Civilization V - Cradle Of Civilization Map Pack: Americas Hacked

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About This Content

Although civilization blossomed later in the western hemisphere, the region from Peru in the south to Mexico in the north was just as important as an incubator for the development of ancient cultures. This map spans this rugged area of jungles and highlands.

The Cradle of Civilization map packs are Firaxis-designed maps of real-world locations. You can play random leaders in these settings, or choose leaders appropriate to the history of these areas. The maps can also be opened up in World Builder, where you can even create specific scenarios.

Title: Civilization V - Cradle of Civilization Map Pack: Americas
Genre: Strategy
Developer:
Firaxis Games, Aspyr (Mac), Aspyr (Linux)
Publisher:
2K, Aspyr (Mac), Aspyr (Linux)
Franchise:
Sid Meier's Civilization
Release Date: 30 Nov, 2010

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Minimum:

OS: Windows® XP SP3/ Windows® Vista SP2/ Windows® 7

Processor: Intel Core 2 Duo 1.8 GHz or AMD Athlon X2 64 2.0 GHz

Memory: 2GB RAM

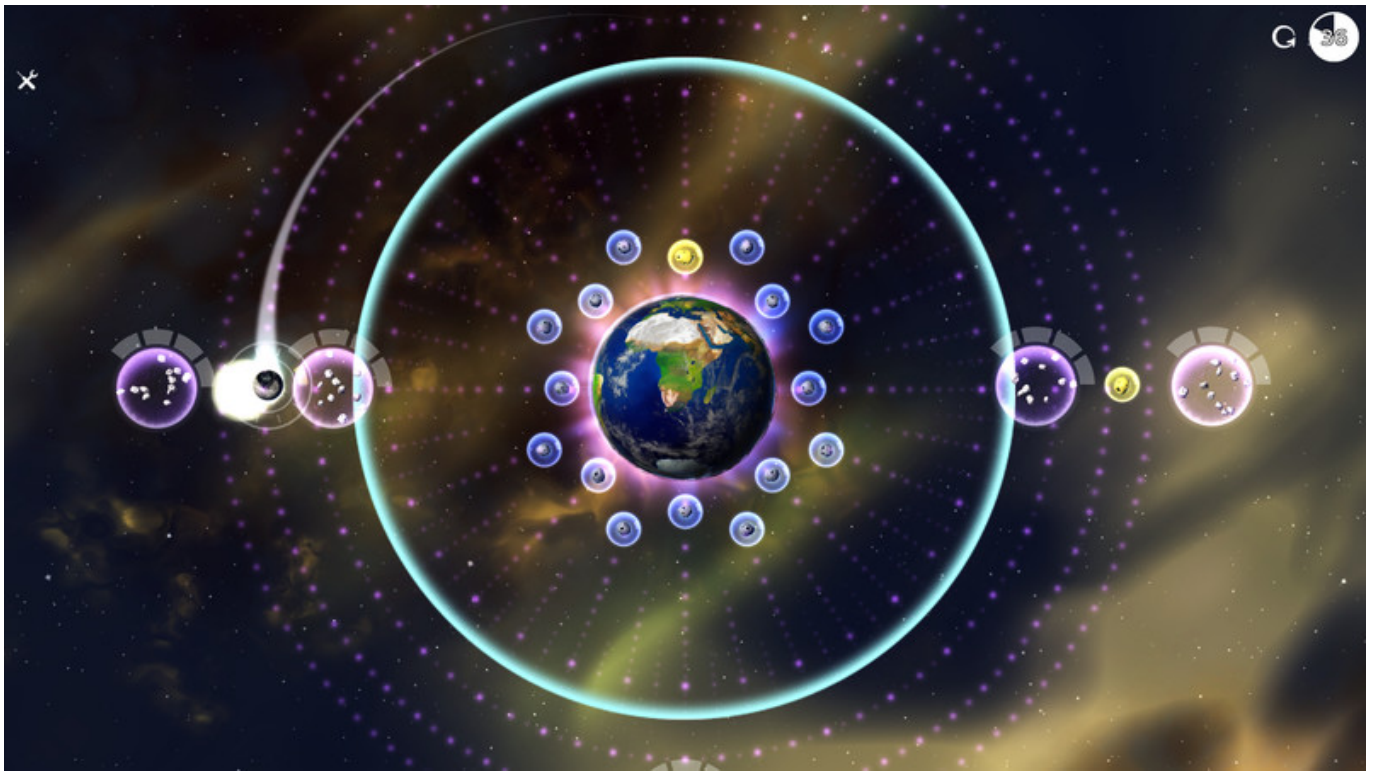**Graphics:**256 MB ATI HD2600 XT or better, 256 MB nVidia 7900 GS or better, or Core i3 or better integrated graphics

