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## About This Game

**CLAD in IRON: Philippines 1898** is a Spanish-American War alternate history naval game in which a turned-based wargame and a real-time strategy are combined.

Alternate history is a genre of fiction consisting of stories in which historical events occur differently. These stories contain "what if" scenarios at crucial points in history and present outcomes other than those in the historical record.

### Historical Events:

The first battle between American and Spanish forces was at Manila Bay where U.S. Navy's Asiatic Squadron defeated a Spanish squadron. The following Dewey's victory, Manila Bay was filled with the eight warships of Germany. The Germans expected the confrontation to end in an American defeat, with the Filipinos revolutionaries capturing Manila and leaving the Philippines ripe for German picking. The main forces of the U.S. Asiatic Squadron, including the mighty cruiser USS Olympia, are forced to guard the Manila Bay from German warships.

### "What if" Scenario:

The shocking outcome of the Battle of Manila Bay spurred the Spanish government to organize a relief expedition. Warships, troopships and transports arrived from Spain to Iloilo City. Coming new battle between the rising and falling empire!

### Gameplay Description:

Manage your fleet and army, hunt the enemy's fleet, hide your weak squadrons in protected ports until reinforcements arrive, blockade enemy trade routes, amphibious assaults and harbour sieges, struggle for dominance over the seas in turned-based strategic mode - all of these actions are possible in CLAD in IRON: Philippines 1898.

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The real time tactical battle mode allows you to set up battles and squadron groups with their formations and management using realistic ship models and characteristics as well as advanced ballistics and weapon models. Choose your ships, increase the experience of your crews and send your squadron into the high seas. Command a battle formation and experience the power of iron and steam in a turned-based maritime strategy mode while fighting battles with a tactical real time naval simulation game.

Raise anchor and get **CLAD in IRON: Philippines 1898 NOW!**

*ATTENTION! In the game there is no interactive training, only a textual manual.*

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Title: Clad in Iron: Philippines 1898

Genre: Simulation, Strategy

Developer:

Totem Games

Publisher:

