SunAge: Battle For Elysium Full Crack [full Version]

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About This Game

SunAge: Battle for Elysium is a return to the roots of real-time strategy, providing beautiful 2D visuals combined with all the features that we came to expect from old school classics. This remastered and continually improved version is a culmination of features requested by the community.

- 3 distinct races – Human, Raak-Zun and Sentinel – each with their own units, buildings, technological advantages and disadvantages.

- A compelling story spanning 25 missions across 3 campaigns.

- A revolutionary control scheme empowering the player to quickly organize squads, formations, attack order and more, while maintaining fast-based combat.

- Alternate combat modes can be researched for all units, unlocking dual functionality that can be activated during the heat of battle for greater tactical control.

- Expand your territory quickly by building a network of transmitters.

Full Multiplayer & Skirmish

- Classic competitive online multiplayer with careful balance between tactical micromanagement and strategic choices.

- Fight against A.I. opponents or challenge your friends.

- New options to choose from (supply capacity, startup resources, ...)

- Steam friends support

Major Improvements

- Attack orders are now directly executed.

- Instant Squad reaction times.

- Improved multiple squad selection and handling (select all on screen, assign shortcuts, ...)

- Expansion of in game HUD to better communicate important functions that might have been overlooked.

- Added: Borderless Windowed Mode.

- Added: Squad Stances (Offensive, Defensive, Stand Ground)

- Display of unit/building shortcuts in unit info window.

- Complete overhaul of the GUI

- Added: New multiplayer & skirmish options

- Improved: Minimap (buildings and zoom options)

- Added: Several Mouse Control Schemes to select from.

Title: SunAge: Battle for Elysium
Genre: Indie, Strategy
Developer:
vertex4 entertainment ltd.
Publisher:
vertex4 entertainment ltd.
Release Date: 15 Dec, 2014

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English,Italian,German,Polish,Russian,Czech,French

Reminds me of KKND!

Very enjoyable. I wish there were more new 2D RTS games out there.. It's a really janky game. It has bad pathfinding in the worst scenarios, like 1 or 2 units don't work properly (In their secondary form, that is.), It's really easy to just spam two or three unit types and win.

But! It has a neat art style that any one can play with, the factions are diverse enough, the game is really fun during skirmish, and if you have a friend you could probably have loads more fun with it. They impleted the option to join Steam Friends, even if the master server is down, you can still play with your friends.

I love this game, regardless of it's flaws. At least I'm good at it.. I just can't deal with the bad pathfinding and controls/UI.. This is an example of were doing research, reading reviews and watching YouTube videos of the game being played, is no substitute for actually spending some time with the it and playing it. This honestly looked right up my street, but having sat down with it for over 4 hours.. it just didn't click with me.

Managing squads of soldiers rather than individual troops seemed like a great touch, but it's execution for me is very fiddly... and that's how I feel about a lot of how the game works. I could never find my rhythm, and felt like I was forever battling with the controls, UI and mechanics of the game... rather than just ...playing the game.

Also ran into a couple of bugs, one which prevented my from completing a story objective... which is ultimately what made me change from an attitude of perseverance... to one of "I could be doing something more fun with my spare time".

A fine effort, I don't regret buying it, but I am sad I didn't get along better with the game. Never mind.. not one for people who don't like micro management.. In online games the host's units explode for no reason. It sucks.. Really strange plot. I really like the Raak-zuun. I only played the campaign.

I liked it but the control system is kinda clunky. You don't drag to select you have to shift drag.

Seems like infantry dominate this game. Just spam them to win the campaigns.

The graphics are nice. They're not really trying to be good but they try to be stylized meaning it probably won't make your eyes bleed in 5 years when you replay it.

. It will not luanch, the (steam) window to initiate play comes up but WILL NOT start the game. Program is not even in task manager. Serious prblem in my book. Would like to see it fixed. Loved the game (moor or less).. The game is ok. Is it worth 15$ I spent? I guess so. Nothing really wows me, but also there is nothing that is like oh man this sucks I want my money back. (I'm only 90 minutes into SP, have not touched MP yet) It's an ok game with some nice features. I'm sure it will get a nice little bit of playing time when I'm bored with other games here and there. You might very well love it, it all really depends on what exactly you want.. I was looking for something more faster paced and perhaps it will get there as I progress further it is like that in multiplayer.

Multiplayer could totally changed my opinion off this game and I will update once I play online skirmish. If you want a story that you can get into then you will probably like this. One of the main things I don't like is that there is a story and it forces you to be part of it. In these types of games I try to always skip thru all the story and just play. I want to play a RTS to play and could really care less what the plot is, but that's just me. There are several scenes thru the SP where a unit might move from one side to another during conversation taking place and you just have to sit there and wait for it to end which I really can't stand. If that's your thing then it has lots of that for you.

I will say they seem to put a good bit into developing the story, so i'm sure if you follow it, it's pretty good. The game has some cool units and some nice options for the units. Your basic infantry can switch into a non movement sniper mode when you hit A, almost every unit has a special ability like this. The gameplay is very smooth and hotkeys are good for the most part. You can Q up buildings and movement paths for several different squads at once which is very helpful.

There was one thing I did not like as far as gameplay goes. If I move a squad to a point across the map and they engange an enemy halfway to that point they just keep running while firing and eventually they run past the enemy and keep going to their location. When I changed the stance option from defensive to offensive it did not seem to change this. If my units run into someone I want them to stop and fire or go after them. At least an option to say during the path either stop and fire on contact w/ or w/o pursuit involved or fire and move but don't go off course. Even a way to maybe say go off course to get the kill then continue back on path. This wouldn't be a huge issue in MP b/c it would apply to both teams so it would make it interesting, but in SP it's kind of frustrating. I got the game on sale so I would say overall i'm satisfied, definitely has that old school RTS feel to it. I would say 7/10 so far w/o touching the MP.. I bought this game for mac after reading some positive reviews. It took a few attempts to begin because the main screen would start to shift when I clicked on the various tabs like "controls" or "settings". Once I got a game started, I could not get past the first cut scene as the main ship I am supposed to take "Ethan" in, explodes. I have no idea why, nor can I even move the screen afterwards. I wouldn't recommend this game for Mac users.

I wish more games would pay so much attention to detail and story-telling! Awesome retro feel, very well thought out campaign, simply brilliant game-play! Hoping for more unique games like this!. Really one of the RTS games that I truely enjoyed:
++ Great Soundtrack
++ Singleplayer campaign.
+3 different campaings that in some points are continuing each one before, but somewhat you can feel confused sometimes.
+ 2D graphics

- 1 or 2 missions I found boring
- AI pathfinding
- Minor bugs (restarting the game is solution for most of them)

But if you are here for multiplayer then you should know these things:

-only few maps
-almost noone is playing it
+ You can sill play with bots (but thats probably not what you ment by multiplayer at all)

(I've had oppurtunity of playing this game in version without "Battle for Elysium" and I can tell that there really are many improvements if comparing with this one on Steam)

Summing up, I think I can recommend this game (79,5/100). It looked like a good throw back to the old school RTS games but it's buggy and unplayable for me. I don't use trainers or cheats but the anti piracy protection that burns all your units keeps turning on even with a fresh install so I can't even play the game.. I was really hoping for something good. And for the most part, I got it. However, the poor voice acting ruined it for me, and I couldn't bring myself to play anymore of it. No inflection whatsoever.. This game was very cool for its era, nice to see again in steam. ^^
+Story very cool and very long.
+Each three Race have different playstyle and abillities and units.
+Game resources really nice.
+Game maps really cool.
+AI playing good.
+No any bug in game.
+This game completed in many years.

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