Civil War: Battle Of Petersburg Activation Code [FULL]



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About This Game

CIVIL WAR: BATTLE OF PETERSBURG is a turn based war game. Conquer the confederates in the last years of the American Civil War and bring peace to a nation divided. You play on a real battle map and battles take place mostly in historic locations, but troops have been balanced to have a more fun experience.

Features the following engagements:

- Battle of the Crater
- Bermuda Hundred
- Battle of New Market Heights
- Battle of Cold Harbor

Gameplay:

- A hot seat mode to crush your friends.
- Compete in the leaderboards! The 10 best players will receive a Golden General with more health points!

- Read the ancient map for defensive lines.
- 4 difficulty settings: Easy, Normal, Hard and Nightmare.
- Break through enemy lines! Flanking does 40% more damage.

Please be aware that the engagements are not always historically accurate and the main idea is to have fun on an immersive battle map. As a beer and pretzels game, the combat is fast paced and instantly satisfying!

Art by Roland Seer, programming by Rain Pohlak.

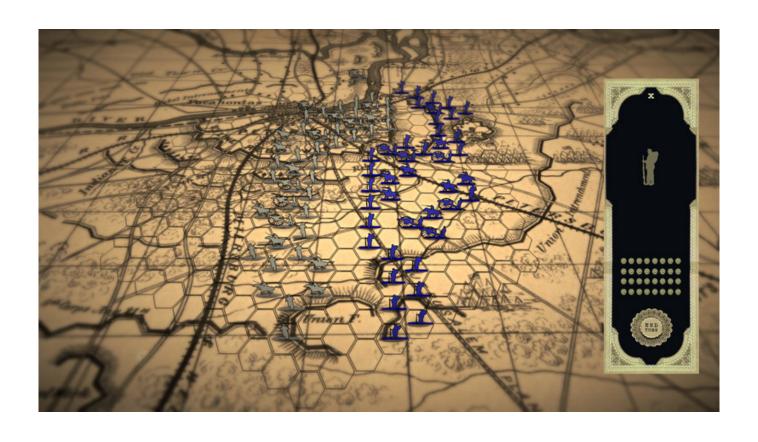
Title: Civil War: Battle of Petersburg

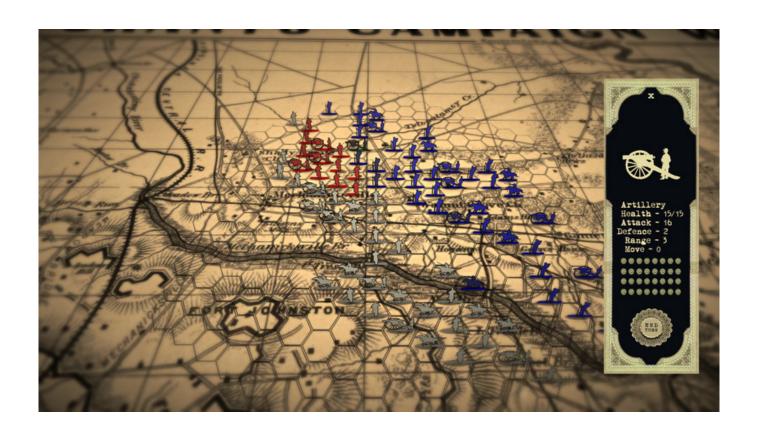
Genre: Strategy Developer: Cult Software Publisher: Cult Software

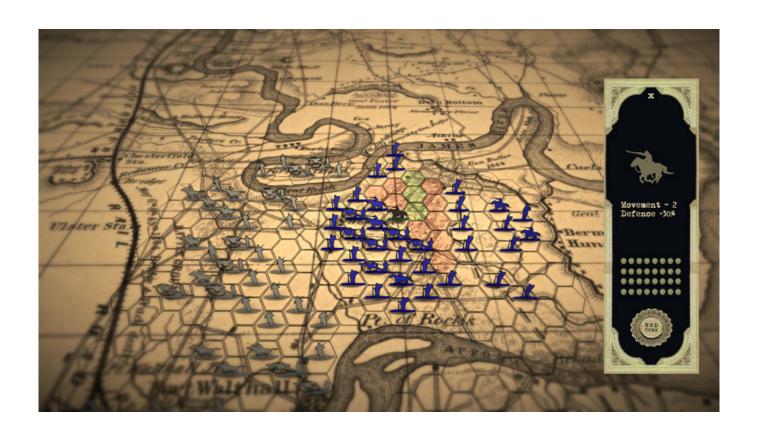
Release Date: 8 Feb, 2017

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English







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Great little game that reminds me of many hex and counter wargames I've played.