DirectX®: DirectX® version 9.0c

Hard Drive: 8 GB Free

Sound: DirectX 9.0c-compatible sound card

English,French,German,Italian,Polish,Korean

Good game for that price. ENG:

Cutest and adorable videogame ever on Steam, which I've been playing for a long time. =^w^=

FIN:

Yksi s\u00f6p\u00f6immist\u00e4 videopeleist\u00e4 jota olen koskaan pelannut Steamissa pitk\u00e4st\u00e4 aikaan. Suositteluni! =^w^=. I'd say the game is not ready yet.... Never since English Country Tune have I seen a puzzle game explore such diverse puzzles with one single player interaction.. A well made Escape game. It's not long, but I was entertained throughout the experience and the quality is quite good. The puzzles were not too difficult or annoying (it's one thing to have the player wondering while sitting comfortably, but it's different if he's standing with added weight to the head).
All in all a fun game absolutely worth 10$\V/\u20ac.. Gryzor87 is one of the best Indie Game composers around. Most of the time, he makes music for Locomalito, a Spanish game developer who's behind some powerful arcade titles including Hydorah, Maldita Castila, and Guarodan. Sampling Gryzor's works from those games is easy enough because those particular games are freeware.

No seriously. Locomalito's games are free to download and play from his website. Look them up right now, you've got nothing to lose. I recommend trying out Hydorah first. Search it up, give it a play, then come back. I'll wait.

......No, yeah! You really did get that for free! Can you believe it!? And now you know what kind of music Gryzor87 can make!

Anyways. This arranged soundtrack DLC for Crimson Clover isn't free... But it's WORTH IT! The music is intense and rockin' from start to finish! That part about it being arranged to fit the action is certainly no lie either. When a miniboss appears, it immediately sounds more tense and powerful. When you're in an area void of enemies, it gets a bit suspenseful and when the enemies return, hits you in full force! But no matter the situation, the music's intensity NEVER lets up. It fits into the hectic environment of the game perfectly!

Put simply, this is the kind of music I wanted to hear in Crimson Clover from the very start. It's actually what got me to buy the game in the first place.

Oh! And in case you were wondering, the music (mainly boss tunes) DOES loop properly in-game if it has to! That was the only thing I didn't like about the Hydorah soundtrack, but it's a non-issue here!

So! Do not be afraid to purchase this DLC. Get it. Embrace it. Be proud to own it! If you're still on the fence, then fine, get it during a sale. And hey, by paying for it you supported a fantastic musical composer. Congratulations!

No wonder there are so few people that play this since it takes FOREVER to make it run. First it told me that my operation system is not supported! After searching through internet I found out I have to install and register on uplay...ok. After I did that and when it finally let me in to the game we still couldn't connect. Guess what - search "Ports Required for Tom Clancy's Splinter Cell: Conviction"... And even after my friend maked all the changes through team viewer we still couldn't make it pass the first cutscene because of the lagging. And after my comp froze that I had to restart - I had just enough to go for a refund. Which is a real shame since SC: Conviction is actually my most favourite part out of the SC series. I've finished that game on 100% back on Xbox360 days. Anyway thank you very much Ubisoft ! Such a shame.. Definetly helps me cope with opening loot boxes. You get more money out of them atleast unlike the spawn of satan boxes in other titles... 10\/10. Finally got the chance to play this game and I was not dissapointed with it. Also this review might contain spoilers so beware.

 PROS:

+The price on the game is amazing. It is voice acted and also is not a short game depending on how you play it. I wanted to get through the game without stopping.

+The art style is beautiful and the voice acting also beautiful.

+The story telling is like a visual novel only side scrolling but reminds you of old way of Japanese story telling.

+Overall just a great way to see the story of eternal winter and romance between humans and Snow maiden in a utterly different way.

Okay now the CONS:

-Several glichtes with the menu that I experienced during gameplay was, when I pressed the shift and movement key that it decided to mess with the menu and freeze at time.

-The game shifts to the left when trying to make the window of the game big, and also pixliates.