Totem Games

Release Date: 14 Nov, 2017

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**Minimum:**

**OS:** Windows XP SP2

**Processor:** CPU Pentium 4 / Athlon 1.1 GHz

**Memory:** 2048 MB RAM

**Graphics:** compatible with DirectX 9.0C 512 Mb

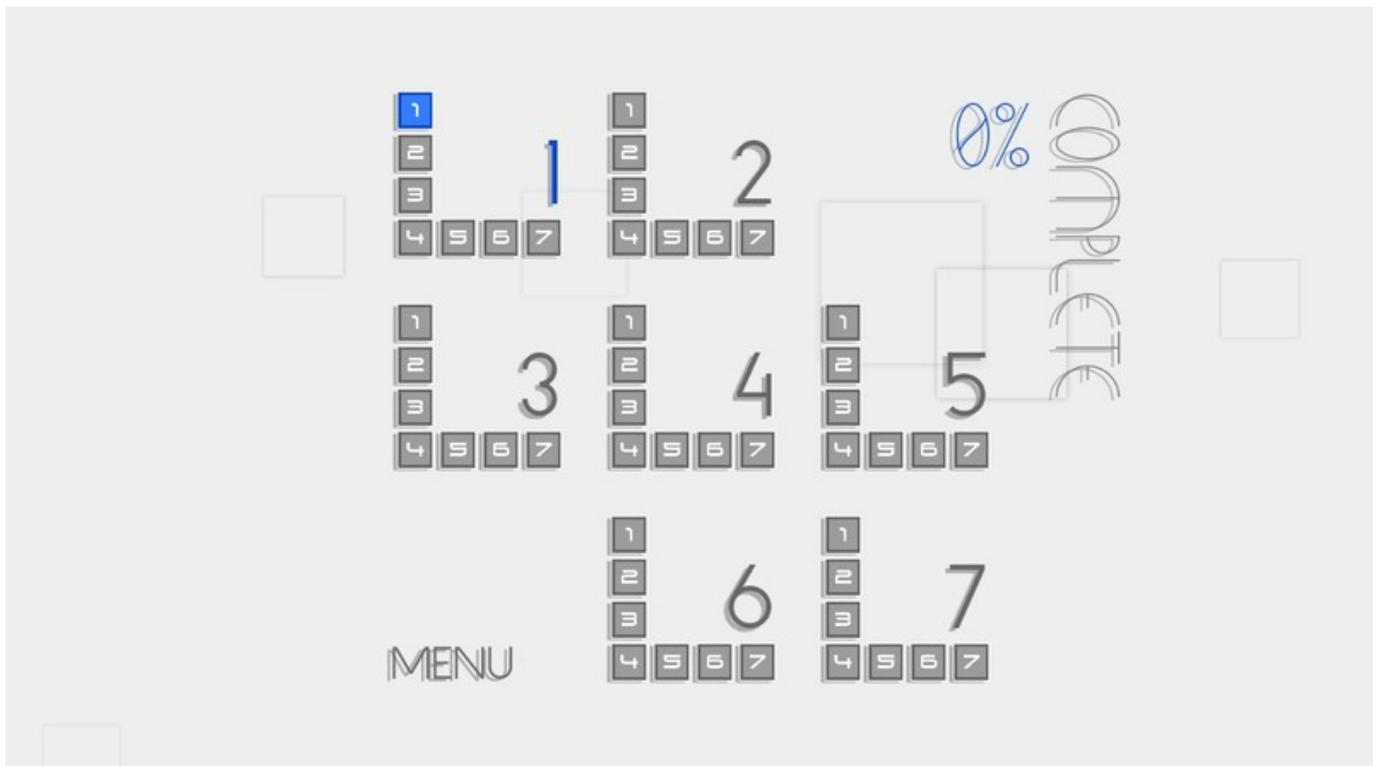
**DirectX:** Version 9.0c

**Storage:** 1 GB available space

**Sound Card:** compatible with DirectX 16-bit

English,Russian







This fake stuff looks so real, it'll make a great gag. Can you imagine the look on somebody's face when I... Hey, wait a second... oh sick! Those police dogs were in here.

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oh... its not 2 player... :/ nevermind.. I love the Creeper World series. I used to play Creeper World 1 and 2 all the time as a kid but is still fun eventhough I am older. I really recommend this game and its series.. This is a return to the arcade style of the first game, a complete change after the more serious 3rd title.

Moto Racer 4 is a highly stylized arcade game, with semi-realistic graphics, with races focusing on either motorbikes and crossbikes, each with their own feeling, with cross tracks requiring a feel for the jumps and getting air for tricks.

I read some reviews complaining about some aspects of this game which I disagree completely, as this is a very competent arcade game, the kind in which you get a feel of the tracks and the bikes and you sense your skill growing over time.

There are some new features that prevent the game from being just a barebones racing game, such as a career mode, with several drivers to pick from, each with different bikes for each racing kind, and with their own statistics, which you can upgrade with points you earn through challenges that require a number of style points over the course of many races.

There's also plenty of customization, from stickers on the drivers jackets, full colour customization of both drivers and their bikes, and the upgrades i mentioned above.

The racing itself is very simple, but there are a series of things to master in order to get the best times and first places, such as doing wheelies, aligning the bikes to the road after a jump, slipstream, and a few other surprises that give you an extra boost, and each track as a few shortcuts that make playing the tracks multiple times fresh for a while, and take a few tries to master and know each corner.

The most negative aspect here however is the way you progress through the career, you need to get first place, or beat the time to get gold, but you have to "bet" in which position you think you'll finish before each race, which is kind of annoying and pointless as well. The solution is to always bet on first place, and best time on time trials, and keep retrying if you fail to do so.

There's a season pass that promises extra content like new tracks, modes and racers, but so far only the drivers are available, which is kinda disappointing. Some extra tracks and bonus stages in the campaign would make the game shine even more, and maybe we'll get those eventually.

