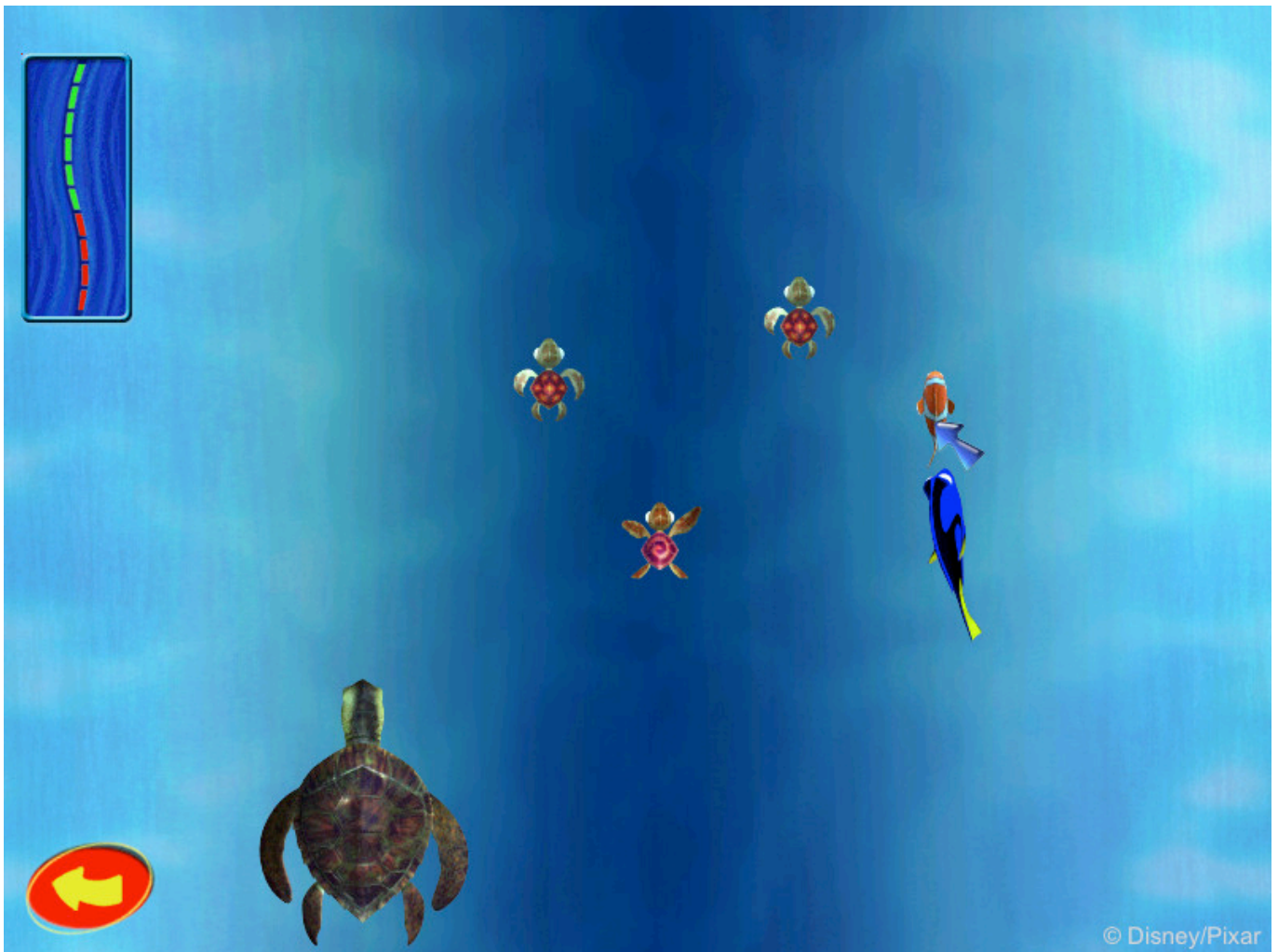

Order Of Battle: Endsieg Digital Download



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About This Content

Victory or Death - what shall it be?

The final chapter of the "krieg" trilogy is here: after four years of campaigning the battle-tested Wehrmacht will have to face its hardest challenges in **Order of Battle: Endsieg**.

The Endsieg campaign, the biggest and longest yet, includes 16 unique scenarios. The story begins right after the Battle of Kursk, where the game provides the option to import a core force from either the Panzerkrieg or Sandstorm campaign.

