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## Hegemony III: The Eagle King Portable



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### About This Content

For more than two centuries, Rome has slowly expanded her control over the tribes of ancient Italy. But as her borders encroach on the proudly independent Greeks of the Southern coast, they call upon an ambitious young king from across the sea to come to their aid. Eager for glory, Pyrrhus, the “eagle” of Epirus, gathers his armies and sets sail for Italy. Commanding phalangites from Macedonia, cavalry from Thessaly, and rare War Elephants from Egypt, Pyrrhus will challenge Rome with the fiercest warriors of the Greek world. But the cost of victory will be high, and Pyrrhus' ambitions do not end at pushing back the Romans. The Eagle King believes himself to be the next Alexander, and does not plan to sail home until he has carved out a new empire of his own.

#### New Historical Campaign

Hegemony III's first historical scenario follows the campaigns of “The Eagle King”, Pyrrhus of Epirus as he battles against Rome and Carthage to forge himself a new empire. The all-new scenario includes scripted battles, historical notes and more than two dozen new objectives.

#### Expanded Map

Expanded map adds the island of Sicily to the original sandbox with more than 20 new cities and a dozen new factions including Epirus, Syracuse, Mamertines and more.

#### New Invasion Sandbox Mode

Inspired by the Gallic and Epirote invasions of Italy, play the sandbox in a whole new way with a customized army and no starting cities. New objectives allow you to forge alliances and intimidate rivals as you march your army towards a new empire.

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### **New Units**

Wage war with powerful new units including Pyrrhus' War Elephants, Macedonian Phalangites, Thessalian Cavalry and more.

### **Expanded Naval Warfare**

Expanded naval campaign with new ships, tactics and mechanics

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Title: Hegemony III: The Eagle King  
Genre: Indie, Simulation, Strategy  
Developer:  
Longbow Games  
Publisher:  
Longbow Games  
Release Date: 16 Feb, 2017

