limited.

Game locations are presented in real 1:1 scale and are not divided into cells or hexagons. The trajectory of movement of the active ship is determined by laws of physics and calculated using realistic speed, size and shape of a unit.

The campaign based on alternate outcomes of events which assume a more favourable position for the Confederation in the first

two years of the conflict, including diplomatic recognition and construction of a stronger, more balanced Southern fleet in European shipyards.

USA and CSA campaigns: 14 missions, 80 hours of game time, 54 unique ships. USS Monitor, CSS Virginia, USS New Ironsides and others Civil War ironclads 3d models.

Key features:

- Historical accuracy: the game's locations are created based on historical maps and other surviving documents and accounts of real battles
- 3D models of the civil war ironclads and other warships are based on original drawings and designs from archives, or those restored by experts using photos, models and descriptions of the ships that participated in the Civil War
- Realness: use of real specifications of the civil war ironclads and other warships: the size, hull contours, displacement, construction materials and design, quality and arrangement the crew and armament, speed and acceleration
- Calculations of physical interactions such as collisions between ships, flooding and capsizing, shell modeling, ammunition fires and flooding
- Use of a special ballistic calculator on the basis of original artillery tables for definition of accuracy, penetration ability, explosion and shrapnel damage

Title: Ironclads: American Civil War

Genre: Strategy

Developer:

Totem Games

Publisher:

Strategy First

Release Date: 8 Jan, 2009

b4d347fde0

Minimum:

OS: Windows XP SP2 / Vista

Processor: Pentium 4 / Athlon 1.1 GHz or better

Memory: 512 MB RAM

Graphics: 128 MB GeForce 6600 / RADEON 9600 or better

DirectX®: DirectX 9.0C

Hard Drive:

Sound: DirectX Compatible/16-bit Sound PCI

English







Just a bad game with completely outdated graphics, no depth, no fun to play out all.. BEST GAME I HAVE PLAYED IN AGES. I AHVE NEVERR SEEN SUCH A DESIGHNED GAME WHERE MAN AND WOMAN HAVE PUT SO MCH SWEAT AND GENDER EQUALITIES INTO ONE PACK ABOUT HISTORICAL GUN BOAT FIRE SHIP THING. I GET SPANWRD INTO BATTKLE W9ITH SUBMARIENES... WAIT ISNT IT 1861 BUT APPERINTLY I WAS WRONG ITS ACTUALLY HITLERS SECRET PLAN OOF USING A TIME MACHINE TO DESTORY AMERICA. THE STORY GETS DEEPER WITH THE AMERICANS DEFEDNINF THE FREEDOME FROM THE FAT HITLER THAT HAS SPACE TROOPERS INSDAVDING YOUR HAWAING ISLAND OF MY FUKK EVERYONE SHOULD HAVE THIS GAME. TNEY SHOULD EXPERIENCE THE REAL GAMING AND NOT HIS REETARTED COD UNREALISTIC SHHIT, THIS IS AS REAL AS IT GETS PEOPLE! WAKE UP!...its fukking crap, dont buy.. Total waste of money, Part two the sea battle is still a waste but marginally better than this one.. Yeah.... um, kinda boring spending half your time waiting for the little ships to chug chug chug around the screen. Add in wierd ships that suddently get three movement phases, really odd damage effects, and a REALLY irritating sound score and you're going to want to avoid this one.. Ironclads American Civil War HD Edition Official Steam Patch.

Originally developed and re-imagined in high definition by Totem Games.

1. download the self-extracting patch http://www.totemgames.ru/Totem_Games_IACW_HD.exe (created with 7zip, virus-free).
2. extract to "<Steam Installation Path>\SteamApps\common\Ironclads American Civil War". overwrite files where needed and you're done.
3. start game.. MAJOR LEAGUE POS. 3 or 4 Crashes to Desktop per night. and am running on 32 Windows XP, old Direct X9, old hardware from the era, so, it can't be "...cause you're running it on Windows7 or up..".

