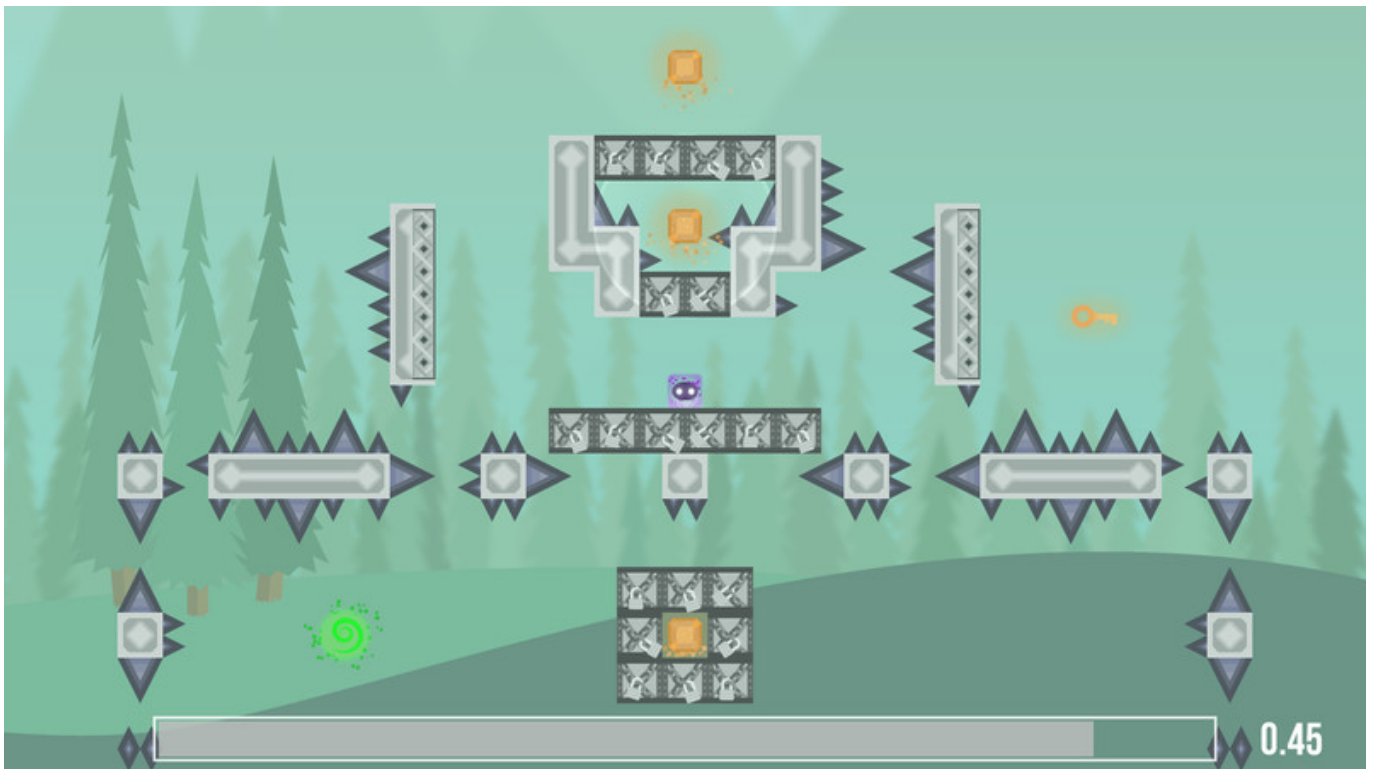

Trireme Commander Download Crack With Full Game



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About This Game

Trireme Commander is an accurate simulation of ancient Greek and Persian triremes - rowed war galleys. It is an animated single-player PC game that is highly educational on the performance and tactics of the triremes.

The download includes 16 scenarios. The Helmsman Tutorial is the only option to start with, this scenario guides the player through the training area. Pass this to become a cadet. A cadet has two challenges, a trireme race and to ram and sink an empty enemy vessel. Pass these two and reach the rank of Helmsman. There are four Helmsman scenarios, two conflicts with a single enemy trireme (one damaged, one not), a recon of the Salamis straits, and an important Signals Tutorial: a guide to signalling vessels under your command to form different formations. Pass all of these to reach the rank of Captain. Then, with a single squadron, there are conflicts against an enemy squadron of lesser, equal, and greater size. The last of these is a tough challenge to pass, but when it is completed the player reaches the rank of Commander. At this level there are two battles, each side with three or four squadrons. Finally, with these two completed, the player can re-enact the Battle of Salamis (an epic battle from ancient history), the Battle of Artemisium (where the Athenians used the famous Kyklos - a defensive circle), and two possible but fictional encounters - a battle out in the open sea (so greatly to the Persian advantage) and another in the straits of Megara between Corinthians (Athenian allies) and Egyptians (Persian allies).