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**Minimum:**

**OS:** Vista, 7, 8 and 10

**Processor:** Intel i5 or Equivalent

**Memory:** 2 GB RAM

**Graphics:** 512 MB DirectX 9.0c compatible card

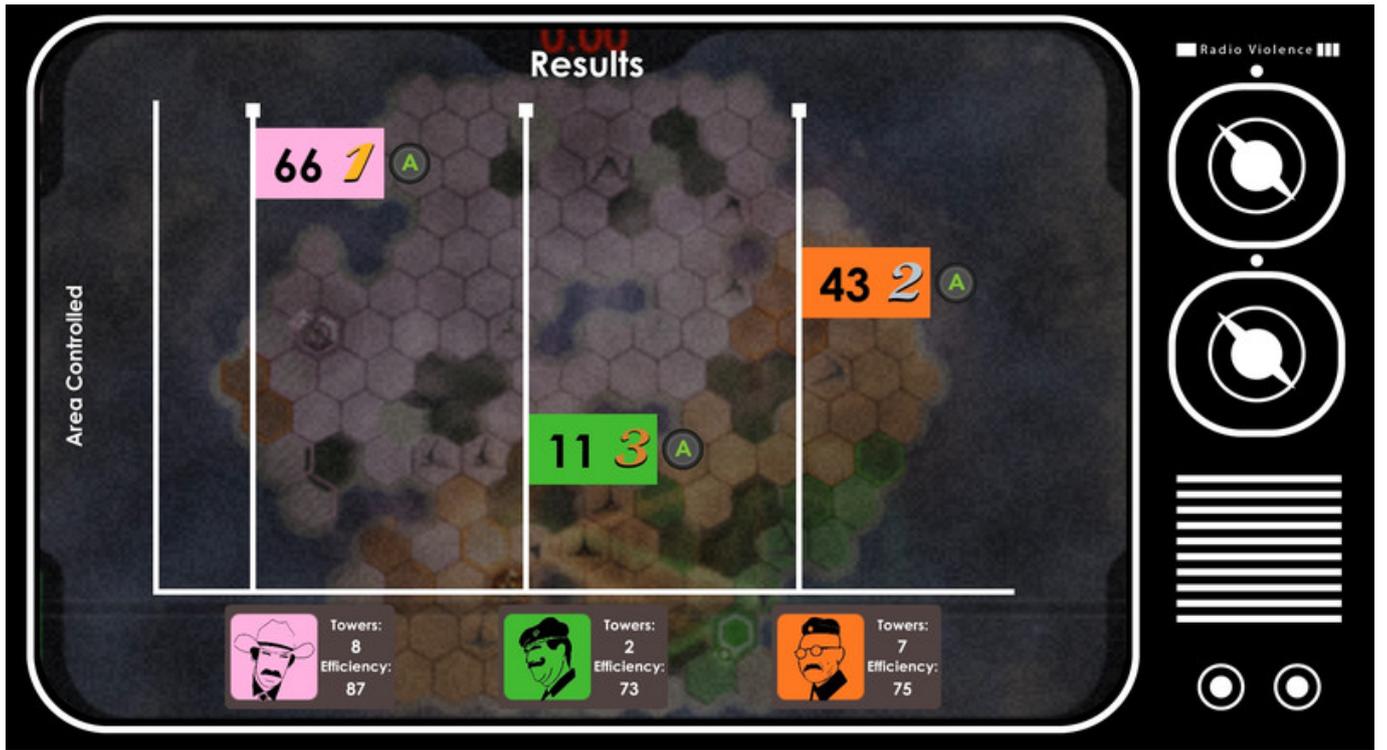
**DirectX:** Version 9.0c

**Storage:** 500 MB available space

English







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What an obscure point&click -game. The puzzles aren't really all that hard, but some actions have to be executed in a certain (sometimes cryptic) order, which makes it hard to complete the game without resorting to a walkthrough here and there. Navigation is fuzzy. The animations and characters are so unbelievably ugly they're almost endearing. There are so many easter eggs it's infuriating - just as you think you finally found a pixel that's useful it's yet another dev team logo or a pointless Monkey Island reference.

On the plus side, the story is intriguing, the historical setting is okay, the way they pronounce medieval latin sounds convincing enough, and the protagonist is a bit of an a-hole to say the least, which is certainly something different. The dialogue is the best part of the game. I'm saying thumbs up, because my inner hipster is equally confused and delighted.. i cannot play the game, it keeps on crashing

It cannot even start. Having played through the previous Holmes games from Frogwares (I got the bundle), this represents a massive improvement compared to Mystery of the Mummy. The key crime occurs soon after you begin, and what follows is a (mostly) methodical investigation that mixes interrogation and evidence gathering/examining.

Having said that, the game is riddled with faults - a lot of the time you have to hunt for microscopic items to progress in the investigation, the placement of 'cursor spots' (for pathing and interactive points in the environment) is incredibly poor, the music is repetitive and dull, the translation for the English language version could have gone a lot better (and they could have used \*any\* font other than Comic Sans), the end of day quiz that summarises events doesn't tell you which answers are incorrect when you have to retry, inventory items have to be combined in specific orders, and during the very lengthy conclusion, virtually \*every\* clue is explained, regardless of it's ultimate relevance.

Ultimately, unless you are a fan of the 'classic' Holmes, The Silver Earring will likely be a very dry, tedious experience, however, compared to the garbage that came before it, it can only be recommended on that merit.. Well dang, my absolute favorite route so far (And I wouldn't be at all surprised if it stayed true later down the road), and my least favorite of all (probably forever,,, Zebra was even slimier than my very initial impression led me to believe) The creators sure make it hard to *not get even the volumes with the..... less savoury characters. But all in all, the wholesome-ness of Polypa's route (almost) certainly made up for the gross feeling Zebra left me with (I do the least favourite troll route first) .* Very nice, but rather short Visual Novel. Took me about 1.5 hours to complete the story once. You follow the story of a detective with his assistant. The detective has a very special character ;)

