Reign: Conflict Of Nations Activation Code [pack]



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About This Game

Reign: Conflict of Nations is a large-scale real-time historical strategy game covering three centuries of medieval Europe. The player becomes a monarch testing their skills by controlling one of 26 unique factions as they develop smart economics, work political maneuvers, maintain thoughtful diplomacy, take care of resources and wage war. As the ruler players have absolute command and the ability to thrive or fail and die.

Reign: Conflict of Nations allows players to have a well thought-out and historically accurate system of building and assigning labor forces in cities, a large selection of scenario-based and random missions, an expansive and realistic technology tree, more than 150 types of military units and elaborated graphics and animations which bring the war to life.

- Strategy game covering 300 years in the history of Europe.
- Based on a detailed 3D map with authentic landscape and historically accurate military units.
- Large-scale military campaign to turn a small principality into a large and powerful empire.
- 26 factions to control: Russian, Polish and Lithuanian princedoms, lands of the Knight Orders and Eastern European monarchies.
- Political, economic and role-playing systems showing the intricacies of diplomacy and wars in medieval Europe.

 Great people and personalities of the past, hundreds of game characters, each one with their own unique specialties including rulers, commanders, priests, alchemists and spies.

Title: Reign: Conflict of Nations

Genre: Strategy Developer: Lesta Studio Publisher:

1C Entertainment

Franchise:

1C

Release Date: 30 Jun, 2010

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Minimum:

OS: Windows XP/Vista

Processor: Intel Pentium 2.4 GHz or similar

Memory: 512 MB (768 Mb for Windows Vista)

Video Card: NVIDIA GeForce 6600 or ATI Radeon X650 with 128 MB, DirectX 9.0 compatible

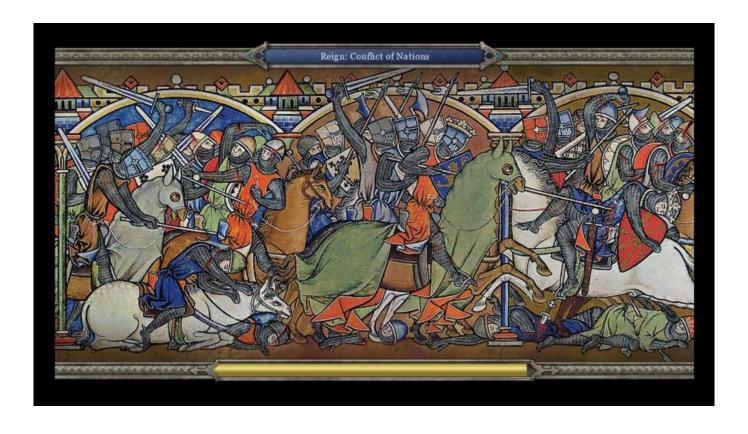
Audio Card: DirectX 9.0 compatible

HDD: 2 GB free HD space

English, Russian, German, Japanese







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worst stupid strategy game ever ~.~. Idea

- Very poor user interface
- Bad tutorial
- Overcomplicated
- Ok. A mi me cuadran los juegos complicados, que lo ponen a uno a manejar la vara a lo maccro y a lo micro. La vara con este es que se pasaron de complicado.

Es real time pero mapa tipo risk, tons se enreda uno y hay que ponerlo en el menos lento a cada rato pa manejar las ciudades a cada rato. No hay nada con una region, pero cuando lleva uno un cuarto del mapa ganao, diay nada mas que hacer que estar chineando ciudad por ciudad eternamente. Fua fua fua fuaaaaaaa.

Este no lo recomiendo, en vez de demandante es tedioso.. This game is fun but I feel that I need to play it more often, than I have up until today.. Gameplay: 3/10

Graphics: 1/10 Story: 4/10

Which most sucks i dont know, **** graphics or overdetailed story or unnecesarily complex game mechanics. Long story short; "not worth to play". Very poor UI. This game turned me off in the tutorial when I had to search endlessly for the right city to send an ambassador to. Not streamlined at all and when I have to search the map for 30 minutes in an attempt to find the right city to send a unit to ... no TY.. Take your hand and place it behind your head. Grab firmly. Now.. SLAM your face as HARD as you can into your keyboard. THAT is more enjoyable than this game. You've been warned!!. It's trash, 0 instructions, the tutorials don't explain nothing, there was an attempt

http://i.imgur.com/uGT1Toa.jpg. Pretty good for an RTS, but it has some hair-ripping problems. 7/10

After playing for some time this game i have to admit I enjoy the micromanagement level because it gives the player a new level of control and also a series of considerations when making decisions. That is not to say that it is purely a positive experience. I will be the first to admit the frustration this game gave me the first time I started a campaign. Also the degree of difficulty to grow your settlements fast enough and the speed and strength that the armies created by the computer to invade you were quite unfair. The game lacks balance but the ideas and concepts it gives the player are not bad, just a problem in execution.. I pretty much have to say what the other negative reveiws have stated, that being the game is fun until you get a little ways into it. Then after that point, the game crashes more and more often.. WTF!

A tutorial that doesn't teach you anything. I got one popup and that was it. All I learned to do in this game was to run out of gold.

No slider to adjust scrolling, you move to the edge of the window and hope for the best.

Next action --> delete game.

. I pretty much have to say what the other negative reveiws have stated, that being the game is fun until you get a little ways into it. Then after that point, the game crashes more and more often.. Pretty nice actually:). Many promising features in this game, including a welcome exclusive focus on the mid\/eastern European region. However, the combination of real-time gameplay with an 'open' strategic map fails to deliver a comfortable gaming experience. Numerous other small issues, including an occasionally awkward interface, all combine together to leave a game which just becomes a chore rather than fun. Better games with the same 'feel' exist.. i give 4.9 / 10.

Thus, it is not recommended.

This game can be improve if there is some automation / AI.

Too many micro management needed, and it become tedious and repetitive quickly.

. Ui is awful. waste of time and money

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