. Why is there only a (relative) handful of people playing this game!?!?
If you are a fan of Super Meat Boy and\/or like biology, please do yourself a favor and buy this game!
Mechanics are tight, levels are well designed and varied so that the game play doesn't get boring. I'm about half way through after 3 hours of play time so it isn't a super long game, but there is a level score that promotes mastery which will keep you busy for hours after completion I'm sure. It's under $8 (two Starbucks coffees) and is a super fun game, buy it!. CONS
-Triggers not firing correctly on multiple playthroughs of the same mission, leading to waiting for things that never come. For instance, early on you are to escort bombers but they get delayed enroute. Your character advises the tasking group you are at the rendezvous point. The briefing states to orbit until they arrive (which should have been reinforced by a reply by the same tasking group). I was left orbiting for 30 minutes, then sped up the game for another 30 minutes and eventually RTB'd for lack of fuel. The bombers never spawned in. On a subsequent run, they did spawn in, but performance for the mission suddenly tanked and became unplayable.
-Lack of feedback. Some of the feedback is spot on: "I am here" or "We are on the way". But for other missions that have delayed take-offs or waiting for something else to happen, having something that lets you know you're successfully doing what the mission expects would be helpful. "Once this flight leaves, you're free to go." "Bomber group is 5 minutes out." "Good hit on that train", etc. This would help alleviate the first problem of triggers not firing by giving you some indication the mission has borked.
-Commands to your flight can only be issued to your wingmen thru the F10 menu. This causes a problem when the comms menu stops working after a few minutes, leading you to be unable to issue these commands to your wingmen and you have to do the mission yourself. I'm unsure if this is currently a bug with the game, but this doesn't seem to impact the rest of the campaigns within DCS. Turning on and off the radio or switching channels doesn't seem to fix this. If you use Viacom Pro, this becomes doubly frustrating.
-Not enough feedback on what is going on. There is a lot of fluff in missions, from other flights making chatter, which is great. But not enough chatter directed at you to let you know you are following the logic the missions wants.
-The information in the kneeboard is too lite and reference back to the briefing page is almost mandatory.
-There is too much atmospheric AI that really impacts performance. It's best recommended that players use the F10

menu option to remove these units as performance tanks once the meat of the mission kicks in. It may have been better to do the reverse, Use the F10 menu to spawn in the extra fluff units.

-Your wingmen are just things that follow you around. You'll get no sense of personality or camaraderie as there is no banter between you or the flight during the long pond jumping sequences and none of them are mentioned in the briefings, giving them the feeling of tools that you are ordered to drag around with you.

PROS

+Atmospheric chatter from other flights makes it feel like you are part of a bigger war machine and there are other things happening.

+Historical basis of the missions really shows. From the timing of missions to the variety of things to do. It really shows the research the author did to bring a bit of reality into the missions.

THE MEAT

Overall, the campaign is a miss. Like the authors previous campaign, there is a lot of flying around only for nothing to happen because of failed triggers or nothing actually happening. It's hard to tell which. Maybe you did something successfully or not, you won't know because the missions don't provide you with any sense of accomplishment for a job well done or the shame of completely missing a target. Even in real life, you'd expect some response from those around you for events happening.

The author does clearly state that often times, pilots would go up and fly and nothing would happen or were unclear if they accomplished their goals, and he was trying to recreate this. I counter with the argument that you should only show your characters most interesting points in there life and leave the monotony of life out of your story. Campaigns should be filled with missions these pilots would be bragging about in a bar, not the ones that feel like the grind of a 9 to 5 job.

Due to the way DCS handles warbirds, combat is sketchy and seat of your pants. Sometimes it feels like luck succeeds instead of your own aerial prowess. Due to this, often times you will fly for a long 30 minutes only to get shot down within the opening seconds of a fight. This, alongside the campaigns own problems, the AI misfiring or some other random non-event, the experience becomes tainted quickly. This could have been mitigated by reducing travel time or moving the players 'home' closer to the action. While this isn't the most realistic, not every player has the spare time to keep retrying these same missions over and over, especially with more compelling and stable campaigns available.

There is a nice feature to the missions that require you only to be airborne for 10 minutes to be 'successful' in the mission. While this sounds great, I feel like this has become a crutch for the author. Why create a compelling experience when you can just let random chance do the work of entertaining your audience? This feature actively encourages you to 'skim' the campaign as it's easier to try a mission once, nope past it, and try to find something interesting in the subsequent missions.

Speaking of which, I found myself giving up on missions and just moving on only to be disappointed in the following mission and moving on from that one as well. Eventually the campaign becomes a foggy blur of fly, restart, fly, restart, fly, restart, move on. The authors previous campaign had this same problem and I was hoping for something more this time around. There is a lot of attention and care put into these missions from a historical context but not enough in a player accessible way. This causes the campaign to feel like a history class taught by the world's most boring teacher. Which is tragic, there is a lot of exciting history happening during this time that could have been provided in an entertaining way here.

I suspect there is some randomization thrown in, because there are too many missions that just 'happen', like a drive to work. Meaning, a lot of these missions feel of no consequence. Maybe that was the author's intent. You are just a cog in the war, a small, replaceable piece in the greater construct of war. It's really hard to point to a moment in this campaign that is worth talking about.

If you're looking for a campaign that wants to drill home the monotony of war, this is the campaign for you, if you can get past the scripting issues. If you were looking for something that gives you the thrill of flying a warbird and helping the boys on the ground, or knocking out that ace that's been plaguing your squadron, look somewhere else. You are of no consequence in this campaign.. + Adorable game

+ Strong mechanics
+ Nice visuals

- Soundtrack is a bit lackuster
- Had to punch a kitten to feel manly again