The first five scenarios are based on the historical 1st Soviet offensive in the Donbass in summer 1943, up to the Leningrad–Novgorod strategic offensive in early 1944. A decisive defeat of the Red Army will eventually allow total victory over the Soviet Union, while failure to do so will turn the campaign away from the Eastern Front and into the Battle of Anzio in Italy.

In the second part of the campaign the player's forces are transferred to the west, where the Allied invasion of Normandy has opened a new front. Initially you'll be forced on the defensive, and you'll be tasked to extract other German forces from the Falaise trap, defeat Allied airborne units in Market-Garden, and defend the city of Aachen and the Huertgenwald against heavy attacks. By reaching a decisive victory in the German Ardennes Offensive in December 1944 the tide of the war can finally be turned again, leading to a set of ultimate battles to destroy the Allied armies once and for all.

Covering the final years of the war, Endsieg offers powerful weapons such as Tiger II heavy tanks, Jagdpanther tank destroyers and Me-262 jetfighters as well as several new specializations. But beware, the enemy has brought many deadly new weapons of their own!

Are you ready to change history?

Features

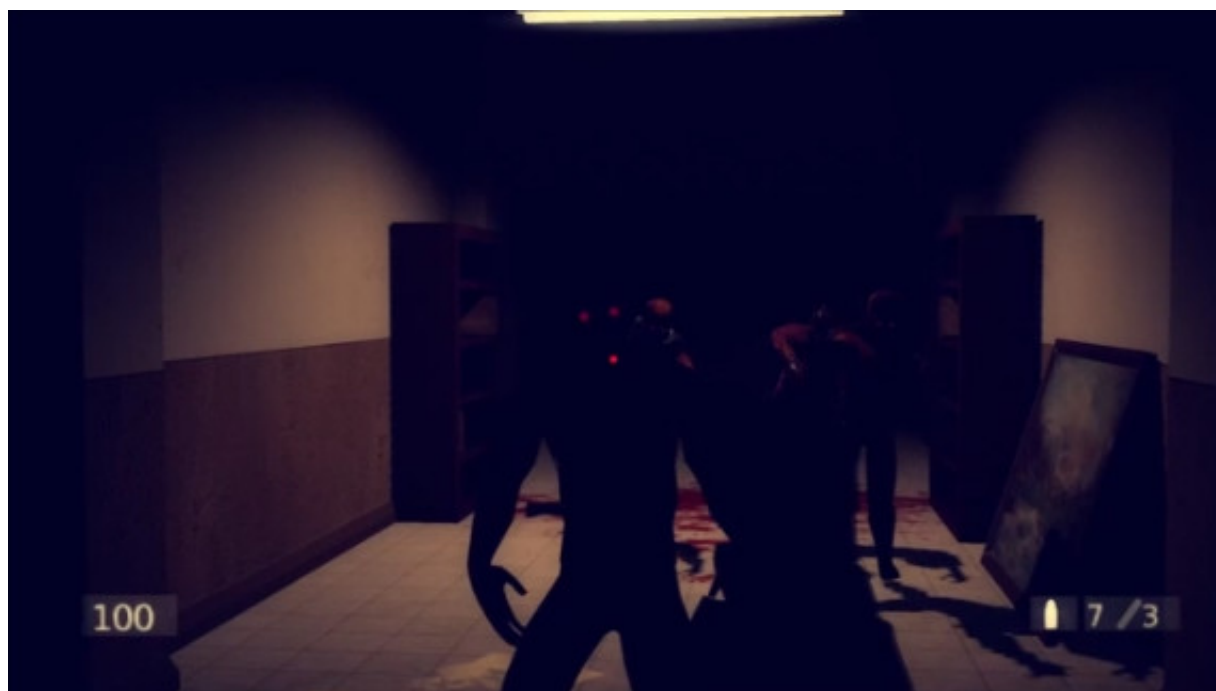
- 16 scenarios - one of the biggest DLC campaigns yet - covering the aftermath of the battle of Kursk in 1943 until German counter-offensive in the Ardennes in 1944, allowing the player to defeat the Western Allies in battles around Antwerp and Calais.
- Over 60 unit types reinforce the ground and air forces of Germany, Great Britain and the Soviet Union. Players now have access to late war equipment such as the Tiger II heavy tank, the Sturmtiger with its bunker-busting 380mm rocket launcher, Me 262 jet fighters and the heaviest tank ever built: the PzKw VIII Maus.
- 6 specializations for Germany, including the Panzerlehr - providing an elite Panzer unit, the Entwicklung Series for production of the E-100 super heavy tank, Vampir Nachtjeager for increased tank combat efficiency and the Uranproject: Germany's endeavour to create the atomic bomb.

