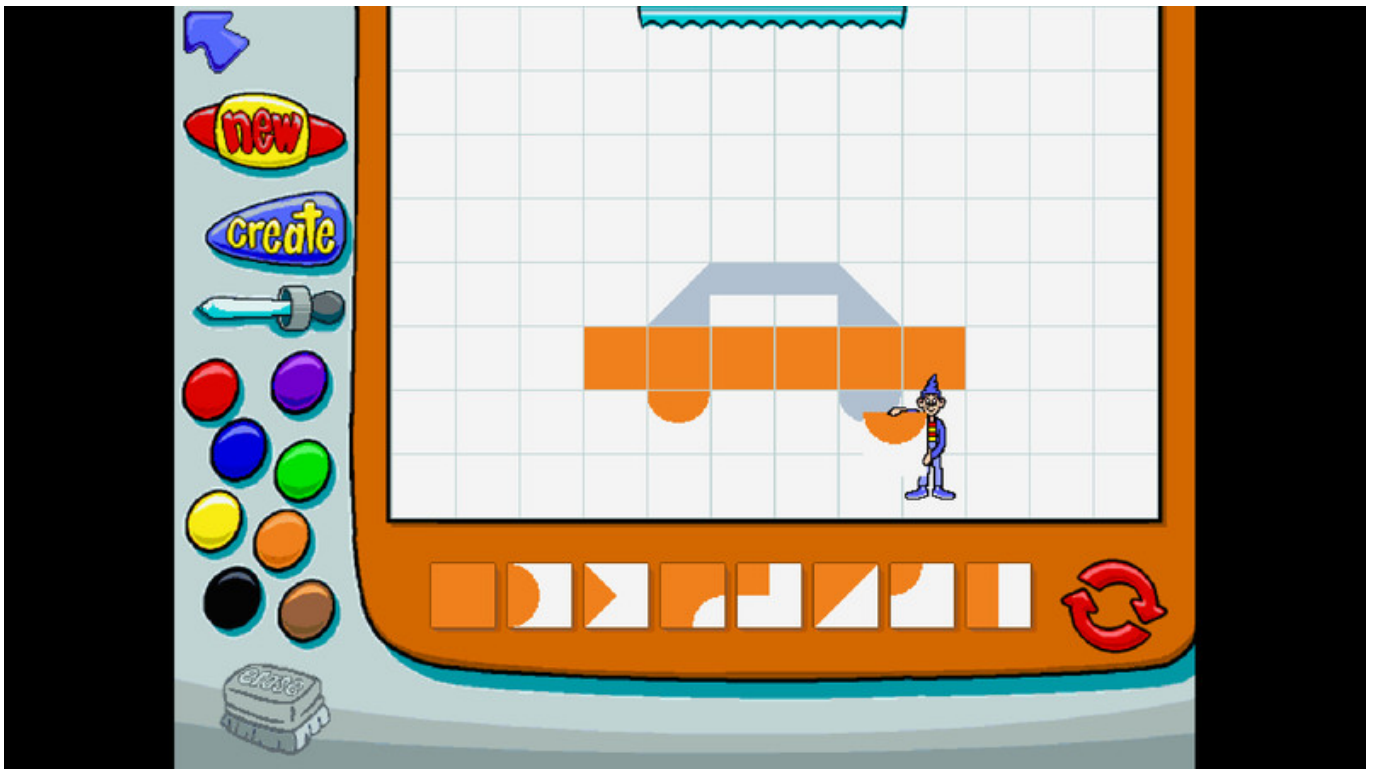


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Battle Chess Download] [Xforce]



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## About This Game

The most challenging game on Earth comes to life in Battle Chess. An entire medieval world at war is reflected on the checkered field.

Everyone who's ever had a knight take a pawn, has seen that capture as more than one piece replacing another on the board. In players' minds, the bold knight, resplendent in his armor of silver or ebon, sallies forth and slays the foul foot soldier. Combat, mortal combat, lies in the heart and soul of chess, but this aspect of it could only live in the mind's eye – until now!

It took 2000 years for someone to make chess better!

