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Wargame: Red Dragon Full Crack [key]



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## About This Game

**The new reference in RTS at its best!**

The Wargame series returns to duty, larger, richer and more spectacular than ever before. In Wargame Red Dragon, you are engaged in a large-scale conflict where Western forces clash against the Communist bloc.

*1991: the two blocs confront each other in a new theater of war, Asia, joined by various other countries: Japan, China, North Korea, South Korea, Australia and New Zealand.*

You command the military resources of all **17 nations** involved, assembling your fighting force from a phenomenal selection of **1,450 units that have been meticulously reproduced from their source!** Command tanks, planes, helicopters, **new warships** and amphibious units in intense battles of unequalled tactical depth. Master the relief of varied, ultra realistic battlefields, dominate the new maritime areas and rewrite history in a conflict that has been directed and designed in stunning detail by development studio Eugen Systems.

Wargame Red Dragon is thrilling in single-player mode with its **new dynamic campaign system**, and also offers an **extensive multiplayer** mode where **up to 20 players** can compete against each other simultaneously.

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Title: Wargame: Red Dragon  
Genre: Strategy  
Developer:  
Eugen Systems  
Publisher:  
Focus Home Interactive  
Release Date: 17 Apr, 2014

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English,French,Italian,German,Polish,Russian,Japanese,Korean,Ukrainian,Traditional Chinese







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The amount of cringe I encountered when I was reading the dialogue and the complete lack of any tutorial about what the I was doing made me wonder why I bought this game. If I can't figure it out immediately you're doing something wrong, and believe me I like a good RTS. I tried this and didn't like it immediately.

I can't imagine what a vet would think reading that. What the hell.. Wargame promises ultra realistic battlefields but its modelling of infantry is so atrocious it makes any claim to realism ludicrous. Aficionados of WarGame will defend this lack of fidelity for infantry as being unimportant and that vehicles reign supreme in modern warfare. As for me, I can't look at infantry sprinting across fields wildly spraying their weapons in the vague direction of the enemy as being plausibly realistic.. You expect good pvp real time strategy, You get actual headache after full 40 minutes long round of constant intense thinking how to outsmart your opponent.. THIS IS STRICTLY MY OPINION.  
You don't have to agree with it and you are entitled to your own.

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- I liked the game but I can only recommend to professional military and war fans (no jokes) with a lot of patience and attention to details, along with a strategic vision for using multiple units at the same time. If you want to just have fun, maybe it is not your best choice.

- Be warned: this is not the norm RTS. It is like a genuine military war-games simulator. It has a huge array of MICROMANAGEMENT options that you have to attend if you want to see the missions completed, be it in campaign or skirmish mode (just check the Controls section for a starter).

- Thumbs-up for ultrawide support. I gave a negative vote only because I expected something else from the advertised "the new reference in RTS" (in my opinion, yet an unfulfilled wish).and I thought the price is a bit too high for what it has to offer. Still, I bought the game because I like military simulators and to encourage developers because it is clearly a hard and thoughtful worked game.

- The game is very good for a military map strategy simulator. It's like playing two different modes, a strategic global view and a tactical close-up view (zoom levels). They each are great but they just don't mix together quite properly. You can enjoy either one or the other.

- The main issue of this game for the regular player is a Clausewitz nightmare: it combines all three operational levels in one: a strategic map with a strategic picture of the whole region, an operational level for each area of operations (Alpha, Bravo, Charlie, etc. where you must conquer sections) and a tactical level of micromanagement for each set of units you are sending in combat (care for how, when and where you combine your units, lots of detailed information about each unit and tons of things to watch and to do, including resupplying, defending, reinforcing etc.). On top of that, you have limited troops you can send in combat based on the command points you obtain through combat and objectives capture.

- Your eyes can get stuck with a wall of labels moving on a map for hours, I don't find that very enjoyable (I recommend you go to User Interface and select Icons Type - NATO, Labels Size - Small, Label Style - European Escalation and Label Size in Multiple Selection - Minimal, in order to minimize the impact of those many labels on screen). At times you may feel like a general in front of a big map in High Command.

- The game has a proper name ""war-games"", it does a very good job at that and it should be called simulator but not RTS game.

- I enjoyed playing this game in skirmish mode (vs AI).

- The game has good potential but imo needs more to become "the new reference in RTS genre" or maybe it just needs less micromanagement and more fun, it is kind of too realistic and detailed in military strategy, operations and tactics at the same time (therefore I said I would recommend it to professionals).

- Classic RTS games are about resources V economy V troops building and management along with terrain and objectives management. This game has a different approach, you get everything you want, just need to focus on fighting (troops V terrain V objectives) but with a lot of micromanagement. I am NOT saying it is a bad thing, though. It's just a different approach and can be enjoyable. But it's not for the average player.