All of these scenarios are included in the package, many with audio and diagrams as educational introductions to the scenario, and the history behind them. The battles are all fought around the island of Salamis. The ships all have names, the Athenian triremes have names from a list left behind and rediscovered. The physical performance of the Athenian trireme is reliably recreated, as a replica trireme - Olympias - was built and had full sea trials in 1988. The performance of a Persian trireme involved a little guesswork - they were reported to be slightly smaller and lighter than the Athenian vessels, but were no doubt very seaworthy given their voyages across the Mediterranean. In many of the larger scenarios, a player can select which ancient

leader they wish to play including the Athenian mastermind Themistocles, Adeimantos - the Corinthian admiral, or, on the Persian side, Ariabignes -brother of Xerxes (the Persian King), or perhaps Queen Artemisia - one of naval history's very few female commanders. By the time a player has reached the rank of Captain, Commander or Admiral, they will have a very good understanding of what trireme warfare was really like.

Title: Trireme Commander
Genre: Simulation
Developer:
Peter Turcan
Publisher:
Peter Turcan
Release Date: 1 Nov, 2017

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Minimum:

OS: Windows 7

Processor: 2.7 GHz

Memory: 16 GB RAM

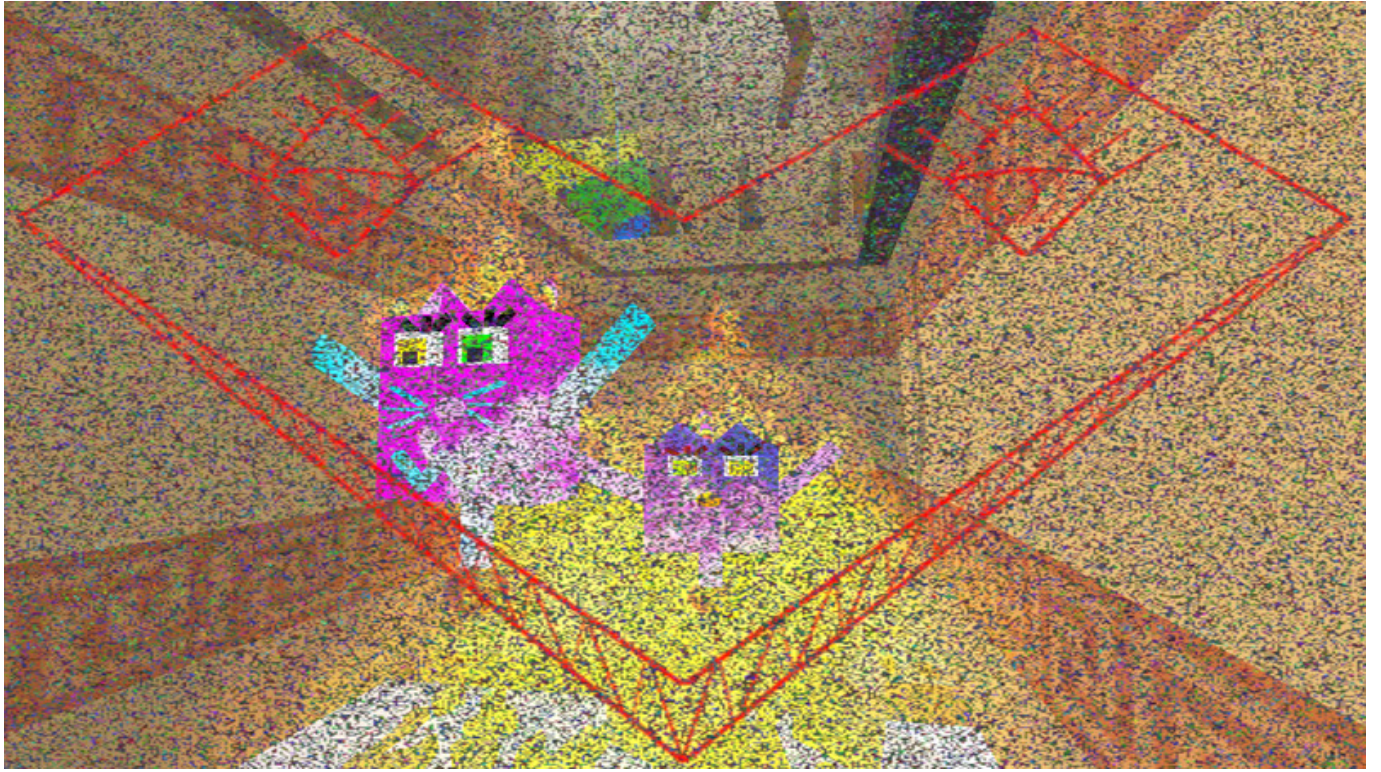
Graphics: Onboard graphics card

Storage: 320 MB available space

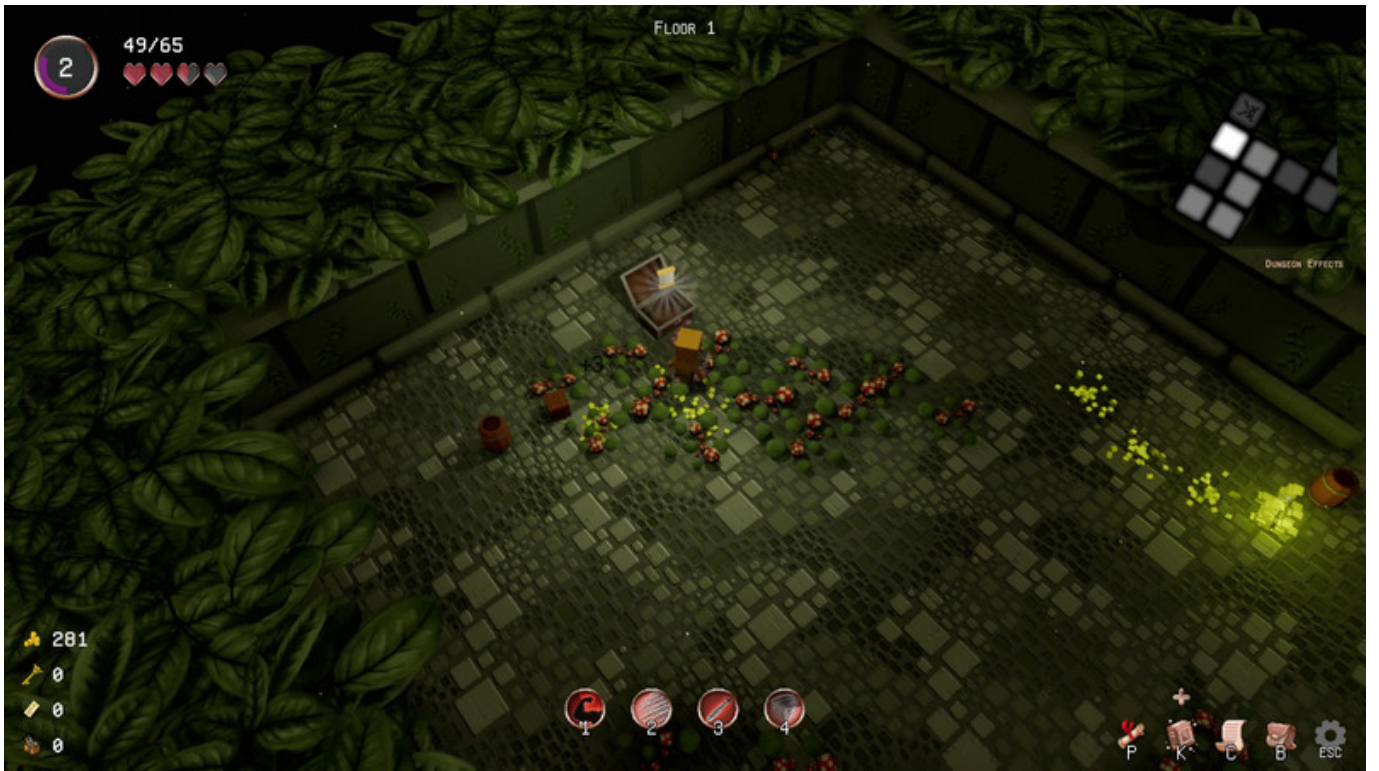
Sound Card: Onboard audio card

Additional Notes: Must install XNA redistributable

English







trireme commander

I bought this game in its very early stages and it's probably one of my most played games altogether in the last couple of years. It's a mixture of tower defense and action RTS. The game mechanics feel very well put together and multiplayer is a lot of fun, too, if you find someone to play with.. Very promising game that is already enjoyable, yet visibly not yet completed. I hope developers will actively develop it further and leave Early Access state soon, after adding and polishing features.. nice to look at and you can play at 3 different skill levels. Found this game on Reddit, did not disappoint me!