This is an entertainment that will prove the words of the famous Oriental Philosopher Chef Kung Pao who said - "War is fun!"

- Amusing chess piece animations
- A challenging AI with over 30,000 moves

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Title: Battle Chess  
Genre: Strategy  
Developer:  
Interplay Entertainment Corp.  
Publisher:  
Interplay Entertainment Corp.  
Release Date: 1 Jun, 1988

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**Minimum:**

**OS:** Windows (XP, Vista, 7, 8, 10)

**Processor:** 1 GHz Processor

**Memory:** 512 MB RAM

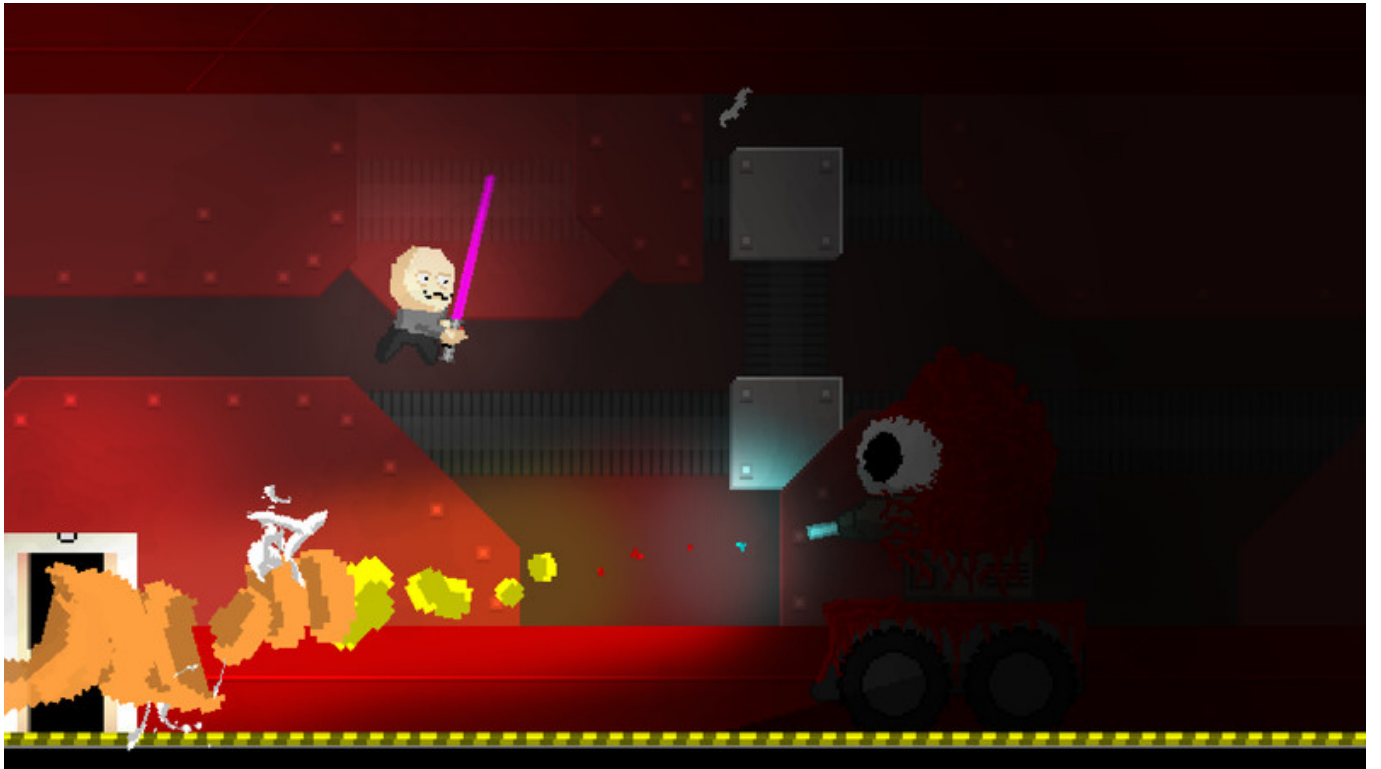
**Graphics:** 3D graphics card compatible with DirectX 7