Would be nice to add play by email and maybe some historical background about the battles being fought, but honestly I've very happy with the way it is and I look forward to their American Revolutionary War game due to be released soon.. Good but a little weak strategy wise for a game like this. For the .99 price tag it is worth it but it's just not what I wanted out of the game.. A very simple but enjoyable hex based strategy game. There is a lot of potential here if the developer wishes to add more scenarios and some additional mechanics. Definitely recommended if you enjoy games like Panzer General or Unity of Command.. I had great time playing this game i made a gameplay of it here:

https:\/\www.youtube.com\/watch?v=wImquhHfeOY. Fun idea, but the interface kills it. The following things makes this a tedious affair:

- -It is too hard to see what units have moved. They only change color ever so slightly
- -It is to hard to recognize the genral from the other infantry units
- -it is too hard to see terrain modifiers. They map under the hexes is not enough. They need to stand out more
- -Map movement is very slow and unresponsive.
- -Clicking on the map is sometimes unresponsive.

If these issues were solved, this would be a good little filler game, but in its current state, it can not be recommended.

This is a short little game that is worth its price. It isn't at all historically accurate, and really consists more of moving figures reminiscent of toy soldiers to defeat others. You play as the Union and have to destroy the Rebels. Depending on your set-up you either have to wipe them all out or just the enemy general.

As I said, it is at least worth its price.. I bought this game in the [mistaken] belief that it would be like Ultimate General: Gettysburg, which is a superb game. It's not.

Graphics are clip-art silhouettes. Terrain is flat "historical" black and white maps. Battles are (per the description) "not always realistic." This game plays a bit like a Civ 2 with four unit types and no resource management.

Pros: It's cheap, short, easy achievements, and has cards. That's about it. There are far better battle games\civil war sims out there to spend your time on.. Awesome game, I'd love to see a game mode where you can play as the Confederacy.. DON'T BUY THIS GAME

most dissapointing game I've gotten for 54 cents pros\Cons below

pros

- looks decent in game, especially for such a cheap price
- took a good idea and made it simple
- no pop ups or giant GUI's
- an almost fairly enjoyable playing experience

cons:

- awful menu
- invisible terrain modifiers
- units look like indistinguishable Grade 2 paper cutouts
- useless GUI
- terrible map placement Vlayout
- bad unit spawn
- units have senseless stats
- not much to do in the game
- gets mind numbingly boring
- terrible and annoying soundtrack
- terrible sound effects
- no unit stacking on a single tile
- sluggish unit movement
- flanking enemy units does 40% damage (what the hell). 52 minutes from start to finish, with a snack break and moderate pace. No replay value (I'll get some more playtime though to drop all cards). If 2 easy achievements (1 perfect game) and some trading cards are worth 1 Euro to you, then go ahead. Otherwise, you can probably find a better flash game there are some good thoughts in this game, but somewhat poorly executed (like terrain modifiers that you can't see).. its a simple game with little to it but constant attack, the developer thinks this system is genius as they are making a similar game, neither are worth the cost, I just wished I could have returned the game in time.. Battle for Petersburg is a very simple hex-based war game. There's really not much to it, but for less than a dollar I'd recommend it for a nice time waster.

Here's my full review. Very simple turn based strategy. Four standard units - infantry, cavalry, cannon, general. Four maps to complete the campaign mode and get all 2 achievements in a couple hours.

Nice little game for some trading cards and achievements. There is an old black and white historical photo before each map and one at the end of the game.

The interface could use some polish, but for such a cheap game that only merits a couple hours of play, it is usable. Not a great strategy game, but it entertained me for a few hours. In my opinion, it's worth 99 cents so if you're interested in it, check it out.

<u>4\/10</u>

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