Anyway this is a good game for those who crave a good arcade motorbike game, as this franchise has always been known to deliver on that front. Anyone looking for a simulation has the wrong idea and has other games better suited to them.. Funnest game I have ever played 10/10. Decent enough so far\ very basic UI with no tooltips or explanations. Hard to know whats going on in combat with no descriptions of whatever effect you are under, and the random encounters are a bit to frequent for my tastes. Good enough for 5 shekels I guess. OI VEY. 1 hour review:

its a pretty cool game until you die,why isnt there any check points between floors?wait,what do you mean this is a rogue-like game?i am pretty sure i am been running though the same dungeon over and over again to the point i can memorize the crystal spawns

imo i dont feel any rogue-like from this game:

meet floor 1 boss 3 times,all 3 times is the same slime boss

no procedure stage generation

i can remember enemy spawns in floor 1

the only thing thats even RNG in this game is well the powers you get and potion drops

also i am breaking my fingers and mouse spamming m1(your main source of damage)since there is no autofire,excuse me when i go get an autoclicker and save myself from buying a new mouse while walking though the same dungeon for like iunno 30 more times?

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2 hours review:

hey look its the second boss i am not sure what attacks it got but let me get close to it and do some dmg first

\*gets one shooted(paragon+original suit)\*

makes me wish i have a mercy undershirt with mercy iframes. This game shows a lot of promise in theory but in practice it makes for a rather grindy, unrewarding experience. You start out in the middle of a forest, in a camp that has run out of supplies. Pretty decent start to a zombie survival story, it is relatable and highly probable. You then bumble through the woods, avoiding the wonky AI of the zombies and gathering basic materials. Eventually you make a makeshift bow and your entire existence becomes a loop of gather wood, stone, and fibers to make arrows followed by using said arrows to kill zombies for XP.

The idea of shelters is good but lackluster and requiring a shelter to place any advanced crafting benches or salvaging tables feels like a poor attempted at progress gating to slow an already terrible experience. Don't get me wrong the idea of having a base to call your own is good, however the execution in this game is not very good. Defending it is laughably easy, even solo, and the gains a minimal at best. It may be better with more people but when I played it was a barren wasteland, true to a zombie apocalypse but not great for an MMO.

I play a lot of zombie survival types of games and I cannot say I recommend this one to anyone.. It's the first time I'm writing a "stay-away-from-this-*\*bad\_word\**" review here... but this game needs it like nothing else I've tried so far.

I've bought it for 0,99 thinking what the hell. The first levels were quite nice - nothing special and pretty far from what I expect from a "music game" at the same time, but still nice. Then I got bored. And then the final levels came. They are ridiculously hard - not challenging, just annoying and badly programmed. I found it impossible to finish the last one, but my masochistic mind told me to do it and get all the achievements. So I tried and I tried, and I tried, and I tried. And suddenly I had to thank the GREAT programmers of this FANTASTIC GAME because hey, you can pause the game and still link these damn notes! What a relief. What a joke.

I finished the game and still got two achievements locked - "500 Notes", "250 Max". So I kept playing this "pause and link" game, making it my worst enemy... And then I found out the game is not saving your achievement progress. You have to launch it and keep playing it until you unlock these achievements. And guess what? Even they are bugged (I got it after over 600 notes were placed and over 300 max length chains detonated)...

So yeah, I wasted my time on this game as it ironically became a challenge to me and activated my "achievement wh\*\*\* rage mode". Don't let it do the same to you. :). I really like this game. true it doesn't feel finished but i still really like it. it isn't that expensive either. i hope the devs finish the game. its a survival game in space there are no jumpscars. i find it relaxing combing through a ship or station looking for resources. there is a lot to do you have to like the grind build your base to ridiculous proportions find reserch points to level up skills. and i found an easy solution for the lock problem you have to look at them from the side the rings are in a cone shape formation. oh and don.t have to many items in physical inventory or the game starts to lag (i only had promblems after i had over 100+ items in physical inventory). still i can handle te bugs but i do hope the game wil get a polishing soon.