**DirectX:** Version 7.0

**Storage:** 20 MB available space

English







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Big fan of Rimworld, Rise to Ruins, Gnomoria and other similar titles so I definitely had to pick Rekindling up. Rekindling isn't as in-depth as Rimworld, but it's on its way. The current state of the game can provide you with many hours of enjoyment and the dev has been putting out substantial updates weekly. The game is priced at an extremely affordable price and I'm glad I picked it up. Looking for the future success of this one!. Milestone nailed this one. Great archade feel. Fun to race, Plenty of bonus cars that have their own individual feel. I haven't had this much fun just starting this title in a long time. I have a NVIDIA GTX970 with 16 GB of Ram i7-2600 at 3.4 GHz. I had to tweek the video setting when I first started up the game. I'll make it a point to put them in this review within a few days, although I may get it done this evening. Even if you like simulation gaming you may still may enjoy this game.. Lets start off with how long it is shall we? Its short, like I can beat the game in 5 minutes no problem, just make the choice, move through and struggle to click the next thing.

Next lets talk about what I mean by struggle to click, well you see the thing you use to make the selections (choices) and click on the two objects there are in this game... is freaking hard, because as you move the camera, the little tiny pointer moves too, so either you can't very well see what your clicking (which spoiler: it doesn't matter what you choose), or your becoming frustrated at this little pointer to move in sync with your camera.

Now lets go into the level design, BAD, like there was a part where you cross the planks of wood to get to the box, and if you fall, you have to exit the game and start again, then there was the long grid like walk-way thing that was so long it made me, put my hand to my head as I walked through it because I was so bored... even the interview room isn't that nice, to be fully out with it, it is just blocky, with little work done to any of this game.

Did I mention it only took me 5 minutes to beat this game, well I'm saying it again, this is my fastest time I beat it, for I wanted to try every choice, knowing it would lead me down the same path... but really as you can all tell this isn't a normal interview right? Well I'm not going to spoil it for you, but if you want to know, look it up online instead of buying this game, it will be more worth it in the end.

I give this game a 1/10 <-it deserves less, but I never go 0; and do not recommend this game to anyone... like at all... I hope this game burns, I don't want to fell like Adam felt... I didn't do what he did, and I really don't care, and even if this was the intent, make more Story telling, this is just plain boring and stupid. I hear it now, "No your a towel!". Great game! This was the only game I was keeping my original Xbox around for. They've taken one of the best games for the original Xbox and made it as close to perfect as possible. I cannot reccomend this game enough.. First - this is a very different game than the first Mars Colony. The "Colony" is established and running - you are here to explore and build your own base; basically make money. I am frustrated with the crappy reviews by folks that haven't spent any real time in the game - or looked at Hyperkat's forums to get an idea of what this edition is about. Dumbed down? No. Simplified to let you focus on a more strategic approach to survival and thriving, Yes. Enjoyed the game despite a few little bugs. I recommend this game!. I bought it at a discounted price ages ago. (maybe 10-15 euros)

Eitherway, does its job perfectly and it is bloody simple to use.  
No fancy things, just the real basic stuff.

I capture everything with this and then edit with the (free) Resolve [DaVinci].  
Makes a bloody cheap kit that works 100% for simple youtube stuff you might want to do, even if not for the general public, to show some friends.

It is well-known enough so that all other softwares recognise it... captures the sound on VoIP software... what can I say...  
Very happy with it.

(Also runs w/out steam, it says it does so with fewer functionalities... never realised which).. The first half was entertaining but second half got frustrating. Not impossible though, had to check walkthrough twice to get going. Graphics are okay but somehow I hate Microids' art style: it's soulless and boring; like in Syberia: grey, ugly and unsurprising.