*The story is nice and easy to read. Sometimes I wish the text lines wouldn't stretch over the complete screen but break more often. Would be much easier for the eyes. Also there are a couple of typos starting from about 50% of the story. But that was not a big problem.*

*Overall a nice game for about 2 hours.. Cheese, anybody?. im super glad i bought this, i thought it looked fun, it was and amazing, this is one of the best games i ever played. This game looks and plays great. There could always be more content but it's def one of the best sports games on the vive.*

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Favorite faction. Okay, so the first time I start it up, it plays in a very small window. I kill a creature or two, find a rock with a cave under it and release these parasites and an egg. I go up to the surface, creature I just released attacks me and kills me in a few shots. Also, the first ability you get you can't use, because your energy is too low. I quit.

I come back a few hours later, start it up, holy\u2665\u2665\u2665\u2665\u2665it's full screen. I kill all the wildlife and enter a hideout. I go in and find an EMP bomb and all the NPC's attack me. Stealing is bad. I kill three and I run outside. I can no longer go back in the cave, it won't let me. I go north and go back under the rock, release the evil things... This time I don't get any XP for releasing them, so I just stunted my own level. I go outside, none of them will attack me. I can't go back in the rock cave. I can't go back to my ship. I can't find a way to leave the small area I am in. Literally nothing to do. Wtf.. Early days yet. I don't really know what an early access beta is supposed to look like, but I can't imagine this is it. Played the first scenario (I guess). There was no tutorial. There was no explanation of the campaign. It is quite obvious that English is a second language. I am hoping the game will get the attention it needs I really like the concept, but right now if I could I'd ask for my money back.. The game FF15 should have been.. sad 90's hours. I like it, it comes with a nice assortment of equipment. My one gripe is that the outfit and the tackle bag, and rod bag still take wear. I haven't had one long enough to know but that kind of sucks if you eventually lose the outfit because it wears and bags because they wear out? I feel like those should at least be forever since you paid for them Can you fix them, i know you can with rods etc. Anyway, i have enjoyed using the stuff in the pack.. You'd completely not guess it from the other reviews here (even the product description mentions it), but this game is at least a little bit like Monument Valley..

But, fortunately, in a *good* way.

*I was half expecting this to be a poorly implemented copy-cat. I' glad I was very wrong.*

*The comparison goes deeper than the graphical style and puzzle-types, though.*

+ *It's also quite short (took me a few hours because I was cooking and eating dinner at the time - nom.)*

+ *It's also cheap; cheaper than MV.*

+ *It's also got some truly head-hurting puzzles. Not in completing them; you can usually get by by just trying things and seeing what happens. The most you'll need to deviate from that is to look at where you want to be, and then work backwards to see how you can get there.*

*No; the head-hurtingness comes in trying to work out how on Earth they think these kind of things up! Even the simpler puzzles are sometime quite surprising and almost mesmerizing as you watch things unfold.*

+ *It's also got 'additional cast' although I'm not sure much of their potential is realised. (So far?)*

*All in all, a very pleasant little journey through some impossible physics and optical tomfoolery of puzzles.*

*There are a few negatives;*

- *I didn't personally find the story very captivating. Predictable and just a little bit preachy.*

- *The ideas tended to be reused rather too much in the second half, which was a shame given the very strong beginning.*

- *Controlling the circular motion bits often seemed a little wonky - but maybe that's just me.*

*Small criticism, really, and I'm definitely looking forward to see what happens in the next installments.*

*If in doubt, there are two BIG plusses of this (on Steam) over MV;*

+ *You can play it with a mouse. Despite the circular control thing, this is way more precise and comfortable.*

+ *You can play it at 2560x1440 with full AA on a 28" monitor. (If you have the hardware.) Retina display? Phah!. Basically, enemies have no AI on this game!!! Just run and shoot. There's no fun in it. But the worst to me is the look and feel of an old game poorly made with Adobe Flash.. It's a sad day when I have to not recommend something with so many good parts. Unfortunately, they just don't add up to a good whole.*

