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## Age Of Empires II HD: The African Kingdoms Activation Code [Keygen]



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### About This Content

Welcome to Age of Empires II HD: The African Kingdoms; the second new official expansion for the Age of Empires II universe in over 16 years. Challenge friends with four additional civilizations, new units, ships and technologies. Fight your way through the African continent with four campaigns and obliterate your opponents with a fresh batch of units under your command!

- 4 New Civilizations
  - Berbers – Unite the tribes of Northern Africa and set sail for Europe. Can you hold your ground against the scrambled kingdoms of Iberia?
  - Malians – Follow in the footsteps of the great Mansa Musa and become the greatest king of Western Africa.
  - Ethiopians – Relive the glory of the once mighty Aksumite empire and rule over the Red Sea.
  - Portuguese – Set sail for the new world, discover new routes to unknown lands and expand your trade routes to the mighty African empires.
- 4 New, Fully Voiced Campaigns

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- Tariq ibn Ziyad: Prepare to lead an army of Berbers and Arabs across the sea to Iberia, to defeat the fearsome Visigoths and bring the banners of war to the powerful Merovingian kingdom.
  - Sundjata: Said to possess a magical instrument that guarantees victory, Sumanguru, King of the Sosso, is poised to forge a new empire. Can you help Sundjata, the crippled prince of Mali, defy the odds, defeat Sumanguru, and become the most powerful ruler of West Africa?
  - Francisco de Almeida: Daring Portugese explorers have returned from India and given hope of glories and wealth unachievable in the Old World. Can you lead an armada to the East and forge an empire that spans three continents and two oceans?
  - Yodit: The beautiful princess Yodit has a promising future at the Aksumite court. But when her jealous nephew accuses her of theft, Yodit is forced to flee her home country. Witness how exile shaped this fallen princess into a mighty queen.
- New Generic Units and Technologies
    - Arrowslits – Increase the power of your Towers and Keeps as they hail arrows down upon your foes.
    - Arson – Help your infantry units burn enemy buildings to the ground with this new Castle Age research.
    - Fire Galley – Bring fires to the attack earlier in the game with this new Feudal Age ship.
    - Siege Tower – Hide units inside the tower and help them scale your opponents walls.
  - Sudden Death Game Mode
    - Be prepared to defend your town center in this new game mode. Each player only gets one, and if you lose it, it's game over!
  - Improved AI
  - 10 New Special Maps
  - 8 New Real World Maps
  - 5 New Random Maps
  - 10 New terrains
  - New Scenario Editor Objects
  - Twitch.tv Streaming Integration
  - Spectator Mode

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Title: Age of Empires II HD: The African Kingdoms

Genre: Strategy

Developer:

SkyBox Labs, Forgotten Empires

Publisher:

Xbox Game Studios

Release Date: 5 Nov, 2015

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**Minimum:**

**OS:**Windows Vista, 7, 8 Pro+

**Processor:**1.2GHZ CPU

**Memory:**1 GB RAM

**Graphics:**Direct X 9.0c Capable GPU

**DirectX®:**9.0c

**Hard Drive:**2 GB HD space

English,German,French,Italian,Korean,Simplified Chinese,Russian,Japanese,Dutch







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a short but brand spanking new early access game that shows intense potential  
highly suggest you perchese if your looking to support a dev that puts his blood and sweat making an already promising game!.  
Cute little RPG. I got it for free, cant say if I would pay much for it.... Only buy this pack if you want to get the EXO-48

Pros:

- EXO-48 Is an amazing counter to Illuminates
- EXO-48 Has the best ammo conservation of all the Mechs

Cons:

- The sneeze gun. I mean the "ARC Shotgun" is the worst weapon in the entire game.
- Weak against high difficulty Cyborgs and Bugs, as they tend to spam tanks ofc.. Great sub, glad I got it.. I haven't put a lot of time in this game yet, but I can confidently say that VR Shoot Around is the best bball VR game by a mile, and I've played them all thus far. As someone who plays and loves bball irl, this game looks and feels very close to the real thing. I like how you can fine tune the ball release in the options, to really achieve the feel of shooting a real bball. I also really like that I can customize the look of the court. Options and customization are aplenty for VR:SA.

One of my shortest reviews I've ever done, because it's really that simple: you have a VR system + you like bball = instant buy. If/when Valve release the Knuckles\ue00ae, is when I'll be playing this game much more often. The Vive wands is the only thing that hurts the experience.. I really can recommend this game only for a big fans of MotoGP and only because there is no other option. For others it's not an option.

First of all, it has some critical issues which lasts for months without fixing. You can find occasionally that your career is no longer saving or the game isn't starting. But even without this it's far from perfect. AI is too easy to beat (on some tracks even extremely easy) on the highest difficulty level (with semi-pro physics), graphics was great seven years ago, it's almost always raining, AI has cheat lap times in qualifying and a boy, who beats everyone in Moto3 and Moto2, winning almost every race, is only welcome in CRT teams (which makes your career looks pretty strange).

But if you're ok with that, go and buy it right now! In fact, you don't really have a lot of choice in moto games, do you?. I kinda bought this game after playing The Banner Saga. Later I realized that Stoic was the Publisher and devs are a totally different team. My bad.