Although I didn't play it a lot, it was fun while I played it. You'll like it if you like puzzles/bridge builder games.. Fun game with a bit of strategy involved. Really fun with friends and such. I feel like the customization is a bit limited unless you wish to spend money to unlock everything, but in my opinion it isn't a need so personally i did not purchase it. Ranking system is cool but is basically just your level and does not accurately represent skill. I've seen golds that are worse than some bronze and silver players. Still would recommend this. 7.5-10.. pixelated game, notice. Amazing game except the fact that you literally could make a family, have kids, die of old age every \u2665\u2665\u2665\u2665ING TIME the aliens make a MOVE.

Just give me the option to skip the cutscenes dammit.. This is pure rubbish and the second worst text-based game I've ever played. None of the things went according to my plan (yes, I know that's how war works, but a lot of "going smoothly then unfortunately some madeup♥♥♥♥♥happened" really♥♥♥♥♥me off), and I could do nothing but to fail the absurd skill check again and again! What annoyed me the most is that I don't even get a single willpower point after going through torture without breaking, and after that I try to force my crippled hand to move by willpower(3), I failed! How is that fair? Am I supposed to be comforted by your ridiculous steam achievement?

I have to admit the writing is very decent but the author's ideal of gameplay balance simply disgusts me. Really, the author and Choice of Games should be ashamed of trying to sell this♥♥♥♥♥. A unique and fun puzzle game that kind of needs a story or some sort of progression to be as satisfying as it should be. As it stands, you have a two minute test after which your performance is evaluated and you get a letter grade. I'd really like to see this developed into something more engaging, be it a Papers, Please style slow reveal, or something comical like the old John Cheever story about the radio.

I'll note that the game is wonky sometimes, with "good" solutions flickering between two video clips and the sound jittery. This seems to come and go. If your game doesn't look and sound like the gameplay trailer, try a reboot. Or do what I did and just wait several months.

Recommended even so. It's fun and there's nothing else on Steam quite like it.. This is a pretty simple and straightforward sequel. If you enjoyed the first one, you should like this as well.

really cool game, a kind of Overcooked-like where you play all together to achieve a monument. Controls are a little bit hard but it's really enjoyable with lot of different situations ! Just too bad that the sounddesign and music are not here cause it's like at its minimal.

lot of fun with your friend at the end to manage different situations and see at the end how much did you fail :D. Game is fun, great graphics and gameplay, but too much BUGS and the devs seems to not care.... don't buy..... Great game! I love it :) very nice paintings and music. Unfinished game, without an update in almost two years.

Do not buy.. I remembered playing this game when I was a kid and having fun on my PS1. I don't remember it being as buggy, though. Not small bugs, but pretty big ones. Like people disappearing when you get relatively close to them.. Runespell: Overture was fun. It reminds me a lot of PuzzleQuest, except matching blocks was replaced with competitive solitaire. Build those those trips, quads, and boats to attack the enemy. There's also spells and other typical RPG trappings. Good stuff. It's the first chapter of a larger story. It wasn't that long and the game abruptly ends.. I found Koral by chance by browsing underwater games and oh boy, was I glad Steam recommended it! I've also seen the Making Of (HIGHLY recommendable to watch it before playing the game) and enjoyed the process of how this game was developed in a boat. About the game itself... it has amazing visuals and interesting puzzle elements. Puzzles are not hard to solve. Instead they are just enough difficult to make the game a little bit challenging and make you constantly stay on focus.

Something I absolutely loved about Koral is the game doesn't try to force on you an ecologic message or anything. The game has some facts about the sea but you can totally skip those and focus on the gameplay (they are 100% optional collectibles).

If you have kids, this is a great game for them too! Easy to control, colorful and with nice difficulty curve. I totally recommend it.

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