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The conquest colonization ios

This app is only available in the App Store for iPhone and iPad. Play the US, UK, Germany, France, Russia or Japan and shape the world during the colonisation of the Victorian era. Use spies, economic aid, fortification, build your troops and navy, and root the world. They chose three scenarios, each with their own initial conditions, and formed the world after the 20th century. Feb 18, 2016 Version 1.160210 This update is signed with Apple's latest signing certificate. New features are not included. It's a great game, it crashes all the time. Fortunately, he handles it all the time. The only thing I can see is that if you have 25,000 soldiers versus 5,000, 5,000 can completely remove 25,000. But there's no way to really understand the multiplier, or you can't back down or retreat at some point in the battle. I wish AI was a little more aggressive. There is a severe lack of quality strategic games on iOS, and this is the exact type of game I was looking for. Although I have some suggestions to make it even better! First, you can do it when someone declares you war, the notice tells you that you're at war now, instead of looking at the war table. Secondly, you can add alliances, third or please, add a start date of 1938 if possible. Thank you so much for the excellent strategic game on iOS! This is a great game as just a little passidien, with a lot of strategy included, like the Commodore 64 version. However, there is not much to do with diplomatic options. All you can do is make peace, so even if AI doesn't try to make peace, and in the end you have to pay to end it so that AI doesn't attack (which rarely does.) Tgere is also no form of alliance, so if you want to be Britain and France together on the front line, you can't. Overall, while the game is beautiful, it would be good if there was a little more depth. And fewer accidents. Developer Stephane Oury did not provide details about its privacy practices and data handling for Apple. The developer will have to provide privacy details when submitting the following app update. Developer Website App Support The Conquest: Colonization is a TBS (turn-based strategy) game, set in the American Colonial era, inspired in different classics of the very genre like Civilization, Total War, Colonization or Europa Universalis. Select your nation and fulfill the different goals you will find in your way to forsed one of the greatest empires the world has ever seen. Explore the ruins, small villages and find wonders such as Machu Pichu or the Chichen Itza pyramid in the various territories of the American continent that are truly represented. Conquest and destroy your European enemies through various units that the game contains, including cavalry, artillery and ships. Buy a friendship of an indigenous man to confront them with your enemies or rounding up your village to expand the easier your empire. See your tiny villages turn into huge towns full of people at a time when you're and modernize many different available buildings. If you're a fan of the strategic genre, The Conquest: Colonization is a must-have for your collection. Features: -2 game modes (Campaign and Map Custom)-Animated Land and Sea Battle-Animated European and Indigenous cities-14 European and indigenous nations-20 different European and Indigenous units-35 different buildings and upgrades-10 Huge American Territories truth presented-10 american wonders-more than 25 achievements to unlock! If you find any bug please do not give us a bad rate, contact us via email to zwetian@epic-devs.com Each positive rate we receive encourage us to continue improving our games every day. For more information about Conquest: Colonization or any other of our games visit us at [conquestgame.com](https://www.conquestgame.com) Changes: -Compatibility fixes for Android +4.2. -Correct behavior when the screen is on/off. -Correct behavior with home button. -Bug fix by playing music. -Bug fix on the diplomacy menu. -Bug fix with ships and army movements. -Other minor error fixes. Content rating: Low Maturity Colonial Conquest for PC, AND and iOS is a turn-based strategy game that takes place in the 19th century – an era of bending and resolving differences on the war trail. Players can choose from six empires that are trying to become the dominant country in the world. The game was developed by Argonauts Interactive, a studio known for titles such as World War I or Galactic Heirs, and was crowdfunded thanks to the Kickstarter campaign. Mechanics Players can take control of one of the historical leaders: Theodore Roosevelt (USA), Queen Victoria (England), Emperor Meiji (Japan), Wilhelm II (Prussia), Jules Ferry (France) or Tsar Alexander III (Russia). Every leader wants to lead his country to achieve world domination in one of the three scenarios available. The two start in 1880 and 1914 and maintain a strict historical timetable so that each country maintains its historical boundaries. The third, more sandbox-oriented scenario begins in 1870 and each country has control only its initial territory, with much more options regarding the follow-up of the gameplay. The game is based on a plant, each turn representing one season of the year and has three basic phases: the most developed construction phase (only in spring), which involves recruiting new armies, building fortresses, making important economic decisions and spying on our competitors. Two subsequent phases (available throughout the year), movement and attack phase are less complex, and have a similar course to other turn-based games. The map of the games offers more than 130 regions, controlled not only by six major empires, but by many smaller countries, while warfare can be carried out on land as well as oceans and seas. A certain number of points of victory are awarded to win in each territory. Multiplayer mode offers total dibration for up to six players who take control of empires (in case of deficiencies, AI – opponents can fill the void). There is also a hot seat mode, with each player receiving 4 minutes to complete their turn. The game is won by the highest number of winning points or the first one has reached the selected limit. Updated: 24 September 2020 Rome: Total War - Barbarian Invasion, Root Board Game, and Starlight Tactics are our top picks to play today. The latest addition to this selection are the Root Board Game released September 24, 2020 and on the #2, Radio Commander released October 9, 2019 and is listed on #4, Rome: Total War - Barbarian Invasion was released on March 28, 2017 and ranked on #1. 5 Games, such as Colonial Conquest for iOS iPhone, a daily comparison of more than 40 000 video games on all platforms. This call includes game strategies based on turn. The order in this selection is not absolute, but the best games are on the list. Colonial Conquest is a simulation in the Victorian era of warfare and the spread of the late 1800s and early 1900s. Filter on the specific platform: All Android iOS (iPhone / iPad) Xbox One PC Windows Mac OS Linux Order by relevance New release first Old release first Cheaper first Most expensive first Video Barbarian Invasion is stand alone monitoring Creative Assembly's classic strategy game RIM: Total War, smashed hit on iPad. Three centuries after the Roman marches: A complete war, the overstretched Roman Empire faces a day of reckoning with war tribes threatening their borders. Play in the last years of the empire as a barbaric commander determined to ailing him, or take up arms as a Roman general and fight to extend his glorious civilization into a new era. Rome: Common War - Barbaric Invasion of Similarities with Colonial Conquest: Naval 100% strategy 100% grand 100% turn-based 80% historical 70% economy 60% buy Video Might make the right in the wild wood! An award-winning game on a board of asymmetric forest fights comes to the cross platform of the digital game! Combine a subtle strategy and bold to lead your forest section to victory! Root Board Game similarities to Colonial Conquest: wargame 80% board-game 60% turn-based 50% Buy Video Travel a hundred years into the future to command an advanced space fleet in full 3D turn-based tactical space fighting through the greatest conflict humanity has ever known. Protect the sky! Starlight Tactics similarity to Colonial Conquest: turn-based 90% strategy 90% battle 90% simulation 80% nava 70% Buy Video Use radio to give commands to soldiers on the battlefield. Monitor the status only based on their voice reports. Lead US waters to confront Vietcong in a real, innovative approach to the RTS genre. Make difficult decisions in the narrative experience and face the outcome. Radio Master Similarities with Colonial Conquest: simulation 100% wargame 70% strategy 70% historical 60% Buy Video GENESIA, called Ultimate Domain in the US, is a turn-based strategy game that received dor 1993 for the best strategic game faced by time challengers such as Dune 2 and Starlord. I already have dozens of ideas that I would like to include to make GENESIA the most complete, interesting turn-based strategy game there. GENESIA for iPad - The 7 gems of NEORT similarities with Colonial Conquest: turn-based 90% strategy 90% economy 70% battle 40% Buy 12 Sept 2018 – New comment system! Lower the line.

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