Well, the game is OK I suppose. I couldn't finish it, unfortunately. It lacked something to keep my interest for that long. But I had fun while I played it.. with a whole 2 and a half hours played i think i completed it 20 times its so short. First game i played in my life. <3

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Eh

*It's not a bad game. It's just not really worth the time tbqh. It's relatively short so you don't feel cheated but its also bare bones so you get what you pay for.*

*You move in all directions, and can shoot or just keep pressing attack to be invincible 90% of the time. The basic premise is that you traverse a level and open doors to get to the boss of the level. You move in all cardinal directions and evade and/or attack enemies whilst flipping switches. Very reminiscent of old 90's "collect the keycard to proceed" gameplay. It's nothing too complex, and beyond the fancy looking trailer and eye-candy there's really not a lot going on here.*

*Don't get suckered in by the fancy art package, there's nothing too deep or crazy here. It's not awful (just crazy barebones), but it's also just a waste of time more than anything. Hard pass.. I've played a few hours of this and I'm just going to list off issues I had with the game and stuff I found interesting, to be generous. I'm a big fan, of RPGs and I don't mind slow-paced games, so with the inevitable countless downvotes of \*a\* negative review, I'd like some feedback at the very least. I'd also like to point out that I don't necessarily hate the game, especially since it seems like it's a fully functional game but is still being tweaked and updated.*

*First off, the combat/gameplay, the most important part. It's a basic RPG with action points required for movement, basic attacks, and skills/spells. Simple, so there's not a lot to explain but of course it's a bit too simple as from what I saw and experienced out of the basic free characters, a lot of the stuff is either useless in most cases (such as buffs, and I will explain why in a bit) or situational but will never be drastically required ( demobilization, for example, and I'll explain that in a bit too ). A lot of the skills/spells are simply a hindrance at lower levels (you have to level up skills and there's naturally a level requirement for each "stage" of a skill) and simply isn't worth it unless it is, well, worth it. The Valkyrie's dagger ability, for example, is pathetically weak and honestly not worth getting EVER. Now, the gameplay works using time units aka action points, which means stuff like demobilization(stun, slow, etc.) naturally will remove action points upon the afflicted's turn, and not simply stop them from playing that turn. Why is this an issue, as I am trying to imply? Well, let's talk about how enemies act in this game. First off, groups. Always a group. This means if you pull a single enemy(let's assume you only see this one enemy), the whole group will follow. That's pretty ♥♥♥♥♥♥, especially if you can't SEE the rest of the enemies and considering the restriction of action points, you'll either end your turn in a situation where you'll get attack first or you'll try to run away and, chances are, you'll get attack first because - Oh, wait, I didn't mention this, did I? Enemies have drastically more AP than you, for example the spiders you encounter in the desert, area #2. Beautiful. If you're following my line of thinking, this means they attack more than you. Now, here's the obscure part that is overlooked in RPGs and the AI that controls the enemies - They will go for a SINGLE enemy and gang up on that single enemy until you either pull their attention (assuming there is such a skill or spell, I'm not entirely sure) or you kill them which is, well, unlikely since even the spiders are pretty beefy in this game. So, imagine this. You pull a group. A bunch of spiders rush to your party and... The first person attacked loses approx 50-75% of their health on the first turn. How do you feel? Well, not happy of course. It's something that ruined Neverwinter nights for me, as well as Baldur's Gate where the enemies would gose-chase your party members regardless of who it is. It's the lack of taunt-like skills but it's mixed in with a disgustingly high DPS caused by 5-ish enemies attacking a single party member, and that really stacks up. Now for the left overs. You lose gold everytime a party member dies, albeit the gold is, AFAIK, only used for buying equipment in the shop. They also never die permanently but they respawn after a few turns (it varies, it seems, as I've had 1 turn AND 2 turns for the same person on the same map, indefinitely) but they respawn at "spires" aka beginning of the map/spawn area, which will almost always be a far distance away unless you are getting destroyed on your first fight on a map, which is very plausible. Now, something I REALLY want to talk about is the bosses. The bosses are \*absolute grindfests\*. It's like making a mining simulator and it takes like 30 minutes to mine one rock. A boss that is specific to mention is the Wyrms(or whatever it is, but it's model is the 3-headed snake, previously seen to be used for a Wyrms enemy) which not only has a good 1500-ish HP on normal, but also has life-steal (was healing about 200 per turn for me). There's other bosses like this, like a manticores that you have to fight that is in the area after Beefy the SnakeEater aka BeefWyrms, that has about double the HP and somehow feels like it is the \*exact same thing\* except he's able to buff himself to take less damage and attack faster. REALLY has to be nerfed or at the very least, changed. That being said, HP, AP, and DMG definitely has to be adjusted to not feel like dark souls level of difficulty, especially on normal, which is the lowest difficulty. Also, the game is REALLY grindy.*

*How levelling works in this game is that your "summoner" or "main immortal" levels up and you distribute skill points among skill between your immortals, 1 per level, meaning your immortals don't get individual points.*

*The story is, sadly, pretty interesting. Basically, you start off in the game as a an "immortal", one that has been tied to someone else's being, perhaps soul. If they die, you lose your immortality. Interesting idea. Sadly, the dialogue feature(talking to people,*



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making choices that give you misc. bonuses and apparently there is some romance in the game, of both genders too!) happens only when you beat a mission, so it's infrequent considering how long it takes to beat each map, generally speaking, about 20 minutes, depending on your pacing.

