
Commander: Conquest Of The Americas Download Setup



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About This Game

Combining elements from both trading and strategy games, **Commander: Conquest of the Americas** will appeal to a wide range of players. Players take charge of one of the many European powers aiming to conquer the New World. Starting from 16th century, players can choose from many different nations, each with their own unique strengths and weaknesses. Founding new colonies and then making them thrive is key to success. In order to accomplish this, players need to manage and optimize resources and production in their colonies, before transporting the goods to other colonies or back to Europe. Rival powers and Native Americans can prove to be allies or enemies, depending on the player decisions. Hostile fleets engage each other in highly detailed tactical level. Players can command their ships in RTS fashion or take direct control themselves.

Features

- Conquer the New World
- Choose from 7 different European factions
- Manage your colonies and their resources, production, military, and much more
- Game world spanning from the Caribbean to Hudson Bay
- Naval battles with as many as 30 ships in varied environments and 2 different control modes
- Interact with both the European powers and the natives

Title: Commander: Conquest of the Americas

Genre: Strategy

Developer:

Nitro Games

Publisher:

Nitro Games

Release Date: 30 Jul, 2010

a09c17d780

English,French,German



High Score 48,188,991

Disturbance - Beat Hazard 2 OST - Johnny Frizz

05:14

SCORE
10,586,462

WAVE 17
15.10

MULTIPLIER
X507

LIVES
■

CASH
\$1,475,935

QUANTUM ECHO
x11

CRUSADER AUTO TURRET
x18

COLOUR

WEAPON POWER





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It's like The Expendables. "They can't possibly do another one!". But they do. And it's awesome again.. I recommend this if:

- + you are a fan of Ryan North
- + you enjoy (semi-)visual novels
- + you do NOT already have the book version
- + you have the PDF version ("game" version is slightly easier to navigate w/o searching)
- + you can get it cheap

I do NOT recommend this if:

- you DO already have the book version and expect something significantly different

Positives:

- + option to skip ahead/go back
- + fitting background music
- + narration if you like that kind of thing
- + clever layout changes to accentuate the narrative ("text adventure" theme, time travel theme, etc.)

Negatives:

- checkpoints are only in specific locations that sometimes require lots of retracking to get to major story branches
- occasionally the GUI doesn't work properly
- art gallery is a bit awkward to navigate (hover left and right over several hundred pictures in one long row)
- can't skip the "ending" sequences. Simple but decent, loses it's appeal over time a bit. Nowhere near the quality of Kingdom Rush.. This had the potential to be a great game, the rough mechanics for some great ideas are there. However, the basic fundamental parts of the games control scheme and balance were rushed and are very poorly done. A lot of it is just little stuff that every other major RTS gets right, such as being able to select units and click the mini-map to get them to walk to that location, etc.

The biggest issue I ran into though was balance, on just about every mission the enemy has infinite spawns of squads that will come after you, and they just about always know where your guys are, so flanking isn't much of an option. Since you are perpetually outnumbered, your squads lose grunts, and then you have to march them back to the landing zone to replenish them. This pretty much means you have to conserve your guys and thrust from landing zone to landing zone, there's no real way to take it slow, because attrition will just wear you down too much.

They hyped up the mechs and really seemed to want them to be a great mechanic for a very powerful ally, but those are broken too. Engineers can't repair them in the field, so they also have to tromp back to the landing zone for repairs which are prohibitively expensive, all in exchange for pretty lackluster supporting fire and very little tanking ability at best.

Finally, the infantry(which is your main core of units in this game) are horribly balanced. Essentially, light squads are useless, medium squads pretty much go 1 for 1 against the enemy(which are horrible ratios when you are always outnumbered by an enemy with unlimited supplies) and heavy troops are the only troops that are worth having. Your heavy troops will mow through a squad or 3, and by then they have lost enough people to be rendered combat ineffective, and have to tromp back to the landing zone themselves, which takes forever because of their heavy armor.