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Pros:

- decent graphics
- good voice acting and dialog script
- plot is interesting, keeps you playing from the beginning
- most of the puzzles are ok

Cons:

- some of the puzzles are insane trial n error
- sometimes you don't know what to do or where to go
- ♥♥♥♥ing horrible inventory, it shows few items at a time and you must scroll it like one by one; and you never know where a new item was added
- can't skip dialogs or anything else, when it's on it's ON

. Loved this game! Very thoughtful and so cool that it's handdrawn. I liked the gameplay and multiple storylines. Highly recommend if you want to try a fresh indie game!. I personally found this game rather enjoyable. A dark and sinister point-and-click romp through an occult swamp. It's a fairly short game which can easily be completed in under an hour. No dialogue, just creepy occult It's similar to the Cat Lady, which is much longer and has a lot more substance.. I wasted a couple dollars and 13 hours on this game.

Basic as they come. Get items, get better items, clear dungeon, yawn. Blah blah blah. It all works, but in the way you'd expect your toaster to work, and I doubt you get excited every morning to find it turning your bread slightly darker.

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This game is a lot of fun. I like the fact that there is some gravity for once in a ball\racquet game with predictable trajectory.

Pros:

- nice graphic and ambience, sound effects
- level variety (but not enough?)
- love when I hit multi ball, way to clean a level fast
- slow motion is a nice touch, you have to really think twice before using it as it is a limited resource
- got me scared of hitting my walls :) good thing you see your solid game area
- realistic bounces, predictable (unless you hit the anti-gravity tile !)
- no hit misses so far
- power up adds variety
- replayability (I want to beat my score)

Cons:

- UI a bit confusing: took me a while to realize I have to stay on the button to press them, to try out a level you have to use the training button, new will start a level 1 (for score consistency I presume?)
- Hard difficulty is way too hard, ball bounces way too crazy. Moderate was fun though (but hard)
- I would love to have more than 10 different levels, even though after I completed all 10, it started over at 1 with the brick needed to be hit twice
- no global score leaderboard? I want to compare my score with the entire world :) !
- more power up please :) !

Overall a nice little game, very addictive and got me sweating. Definitely worth the price in its current state and I am sure they will keep adding features.. This game is ♥♥♥♥♥ing♥♥♥♥♥for PC....

♥♥♥♥♥ camera angles aswell as RETARD AI AIM like these guys are Silver1 on csgo

2/10

Luckily I got the THQ package and I can just move on to another game asap!

Breach and CLEAR is wayyyyyyy BETTER with less cost and better AI tactics these guys are literally ♥♥♥♥♥!!!!!! I normally list good and bad things in my reviews, but this game doesn't really have anything of the former...

- doesn't remember any of the settings (language, full screen, sounds\music volume)
- storyline is nothing interesting
- dialogues are rather useless and disturbing, I feel like reading a book
- devs say it's non-linear - it is linear as hell!
- 4 turrets types only
- no upgrades between missions, no long term strategic decisions
- turrets upgrades are linear and have 2-3 levels only (unless it didn't play long enough)
- you can only place turrets in designated spots and there is usually about 10 of them on the map
- you usually start with enough cash to place all the turrets and within 2 waves you upgrade them all to maximum
- the rest of the game is spamming repair button and pressing skip on these stupid dialogue pop ups. The Pillar was a bit



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of an interesting one out of the DLC's so far seemed pretty brief compared to most of the others but the tomb was OK and the side quest was very brief but the outfit is awesome.

- +New tomb
- +New outfit
- +New bow
- +New side quest
- +Cool thunder/wind orientated tomb
- +Don't have to get gold on score/time attack

-Side quest seemed really brief to me and didn't have much content to it

-Story spoiler You do this whole quest, go through this whole tomb, kill bunch of guys for a sacred shields just to end up trashing it??? Wtf

-There's this certain jump in the tomb where you swing over and god damn I died maybe 10 times tryna make it for ffs

-Story spoiler So this DLC is suppose to take place before the main story ends right? Since Roarke appears it made me go WTF?? Since he dies at the end of the game so since they constantly keep talking about taking down the bad guy and the rebellion I'd assume it takes place before

-Also Roarke just randomly appears and then never is seen again in the DLC? What was the point?

Overall this whole DLC can be finished in 30 mins to an hour and quite honestly isn't worth \$5

. An awesome game!!! If you like RPG's and Strategy games you'll love this...

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