Not worth a fig.. Beyond bad, graphics so bad its hard to tell what is even going on, no tutorial, minimail instructions and the UI is nonsensical. Probably the worst game I've played on PC which is saying something..... Of the various Totem games in this series (Ironclads collection), I found this one the most playable. I believe this was the first one they issued.

The interface allows the ships to be separated into individual squadrons. While historically inaccurate, it renders the game much more playable, plus helps illustrate just why ships of this era used the line tactics. Later games of this series only allow grouping the ships, and once a ship is heavily damaged, it (uncontrollably) breaks off. Whilst very realistic, also very frustrating (Hey! \u2019m gonna go get sunk by running past the main battle group).

The projected path feature is really nice, and allows you fair control of the course. The various armaments display when a shot is available, albeit for a split second sometimes. Pausing the ship motion is controlled by clicking icons on the display panel, and judicious use of saved games.

The data displayed and ship information is very detailed, and appears fairly accurate. The same applies to the ship names. The models are very well done, and looks like a lot of work and research went into them. I can\u2019t believe other reviews complaining about lack of animated crew jumping about! Really?

Overall, I believe this is a fun game and enjoyed it. This was a great work of programming and modelling. Other reviews need to cut Totem some slack \u2013 I don\u2019t see any Americans making anything like this. It very much reminds me of the Yaquinto boardgame Ironclads, with some similar elements of gameplay.

Recommendations for the Totem staff: apply this control interface to the later games in the series. It was very well done here. Also, muting the soundtrack would be nice. \u03e\u0442\u043b\u0438\u0447\u043d\u0430\u044f \u0440\u0435\u043a\u043e\u043c\u0435\u043d\u0434\u0430\u0446\u0438\u044f!

. Game is useless junk, spent last half hour just trying to end turn, kept getting error message saying to complete movement for all shipsfirst. I had it just refused to recognize it, clicked on all ships clicked on move button. Also game is rigged against player. The other side move several times as far, canstop infront of you fire then move on while you can barely move an unknown distance and can't fire as you pass right in front of enemy. The guessing which guns on able to fire on a ship is messed up also. Delete time.. No options menu, no skirmish mode, no tutorial. I go, you go type turnbased gameplay isn't suitable for naval combat. Very very very bad game. It's bad, awfull, did i say it's bad? This actually is one of the worst games i ever played.. No one problem is the help locks up; the game.. I don't recomend buying this game. Don't buy it unless it is below \$2.00. It's pretty bad. The gaphics are horrible. The gameplay was evan worse. It wouldn't let me finish my turn every now and then. I had to re-load the game over and over. There ais no way to change the controls or sound level. On the first level it just threw you in the game. It took me 2 hours to complete the first level. The only reason i kept playing was because I was determined to beat the first level. I read the other reviews and ignored them and thought, it's the Civil War it can't be that bad. I love to study the Confedecy and I am a proud Alabama patriot. The game overall was horrible. Just because it was the Civil War I would have to give it a 2/10. The game producers could have made it a really good game. If they had just made the first level on 20 turns at the maximum ,tried to fix the mechanics, and added buildings or forts to the game. I see what they where going for but they failed. (Although I did enjoy watching and moving my little ironclad and gunboats for about 10-15 minutes. Than I realized this game would last for a long, long time.). This game is a lot of fun despite the bad soundtrack and waiting for all the other ships to move.

I've enjoyed it.

[DiRT Bundle crack exe](#)
[Interstellar Invaders download for pc \[Torrent\]](#)
[BlamBox Free Download \[key\]](#)
[Ghostly Horizon \[full version\]](#)
[Letter - Root Letter -](#)
[CrapsVR Torrent Download \[key serial\]](#)
[Emitters Free Download \[portable\]](#)
[Chicken Invaders 3 .rar Free Download](#)
[Hidden Object Adventure Bundle \[crack\]](#)
[L.A. Noire Download](#)