This just killed the flow of the game for me. There's a lot of great ideas here from other RTS's that I love, such as Dawn of War 1 and Starcraft 2, but the execution is absolutely clunky and horrible. This game hasn't been out long, maybe the developers will add some actual balance so this game isn't so goddamn nintendo hard. The simplistic AI and poor balancing pretty much just makes this game a meatgrinder.. A very fun little game. Don't expect a detailed story or anything like that, but it's a great game with a bit of a challenge - for those who don't mind the dated graphics.

Worth checking out its sequel currently in development, Overgrowth.. Cute game concept that won't demand too much time the first few times around. Predicated on series of incursions into hostile space, there is depth there, but you have to dig through a great deal of repetition and happenstance to find it.

Likely a great lo-fi game when it came out, in this era of backlogs and expanding Steam libraries this game is unfortunately skippable in light of newer, similar, better titles.. Without a doubt the best mini-games I have played on steam (I can see hours of fun ahead of me) ... I am looking forward in seeing what Duck Dev's do next.. The game itself is a lot of fun.. but playing it makes me feel sick, yes quite literally.

The need to keep spinning\twisting around and around, back and forth - all the time makes me both dizzy and want to throw up. It's like one of those amusementpark rides that just looks so god damn tempting, but you regret getting on 30 seconds after it starts moving.

Or perhaps I'm just too old and boring.

I remember spinny, fast and hectic top-down games for snes\nes that were near identical to this and they never came close to making me throw up on my keyboard\controller.

If it takes a lot for you to get dizzy or feel sick, you'll probably love it. The gameplay itself is good.

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[\u0043\u0004\u0023\u0023\u0039\u0049\u0002\u002d\u002b\u0019\u0048\u002d\u0022](#). I wonder what if Okosan and QP were to team up?

Pretty fun game. If you're familiar with bullet hells, you should get used to it. The main gimmick is the R-bit system, which allows customization of 3 of your shot patterns any time you start a game/profile. You can unlock and buy more in the shop as you progress in the game, so that's quite a bit of replayability there. It's not so broken by any means either. Another small gimmick is a Hyper system, which is akin to Suguri only that it simply makes your shot stronger, and you're allowed to take an extra hit without penalty.

[One more thing to mention, is that it includes a "Conquest" mode, in which you play the entire game but with the ability to save progress inbetween stages, so you can retry as much as you want or just practice a stage \(You cannot change your formations when you're still attempting to complete the game, so keep that in mind.\)](#)

[While decently short, and being completely non-serious about everything besides it's difficulty, this is definitely a shump you should pick up on steam, if only because it's really fun.](#)

[The controller support is pretty nifty and works well, and there is options for scaling your window size if you're worried about that. The general enhancements, I currently don't have any problems with it so far.. Really nice game. Relaxing soundtrack, and it's a lot of fun seeing what will grow from your chosen words. The plant requests by people are great as well, really satisfying to complete player requests.. Let me start by saying I received this game during the holiday auction, I did not pay for it...That being said the amount of content that available for this game is NOT worth the \\$20 they are trying to charge people. At the time of this review there are currently five songs that are playable, which is HALF of what they're offering: Ten songs at completion. Now, if they went for a \\$10 Early access price, and then went up to \\$20... maybe.. but even then. There are similar audio based games that cost less. Soundodger+ is \\$9, Audiosurf is \\$10, these games have a LOT more content and also offer personal MP3 usage in some way. Then you add in the "Controller compatibility". I thought i'd give it a try, after finishing every song at least three times. The sensitivity was comparative to a snail, on oil. i got about 20 seconds into a song \(because i had to wait for the music to actually start for the weapons to fire\) before i realized.. This is what their idea of hardmode must be. it was impossible to rotate fast enough for your weapons to destroy everything.](#)

[-10/10 Would not recommend.](#)

[As of now, I would not recommend this game to people unless it was free. When they add more than ten songs and an editor, or at least lower the price to something reasonable, then i might be willing to recommend this game.. A brilliantly designed puzzle game that challenges you to manage your fuel, shield, and your relationship between your motion and the pull of the various celestial bodies you encounter. It's such a beautiful visual representation of space and everything in it, and boy does it test your awareness of your environment and the obstacles set before you.](#)

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