
Download Men Of War: Assault Squad .zip



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About This Game

Men of War: Assault Squad features a completely new cooperative skirmish game mode with access to five different nations (Russia, Germany, USA, Commonwealth and, for the first time ever in the Men of War series, Japan) as well as increased realism and accessibility.

Players can get behind the controls of a tank to smash through obstacles, crush soldiers under their tracks and fire high-explosive shells at enemy emplacements, they can even take control of individual soldiers as they fight. As in previous games in the series, Men of War: Assault Squad includes the unique "direct control" feature which enables players to be in command of any unit using the WASD controls, rather than pointing and clicking.

Key Features:

- Different historical settings and battlegrounds for every nation presented in the game allowing players to face distinct varieties of enemies and tactics
- Unique hero units with powerful abilities such as increasing units' firepower, boosting morale or providing other advantages to defeat the enemy against all odds
- Bonuses featuring remote controlled bombs that can flatten entire residential blocks, airstrikes to destroy incoming tank

columns, special "For the Motherland!" charge attacks and many more

- Improved and dynamic AI ensures that no two missions in the game will play out the same way, making each battle a new experience against an AI that really fights back
- A great choice of various locations including Western Europe to Eastern Europe, North Africa and the Pacific area
- The ability to play together with up to four friends in LAN or cooperative online play
- New multiplayer maps and game settings
- Improved multiplayer providing authentic use of equipment and vehicles
- Overhauled infantry squads and the ability to purchase specific soldiers
- More realistic weapon behavior and penetration values
- A reworked artillery system providing innovative assault and defense strategies
- New types of ammunition which increase the tanks' strength

Title: Men of War: Assault Squad
Genre: Strategy
Developer:
Digitalmindsoft
Publisher:
1C Entertainment, 1C-SoftClub
Franchise:
Men of War
Release Date: 24 Feb, 2011

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English,Russian,Italian,French,German,Polish







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great strategy game. I like it. Rate 11V10

Dragon Iris Worlds and Nature of Trae.:



Trae is a place inhabited by several mythic and mystic beings. A place where two species evolved and developed to a high position. Their physiology, economics and social organization are better than the other beings of this mysterious place. These two species are the Humans and the Dragons. With their evolutionary advantage, humans and dragons share control over Trae. Trae is now shaped through the territorial organization from both humans and dragons. And so they divided Trae in two. The Human Land and the Shiwi-Zuuléíei (Dragon's Domain in human tongue).

Trae's nature has oceans, forests and deserts. The temperature has varied from region to region, since a frozen wind to a burning sun. Humans developed their technology to mix basic elements found in Trae. Several ores and all kinds of sand and stone. They used it to build houses and other buildings to support their needs.

Most of the dragons live under the sky always in direct contact with forests and deserts. Only a few live cloistered inside a cave and rarely are seeing from both humans and other dragons. Because of that direct contact with nature the dragons developed the Shiwi-Suéi-Zuuléí (Dragon's Magic) which allows them to evoke Natural Energy to produce several kinds of spells.

It is common knowledge between dragons that another side of Trae's nature exists. The spirit realm which is the origin of all Natural Energy and where all spirits that dies in the Physical realm goes. There the spirits continue to exist in a different way. Old stories tell that some dragons have the skill to enter the spiritual realm, but all that travelled there never returned.

Humans followed another path one through study, one through meditation and through their power of deduction they've concluded that a spiritual realm exists. Just as the dragons did. Through study human society developed Alchemy, which allows humans to evoke Natural Energy to manipulate nature's elements.

There are a few, humans and dragons, that can easily travel to the spiritual realm. But the Natural Energy is everywhere, in all living beings of Trae. Wild animals and lesser developed species included. To know which energy is which, both cultures call the internal energy of Qi.

When somebody talks about Natural Energy, they are talking about the general term of energy. The one that comes from the spiritual realm, the energy that is inside food, in the air, the energy that generates life and the energy that Nature uses to express itself through the rain, the sun, the wind, the Vulcans and other ways of manifestation. And when somebody talks about Qi, they are talking about the Natural Energy that exist inside each individual, the energy that allows Alchemy and Shiwi-Suéi-Zuuléí to be used in the physical realm.