*There were times playing this when I was charmed, and captivated by the characters. It's rare that I comment on voice acting in a foreign language, but Rintaro's VA really manages to sell the disjointed and convoluted aspects of this story with his voice acting. This, also, is not enough.*

*I feel like other reviews have touched on the good, almost unilaterally, so I'll focus on the bad.*

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1): There is absolutely no sense of pacing. A lot of people have said this story has a slow start. That's true. It also has a slow middle, a slow end, and a slow everything in between. Conversations drag on. Info-dumps are common. Despite all the pacing problems, nothing ever feels built up to. Alternatively, the build-up is excessive and overt, leading up to predictable plot events the player impatiently waits for. When sad things happened, I felt happy because it meant the plot was finally actually going somewhere. That's not the reaction any story should seek to cultivate.

But what's worse is that some of the pacing problems have to do with pandering to the target audience. Several extremely weak story threads only exist to justify the possibility of Rintaro forming a romantic relationship with every female character. Some of these relationships, even after their excessive justification, still ring false. It's all blatantly written in for a toxic subculture that uses terms like "waifu" without irony. For this reason, even though Steins;Gate is not pornographic, recommending it to anyone other than a heterosexual male seems disingenuous. Hell, even recommending it to a heterosexual male without an interest in pretending they're dating an anime girl seems disingenuous.

2): The choice system is clunky and dishonest. There is no actual tutorial that tells you to pull out your phone. The first time you play, you will very likely get an accidental ending because Rintaro doesn't pull out his phone when he is supposed to, without the game ever telling you that YOU are in control of the phone. When you respond in text conversations to people, you do it by awkwardly clicking blue text, looking at Rintaro's response, going back and awkwardly clicking blue text again, since you can't see the dialogue options, only the parts of the text that Rintaro is...responding to? It's not very intuitive, really, and ultimately it makes little sense.

The parts that make the least sense are how it all adds up to the ultimate "true" ending. Most of the time, it isn't clear how some of these responses are "better" than the others. Why should I have to endure the consequences of a worse ending for not asking someone about their sister? My "better" choice would have had no skill or strategy behind it, and I might not have even understood that I was making a choice with how well the game explains things. The best choices, and they do exist, are the ones that make it very clear to the player what they are sacrificing and what they are sacrificing it for. BUT EVEN THESE choices are dependent on the player pressing a "phone trigger" button that the game does not explain that you need to press, and doing that during a very specific window of time in the dialogue.

3): Let's be real. You have better options.

Right now, Life is Strange is on Steam for 25\$ when it's not on sale. To the Moon, while it doesn't have an element of choice, is another story-game about going back in time with funny jokes and a moving love story. Maybe when Steins;Gate was made, story games were rarer, but in the 2010s there's been an explosion of them. And some of them do everything that it's trying to do better with less time and money expenditure on the part of the player. Even so, I tried to rewind myself (ha) back to 2009 and appreciate this for what it was. But it got bad when I considered this: Would I rather continue to engage in this ongoing chore of a story, or would I rather read a ten dollar non-interactive novel?

When the answer was the latter, I realized I was done.

Yes, some of the individual plot events, including the endings, are impactful. Yes, some of the jokes are funny (the ones that aren't beaten into the ground), but ultimately, the whole isn't worth the sum of its parts, the vast majority of which are tedious and pandering. Good pieces of media rise above their target audience to be something that the otherwise neutral and apathetic can enjoy. I would never, in my life, recommend Steins;Gate to anyone who doesn't already LOVE (and I mean really, really love) visual novels.

And, well, the people I would recommend it to would probably like it no matter what.. Un insulto en todo sentido de la palabra, malos movimientos, cortados, sin sincronia respecto a la pelota, lo que lleva a confuciones, graficos mediocres para 2018, no trae apaenas configuraciones graficas, defectos de diseño grabes, parece que los jugadores tienen pies enormes. No trae multiplayer por mas que especifica que trae, no trae editor de nada, pocas canchas ni lisencias, y encima te trae un "pack" con Mc Enroe y Agassi.... en resumen el Virtua Tennis de 1999 le da 1000 vueltas a esta basura.

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