
Field Of Glory II: Rise Of Persia Download For Pc [portable Edition]



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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

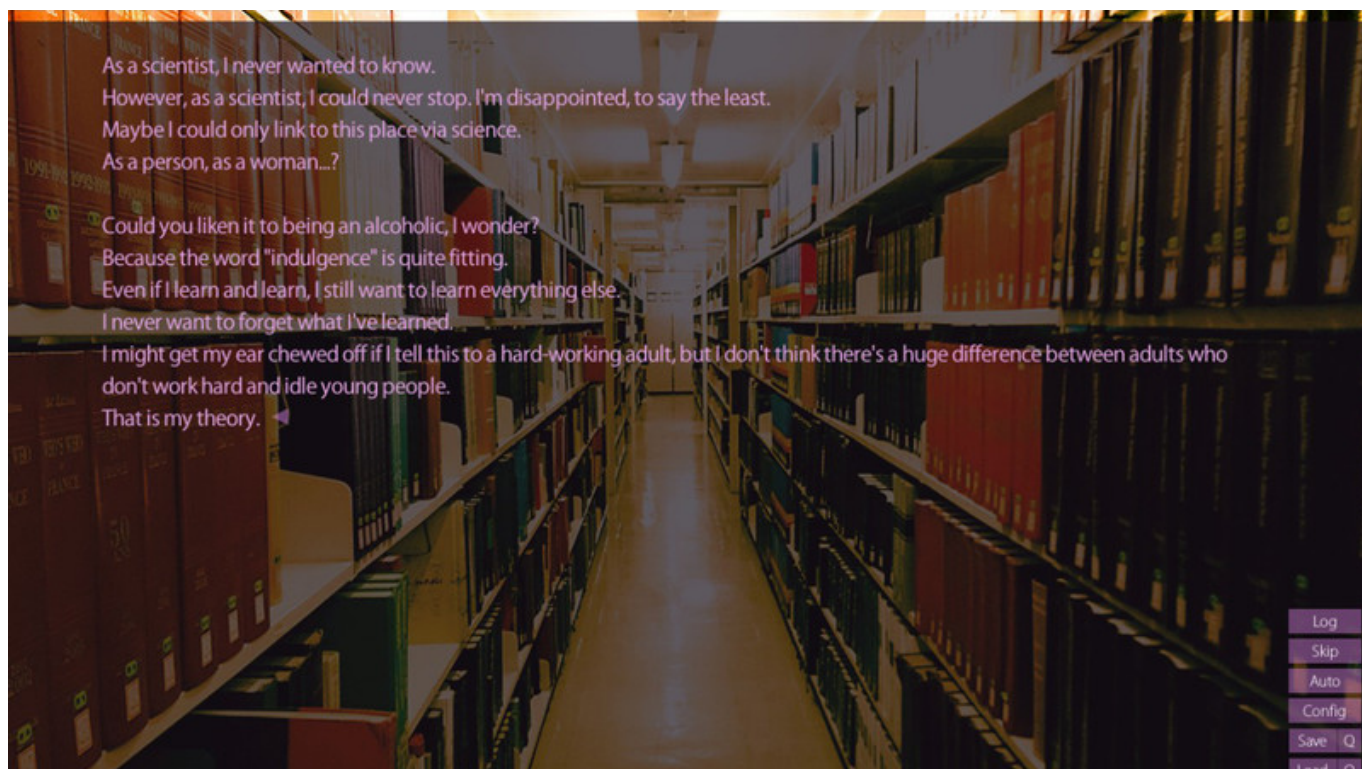
Publisher:

Slitherine Ltd.

Release Date: 27 Sep, 2018

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English,French,German







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the lab is broken as in can't place it / can but not there then when broken or what ever shows up tell you fix it.

lost on 2nd day? also first run though got the game over with to big a buget end for the first day?

no auto day forward after x amount of time so could stay on day one for every less there is and i've not seen it happen.

bug where you can keep selling resourse if you don't have the 10k. *lead to my 2nd day game over*

fairly buggy.

other then the bugs i know its only early access so sadly going to down vote as no opion to neither up nor down vote *for now tell bugs are fixed* it just you got alot to do and i hope you keep at it as maybe a nice little game when your done anyways keep at it. Played it for a couple minutes and I can say that this game is pretty fun and challenging even on normal difficulty. The player shrinks in size which is tied with your health. Bosses are pretty neat with the mechanics. A true "Bullet Hell" game.. plays kinda like tribes and halo

so far really i like it

has native oculus SDK support

has bots to fill in the player count!. Traverser combines a unique art style with almost Zeldaesque puzzles and boss battles. You interact with the environment using a "gravity glove", which is similar to the gravity gun from Half-life. This mechanic works very well and it is surprisingly fun to fling random objects at your enemies.

Overall great game, 10/10 would buy again

. There's a point in the trailer where they show off godawful 3D for no reason and I was pretty happy when I found out that said 3D is nowhere in the game itself.. I was intrigued by the premise but this game bored me, frankly. The heavy "smog" effect covers up lacklustre design.. Played for about an hour and I love this game. I've been following it since Gamescom (or maybe PAX?) last summer and I'm really happy with the way it turned out. Controls feels great, fluid, and simple. The level design and artwork are one in the same and spectacular, even though the game is only black and white. No tutorials or dialog, but the "tutorial" is incredibly well executed and the difficulty ramps up at a nice rate. Good, challenging, and fun.. Absolute trash

VIDEO REVIEW

<https://www.youtube.com/watch?v=8mktxBWhfWE>. you have buildings that are basically rubble .. yet the characture can not collect the rubble and other bits from them to use for repairing / upgrading the main base .. also we should be able to strip the scrap vehicles for metal and parts the fighting when you start is rediculous as the charactures dont even have a metal bar or a peice of wood as a weapon .. i was hoping this game may have been a great game .. but it fell miles short of what it could have been. worth it lol

It's REALLY good! You CAN'T find softwares like DB that updates all your drivers without any cost.. Nidhogg with guns and trams.

10/10. see my "stealth inc 2" review. short but good. its funny :). This game is awful, there is no positional awareness from anyone and its a complete cluster of a game that isnt worth the price tag, which is free. You'd literally have to pay me to play this for more time than I already have.. Welcome to ArkPark.

If you like dinosaur then you'll like this game.

If you got confused & thought this was another fight/expand type of game,

you made a wrong turn.. quote;The Flappy Bird of Steam... Except you can actually beat this game... In 100 years time; better hone your skills."

I got a free key to this game for ranting about Skyrim Followers getting in the way, so kudos to the developer!

- Intense soundtrack
- Intense gameplay
- Intense levels
- Intense introduction
- Intense game

This game is simply, **intense**. Once you go in the game, they chuck you straight into an intro phase which is also intense. This game is *really* good for your reaction timing and senses in general. You want to be good at sport, especially soccer? Play this, your reaction time will be significantly better and more **intense** than ever before. I couldn't even complete the initialization phase perfectly...

If you also enjoy failing level 1 hundreds of times as a noob then please get this game. Once you get the hang of it, it's really enjoyable and head bashingly intense. When I got to level 2 for the first time, I stopped bashing my head on my table... Until I died 100 times.

Intensity level 10/10 . damn this game is hard! but very good also!

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