Qi is like a Natural Energy reserve inside each individual. That reserve can be filled through specific techniques that collect the Natural Energy that is around all living beings. Dragons have a bigger Qi reserve than Humans after all they are in direct contact with Nature since birth. And their meditation technique allows them to collect Qi faster.

Humans have more trouble to fill their Qi reserve. It's needed to connect the human mind with the spiritual realm on some level. And that it's not an easy task. Some humans also use meditation, but human meditation is not that effective. For humans studying subjects of the spirit and maintain a direct contact with Nature is crucial to collect Qi.

Humans can study subjects related to the universal knowledge. From books and other kinds of written material. They can become an apprentice to a master that know one or another subject (like Physical Alchemy for example) or they could cultivate Nature, meditating and talking with forests and rivers or creating and maintaining their own garden. Another way for humans to collect Qi is through martial arts. But martial arts tires the body so the amount of Qi that can be collected this way is limited..

Human Society:

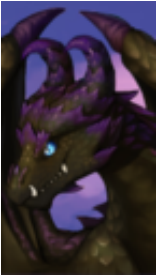


We, the humans, seem to have a supernatural need of making things organized. I believe that life would be so much simpler and easier without that much organization, for example, if we let the days pass freely just watching the sun rise and the moon appear... But one of us decided to count how much time it takes to happen and today we have complex calendars and advanced watches trying to dominate our actions.

The Dragons wouldn't understand all of our complexity after all they live freely. We insist on the complexity because the simplicity is boring most of the time. This is how the human society from Dragon Iris behaves with a high level of complexity and a lot of organizational rules. Some adapt better than others to it, but no one could complain of boredom.

We, the humans from Earth, also, have our complexity and our organization. Talking about our calendar for example... it is time! Tomorrow February, 1 the game will be available and I'm anxious to share with you all the human complexity from Trae, to show the city of Eloportem, to talk about Alchemy and to enjoy the narrative along side with you.

That's it for now. Iewi.. **Main Dragons:**



I always was a big fan of Dragons. Always thought they were the most powerful beings of any fantasy story. But after years playing against them, I felt a need to play WITH them. To help them. To get away from the most common understanding about dragons that exist in most tales: The idea that dragons are evil. And that their only role is to destroy and spread chaos. I was tired of being part of the stories where dragons MUST be defeated.

When I started the plot of Dragon Iris, I was interested only in showing the side of the dragons and not just put them as human enemies. I wanted to say that a dragon has a life, that he or she has feelings, and that HE or SHE has enough depth to be a good protagonist. When I finished the plot, the dragon society was huge. With three kinds of social classes, three protagonists, and the whole story ended up with eight possible endings.

Through this series, there will be moments for you to choose the paths that events will follow, and I am sure no one will guess how these choices will affect the protagonists. The first step is the Chapter I that will launch in February, 1. The beginning of the base route. A route that will tell what is the ideal ending. After that, the other seven possible endings will be shown.

There are a lot of stories to tell, and I'm going to publish all details in and out of the games. Be alert for the release of our Discord server, our Facebook page, and a special Newsletter on our own website.

That's it for now. Iewi.. **Tactical Battle:**

One of the games that was special during my life is called Shing Force 3. And a lot that I've developed inside Dragon Iris is because of that experience while I was playing in my Sega Saturn in the 1990s. Developing the tactical battle system on RPG Maker MV was a really hard task. It took me three months doing it, testing it and improving it until what it is today where everybody can play.

As the developer, I must take hundreds of variables in consideration, variables that you as the players won't notice. This happens because you see the system working as it should and that is my goal. That you can play knowing that everything is working just fine. There is room for improvement of this feature, and I'm counting with your feedback to help me do that. But right now I am satisfied with how it works.

The tactical battle system for Dragon Iris is unique and something new. And for that it's natural that somebody doesn't find all the commands on his/her first try. I've created a guide with all the basics so you all could enjoy the combat. If you are having trouble or just don't like to discover everything by yourself, take a look at the guide here on our HUB.

That's it for now. Iewi.

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