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A very realistic life simulator. Fun and educational.. There isnt a game here. Its a couple of enemys in a small space nothing else . Too hard to read the space junk descriptions. Makes it unplayable for me.. I'll give it a tentative recommendation. Nice style and music and the story's ok, but it's boring - too much slow walking, back and forth to locations, and a strict order of operations to the puzzles lead to a lot of retreading and pointless clicking. All those factors make it needlessly long for the amount of story it covers. Fans of noir or old school point and click will like it but don't pay anything close to full price. Oh and the ending is a cliffhanger for the supposed sequel, so there's no payoff whatsoever for your long dull tread.. Recently finished, so here's my 2 cents:

Girlfriend Rescue is your standard issue RPG Maker game, both developed and published by Aldorlea Games (notorious developer of many RPG Maker games). Its a JRPG that handles similar to old school Dragon Warrior or Final Fantasy, but with a bit more room for strategy in both building your party and combat. The story itself takes place in a modern, urban setting which is a breath of fresh air (ironically) as opposed to your typical medieval fantasies. There's an interesting variety of characters to construct your party with, to which you will use to trudge through the 8 different scenarios. Explore a bit, loot things, fight baddies, and continue onwards. At the end of each scenario you get a little piece of story that serves as a reminder in case you forgot what the game was all about (see: title), and then you go back to walking and mashing the X button.

Its not the most fun I've had with one of these kinds of games, in fact I'm a bit disappointed in Aldorlea Games. After playing Deadly Sin 2 and Skyborn, I really expected more from this title. I only recommend it if you have absolutely no other RPGs to play.. or just really need that old school RPG fix, even then wait for a sale.

Pros:

- + Interesting variety of characters
- + Fresh, urban setting
- + Fast paced combat
- + Colorful visuals

Cons:

- Mediocre story
- Poorly written dialogue
- Repetitive battles
- Ugly enemy artwork
- Vague character/skill descriptions
- Messed up controls with my X360 gamepad
- Lack of settings (volume, controls, etc)

5/10. Leisure Suit Larry is back and that's a good thing. The game keeps the charm and humor of the first games and puts it right into the 21st century. :-). You play as a person who is afraid of spiders and girls - Like life crippling phobia who can't even leave apartment. So you play video games and then go to bed and have a dream where you run and gun your way through a dungeon full of giant monster spiders and mutant zombie women which somehow cures you of your phobia, and you are now able to talk to women and face spiders after you wake up.

If that doesn't make sense, well it's because it doesn't. I find it to be a really dumb premise. It made me go, serious! That's what this game is about, that is how your phobia is resolved. I guess I would have to actually have a phobia of girls and spiders to relate, but I still think this is dumb.. You kind of have to play this game in order to finish the story. This one I just beat in one sitting. Zero replay value, everything is insanely easy and may as well be a visual novel.

#### **Fixed a bug of ship flooding.:**

We found and eliminated the problem associated with the flooding of a ship destroyed in combat (real time SIM mode)..

#### **Updated Russian version:**

We replaced the fonts with more readable ones, and also fixed some errors in the Russian version of the interface.. **We fixed some potential bugs.:**

We continue to optimize the game engine. In the course of these studies, we have found and fixed some issues that could potentially create technical problems.. **Clad in Iron: Carolines 1885 Dev Diary #4 - German colonial squadron in Asia-**

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## **Pacific:**

From the beginning of the 19th century, the Asia-Pacific region fell into the sphere of trade interests of the European and North American authorities. German shipping companies also participated in trade with East Asia. As early as 1822, the Prussian state company Preußischen Seehandlung began regular deliveries to China.

It soon became clear that it was difficult for German sales agents in China without military support from their homeland to conduct business. Only after the creation of the Prussian Navy was it possible to defend German trade. From 1869, German squadrons from several ships visited the region for specific purposes, after which they returned to Europe.

With the creation in 1871 of a single German state to ensure national interests in the East Asian and South Pacific regions, an East Asian squadron of cruisers of the Germany Imperial Navy was created. At this time, the German Navy did not yet have its own bases in the Pacific. Ships during the repair and supply of fuel had to rely on foreign ports, which often entails a long wait and high cash costs. When Germany acquired colonies in Africa and Oceania in the 1880s, the cruiser squadron was still based in the Chinese city of Yantai (formerly known as Chefoo or Chefoo) and until 1897 did not have its own repair base.