- The game offers A LOT of info (as troops morale, ammo reloading status, weaponry caliber, range, accuracy,mechanical issues, repair status and such) but they are not of real use in the big picture and should not be included in an RTS either. The relevant info is the supply status of the units (fuel and ammo).

- Unfortunately, the campaign mode has no decent story and focuses on 4X turn-based features rather than RTS.

- The game is good for military exercises (Blue vs Red) in skirmish, plenty of maps and commands available, using all types of units.

- I expected more from a 2014 game. Better graphics, smarter concepts and a story.

- In my opinion, the price should be around \$15 (especially 5 years after release).

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- Yes, I did play the campaigns and skirmish and the vote is only for these. Please consider that **\*\*I DID NOT TRY THE MULTIPLAYER\*\*** side of the game, it may provide a nicer feeling and better opinions.

#### CAMPAIGN:

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- The game does well on the turn-based features.
  - The campaigns are quite short and with no decent story, in fact some of the most arid campaigns I ever played in an RTS.
  - The real-time feature (aka the RTS side) of the campaigns, where you choose to lead your own battles instead of auto-resolving is poorly implemented, it looks quite ugly and definitely is not giving you the joy of massive scale RTS battles nor it has much strategy in it since you cannot diversify units production, upgrades and such.

#### SKIRMISH:

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- The skirmish is the diamond of this game. You must try it, it has maps up to 4vs4 against AI or real players.
  - It is fun up to a point and provides large scale battles with a ton of units.
  - The interface is a bit uncommon for an RTS and you can find at times wondering what group of units is doing what and where.
  - Too many labels on the screen, it looks like a military map (good for strategic decisions) but makes you lose focus of the tactic side and POIs (points of interest) where you want to perform an action, conquer an objective and actually enjoy the game visually. Basically it is like this: zooming out at max it is a map full of labels you don't need. Zooming in at max it is pretty well rendered units but you totally lose control of the big picture. Zooming in just as to control your units and feel the battle, the picture you see is not an enjoyable one (not much to see) and still too many and too big labels.
  - The "Speed" feature is good probably for lazy players but great for simulations. A good skirmish can extend up to two hours or even more if you play with AI on Very Hard.
  - Units go straight through any type of environment (literally) be it house, tree, water, rock, other unit. the collision mechanic works rather not. The no-clip problem is something I can forgive. Zooming function has issues sometimes.
  - The AI is sometimes behaving strange and just stops its units doing nothing (even if resupplied or fresh) or takes very wrong decisions. I also saw quite often AI units (including infantry) going straight through the burning ground (taking useless damage and morale impact) after the area was spammed with missiles and incendiaries.

#### GENERAL THOUGHTS:

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- The game is great for players that love to play only a certain genre of games and as I mentioned, with a lot of patience and pleasure for details micromanagement. Or with a military professional background.
  - Before ranting about my playtime, please refresh your browser and check again. Not that you would need a lot of time to see what a game can and cannot.
  - I try to chose my games and words with care and I cannot recommend a game (even if I liked certain features) unless the game is suitable for the most majority of players and it scales with the norm of the game genre. I played my fair share of games and about all good RTS games around for many years and I will repeat the fact that the game HAS potential, and it's great for war-games but to be named RTS it needs more polish, content, a story and less micromanagement.
  - What an RTS game is in my opinion, actually one that gives you playing satisfactions without combining all three military operational levels and without micromanagement headaches, just to exemplify:
    - \*\* Command & Conquer series.
    - \*\* Stracraft series
    - \*\* Halo Wars series.
    - \*\* Sudden Strike series.
    - \*\* Company of Heroes series.
    - \*\* World in Conflict.
    - \*\* Age of Empires series (not all of AoE games).
    - \*\* Total War series (not all of Total War games).

Thank you for your patience to read it all.. It's a steep learning curve. Believe me, if you are new to the game, getting to grips with it is like climbing Mount Everest.

I have watched the youtube videos, read the guides, and still I get my a\*\*e kicked every single time, to the point I am giving up. I am sure the keyboard warriors will say I am a useless gamer - they could be right - but as a newbie... all I can say is it is extremely tough and so far, not so rewarding. Be warned.. Got this for my birthday....

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...one of my best birthday presents ever.  
Challenging, but fun.



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Glory to Tito. One of the absolute best war games that i've ever had the pleasure of playing. It beautifully strikes a balance between realism and playability, with my only gripe being that the devs are no longer developing expansions for it. (Hint hint Eugen, lets see another Wargame title!!) Multiplayer is essentially dead, but that doesnt stop my friends and I from engaging in some cooperative "Comp Stomps". Cant recommend it enough.. Thought it would be like Company of Heros.... it's not. Noobs need not apply.

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