Title: Order of Battle: Endsieg
Genre: Free to Play, Simulation, Strategy
Developer:
The Artistocrats
Publisher:
Slitherine Ltd.
Release Date: 13 Nov, 2018

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English,French,German,Russian







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I like what I see, a lot, and luv word games. I want to play this game, but I can't play this game because the three buttons on the bottom don't show up on the start screen. I can't change the settings if I can't get in the game. Its too big on my screen. What do I do?. Pros:

- multiplayer
- combat focused

cons:

- lacks on story

after finishing hbs shadowrun games this feels both good and bad but the good parts outweigh the bad so this is honestly pretty good game. it has multiplayer. if you liked shadowrun theme and wanted multiplayer, this is it. but if you in for deep story and game changing dialogue choices, better stick with single player games.. Just spent nearly 3 hours straight and didn't even notice... very addicting and looking forward to playing with friends. Thanks for making it free to play and i hope more people buy the full version to support it as it grows.

A couple suggestions, though probably nothing new..

- Ranked (once the community has grown a bit more)
- Team feature with custom jerseys and maybe even stadiums.. An enjoyable set of simple but very enjoyable puzzle rooms. All objects interact the way you expect them to, and each room really has its own flavour. Currently three rooms available, but it seems like the dev is actively adding more, which is great!. Like eating too many mushrooms except this game ends before the vomiting.. I've been following the development of Little Square Things for a long time; and it feels like a game from another era in the very best way. It takes me back to the past of PC puzzle-gaming in all the right ways too with plenty of personality, and the extra layers of polish and replay make this title well-worth a second look (or third, or fourth\u2026) Recommended for anyone, especially if "BoWEP" means anything to you.. Great example of correctly handling an expansion - the new races are interesting without eclipsing those in the base game, veterancy ranks for ships are a great addition, and I'm appreciative of the Attitudes system as a way to flesh out your respective empire and gain bonuses for your individual playstyle. I hope that this prompts the base game to get some of the attention that it so richly deserves, because this is a frequently overlooked gem in the 4x space.. Great game for killing time! Totally would recommend!. Incredibly buggy, obviously unfinished. I assume it's been pushed out of "early access" as a cash grab by the developer who has no intention of finishing it, given that the last update was in February. What gameplay I did experience was dull and had no direction; search house for an item, repeat. Maybe there's some good puzzling to be had later on, but I could not work out how to progress as nothing seemed to work as it should, there was no direction, and everything was vague.

This game is not hard, it is obtuse. And not even in a mysterious interesting way like Myst - in a dull, bland way, where your only option is walk around the house clicking on things and looking at things until you find whatever comes next in the sequence - oh, but don't find it before you need it, otherwise you break out of the sequence, can't progress, and need to restart.

Talking about bugs, many sounds are too loud, many are too quiet. The developer has somehow made walking around feel bad, which is honestly an achievement in itself. After releasing your move button you seem to continue sliding forward slightly, as if you need to finish an imaginary step before you can stop.

Do not waste your money unless this game is developed further than it is now.

Edit: I just watched a video walkthrough of the game. What I said above is true throughout the whole game - search for item, repeat. That does not count as a puzzle. It is, at best, a first-person hidden objects game, where most of the time there's no way of knowing what objects you need.. I'm not sure if this game was even finished when they released it... I've got 1.4 hrs on this game and some of the rarest achievements, just using some really easy and obvious exploits... This game isn't good, just get EU4 and use the Imperium Universalis mod if you want to play in this time period.

I'm a very big fan of sapper, and I liked this game. The non-standard approach introduces novelty, though the very implementation with hexagons came out rather mediocre. It is rather independent of the usual sapper. So go, take it.. Most boring and useless game I've ever had to experience. -2/10. What you have here is something no worth the time it takes to download. Collect more grass than the other players that is if you can find anyone else to join in a game. Buy this game and you will definitely get a refund.. This game was so cute, and so sweet.

I really enjoyed the art style, the characters, and the music used in the game.

The story perfectly showed the relationship between a young boy and his mother, and how out of tune they can get during the child's teen years.

Especially when the boy is more reserved than most children his age.

I'll be honest, the delivery of the ending scene made me cry!

This was a very enjoyable visual novel.. The game feels very short compared to other Choice of Games titles. Despite the game joking about the ending being anticlimactic, it truly was. There's a lot of build up towards seeing the mermaids and it's so underwhelming.. Really fun and challenging. I also like the style of the game. Fun game.
10/10

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