The basis of the colonial forces of the German Navy were wooden, composite and iron gunboats, corvettes and frigates. A total of 12 gunboats (about 500 tons), 10 corvettes (about 2000 tons) and 8 large masted iron cruisers-frigates with a displacement from 2,800 to 4,000 tons were built in Germany in the 1870s – 1880s. If necessary, the colonial forces can be strengthened by the seagoing ironclads from Europe.

link to the image of the German warships:

<https://ibb.co/92s8gwj>

Facebook page link

<https://www.facebook.com/totemgamesfbk/posts/2042714552514825>

Steam forum thread link

<https://steamcommunity.com/app/712970/discussions/0/1813170373213791500/>. **Clad in Iron: Carolines 1885 Dev Diary #5 - Gunboat diplomacy:**

The attention of enthusiasts of naval history is usually riveted to the largest and most powerful ships — during the times of the steam fleet they were battleships. Without a doubt, these war machines used the latest technologies of that era, but even the richest industrial powers could not build and contain a number of battleships sufficient to send them to every corner of their empires. In addition, in peacetime, such ships could not fight pirates and insurgents, support land operations from the coast, or ensure control of long-range possessions. Here a completely different type of ship was needed - inexpensive to build and maintain, which could go without naval bases and coal stations for months. To control the overseas colonial empires, the Western powers needed ships with sails and steam engines.

In the 1880s, there were only two ports in all of Asia and Oceania, where a modern ship could be repaired - the British Hong Kong and the Japanese Yokohama. The situation with coal stations was no better, where it was possible to replenish the fuel supply, so the demand for sailing-steam gunboats and cruisers in the European and American fleets remained stable and high. In the event of any conflict with the inhabitants of Asia or Oceania, European traders and officials demanded that their governments urgently send a gunboat or a cruiser. Such a course of action got its name - “gunboat diplomacy”. When the situation became very serious, wooden, iron or steel steam frigates and cruisers of the colonial powers were rushing to the scene.

Images on Facebook page link

<https://www.facebook.com/totemgamesfbk/posts/2077425375710409>

Steam forum thread link

<https://steamcommunity.com/app/712970/discussions/0/1676938384251386155/>. **Clad in Iron: Carolines 1885 Dev Diary #3 - Ejército de Filipinas 1885:**

So, we read a little (actually a lot) of books about the Spanish Philippines and the colonial armed forces. We collected such interesting data on the number and composition of the Spanish colonial army: in 1884, the Ejército de Filipinas consisted of 576 Spanish officers and 31 Native officers, as well as from 1960 Spanish soldiers (1302 artillery men) and 9631 Native soldiers. It turns out that the Philippians themselves had to maintain the power of the Spanish crown over the vast archipelago.

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The Filipino native soldiers looked something like this:

Facebook page link

<https://www.facebook.com/totemgamesfbk/posts/2032707406848873>

Steam forum thread link

<https://steamcommunity.com/app/712970/discussions/0/1769259642863742116/>. **Our war games in the top on**

**WARGAMER:**

Back in April, the largest and one of the most respected professional\* online magazines about the wargames [WARGAMER.COM](http://WARGAMER.COM) included our games in the list of the best naval war games. The news was a little late, but better later than never.

It's nice to be together with such games as JUTLAND, VICTORY AT SEA, SILENT HUNTER and BATTLESTATIONS: PACIFIC.

<https://www.wargamer.com/articles/naval-war-games-subsim/>

\*We respect the alternative opinion of gentlemen from Grogheads. **CLAD in IRON: Philippines 1898 Update - June 5th, 2018:**

In this update, we added torpedo weapons and new types of ships to the game, and also improved the graphics:

- Now players will be able to use the ships armed with torpedoes in the strategy (TBS) and simulator (SIM) mode. Automatic and manual torpedo control is available.
- New types of ships were added: a Spanish torpedo boats destroyer and a coastal defense ship, an American auxiliary cruiser.
- American 1150t patrol gunboats rearmed with 4-inch rapid-fire (QF) weapons.
- In order to achieve a more realistic appearance in the simulator mode, we improved the water surface graphics (sea waves).
- Improved textures and detailing of all 3d models of ships.

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