So, I mentioned that there are free characters earlier. The 5 free characters are the Dryad, the Valkyrie, the Paladin, the Priestess, and the Druid. Pretty self-explanatory classes except the Valkyrie is agility-based as well as the Dryad(it's like a centaur-thing) and the Druid is strength-based, so that's a bit odd. The non-free characters are the Ivory Sentinel, the Berserker, the Phoenix Mage, the Summoner, the Tigress(like a Khajit ranger, basically), the Inquisitor, the Treant, and the Banewitch. Now, don't fret. The currency used for the in-game store("Radiance") is acquirable by completely achievements and challenges, as well as daily quests, so you can earn the Radiance as a F2P model but it takes a while. In a few days of playing, I only got about 250-ish.

The music is nothing special. It's mostly atmospheric / "just there" so I'm not going to touch on it that much. The least I'll say is that it's better than nothing but I never noticed anything specifically intriguing.

The graphics are... Well, I'm not sure what they're called but they aren't eye-hurting. Great amount of detail put into the models and maps.

So, one thing I also wanted to point out is that there IS co-op/multiplayer for every level that I had played up until. That being said, I wanted to play alone and loot(and presumably XP) obtained by other players isn't shared with you, or it doesn't show up and so isn't something that will be noticed. The game seems like it's best played with others, so that you can overwhelm the enemies on a map but then... Why have a singleplayer at all if the odds are stacked in the first place?

That's pretty much the majority of what I have to say. Is the game bad? No. It's just not very polished at the time of this me writing this review. I put in a fair amount of time to get past the first area of the game and get into the "real challenge" part of the game, albeit the obligatory tutorial area of the game (I'd say the first 4 levels being increasingly worse) did get annoying easily. I won't suggest this game because there are many flaws that apply to anyone who isn't a raging "game expert" that coincidentally knows EXACTLY how to play this game. Not worth the trouble for me, especially since I get VERY angry at games that have ridiculous situations as well as punishments on top of it to add insult to injury. No one wants to waste their time playing against ridiculous odds only to die over and over. It gets tedious and monotonous.. The Pillar was a bit of an interesting one out of the DLC\u2019s so far seemed pretty brief compared to most of the others but the tomb was OK and the side quest was very brief but the outfit is awesome.

- +New tomb
- +New outfit
- +New bow
- +New side quest
- +Cool thunder/wind orientated tomb
- +Don\u2019t have to get gold on score/time attack

-Side quest seemed really brief to me and didn\u2019t have much content to it

-Story spoiler You do this whole quest, go through this whole tomb, kill bunch of guys for a sacred shields just to end up trashing it??? Wtf

-There\u2019s this certain jump in the tomb where you swing over and god damn I died maybe 10 times tryna make it for ffs

-Story spoiler So this DLC is suppose to take place before the main story ends right? Since Roarke appears it made me go WTF??

Since he dies at the end of the game so since they constantly keep talking about taking down the bad guy and the rebellion I\u2019d assume it takes place before\u2026

-Also Roarke just randomly appears and then never is seen again in the DLC? What was the point?

Overall this whole DLC can be finished in 30 mins to an hour and quite honestly isn\u2019t worth \$5

. Velocibox feels like a combination of meditation and juggling. I keep coming back to it for this reason. I recommend it with the

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*music off.. The best game if you want to feel like a real parent were it feels like you take the little \*\*\*\* into any shop store and tell them not to touch anything then they touch anything and eveything. After turning off t.v's, ccoffeemaker's, and vacuum's they leave a mess everywere and your the one that has to pick up their bag of crisps everywere on the store floor. Patience\10. It doesn't work!!!!!!!!!!!!. it's not a good game tbh.. Repetitive gameplay with different skins on each level. Would take several hours after beating the game to get all achievements.. Superb 3D space RTS. Like the civilization games if they were massize 3D space RTS with no size limits or unit caps. This game delivers a true 3D universe (with the option to flatten it to a 2D pane if that's the kind of map you want) with real time flight between stars and clusters. Sins of a Solar Empire meets Sid Meier's Civilization with extras that both games lack like 3D spaceflight along individually determined paths, real time civil management and custom unit construction.*

*Really a lovely game, proud to have it in my library. A recommended collectors item to buy on sale or even off if you have the spare cash and would appreciate sitting down to play something like this singleplayer sometime.*

*Unfortunately multiplayer is fairly dead and with Star Ruler 2 available for purchase now likely to stay that way. Still a very nice game for even just a few 100 hours of singleplayer. Star Ruler 2 going to be even better I hope and with people online.*

*This is the sort of thing I think of when I think of a honestly priced classic high quality PC video game.*

*A shame it hasn't been much more popular. Hopefully that would not ruin it as it seems to have much of the industry.*

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