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About This Game

Conquer the Galaxy In This '4x' Strategy Game.

Lead one of 18 different alien races to become a mighty pan-galactic empire. Manage your colonies, deploy your fleets and conduct research. Plot your strategy and turn your planets into mighty bastions. Explore new star systems, where you may encounter tachyon storms, psychic plants, primitives or find abandoned alien technology. Diplomacy is of utter importance in being successful. Make pacts and alliances, make threats or ask for favours - and when the time is right, replace diplomacy by space combat and fight it out in real-time 3D.

The trade system lets you trade valuable commodities between both your own and alien worlds. Alien relics, rare minerals, tourists, or even natural anti-matter, your freighters will carry them all. Although the game is complex, and the possible strategies endless, powerful help and advisor features, help you get up to speed quickly. Unlike many games in this genre, Armada 2526 Gold Edition focuses on providing a game that can be finished in a reasonable time, and emphasizes battle and strategy over economic micro-management. All with one purpose: to emerge victorious and conquer the galaxy with your armada.

Key Features

- Turn based star map for fleets, colonies, research and diplomacy.

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- Customizable map size and number of players. Map designer included.
 - 18 animated alien races to play and battle against.
 - Full featured diplomacy system.
 - More than 150 technology items to research.
 - Trade system plus espionage and special ops system.
 - 3D Real-time battle system for fighting huge battles.
 - More than a hundred beautifully crafted ship models.
 - Multiplayer by LAN or PBEM
 - Tough A.I. opponents.
 - Includes the expansion Supernova !

Title: Armada 2526 Gold Edition

Genre: Indie, Strategy

Developer:

Ntronium Games

Publisher:

Iceberg Interactive

Release Date: 28 Feb, 2013

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Minimum:

OS:Windows XP with SP2

Processor:2,4 Ghz

Memory:2 GB RAM

Graphics:256 MB DirectX® 9.0c compatible video card with Pixel/Vertex Shader 2.0 support

DirectX®:9.0c

Hard Drive:3 GB HD space

Sound:DirectX® 9.0c compatible sound card

English,German

DLC BALLS

Level 130
XP

HOLIER THAN
THOU



BEACH BALL



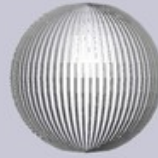
LUMIÈRE



3.5g



OYSON RINGS



TENNIS BALL



BAD REVIEW



LOW POLY



DL' SWIRLY



DUDLEY



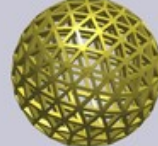
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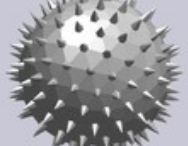
URCHIN



GEO



SPIKE



:|



:HEART_EYES:



DISHONORABALL



:D



:



BALLS



PLAY





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You warp into people and turn them into blood geysers, is there anything more to say? Good atmosphere, nice sounds, good looking animations. Unfortunately this is pretty much a direct 360 port so the controls are not as tight as they should be unless you have a 360 pad, there are no video setting outside of resolution and vsync, no mouse usage, and mixed control prompts. It's a shame about the lack of graphics options because this game could go from nice looking to gorgeous with ease. Overall the mechanics, unique, well executed, and so much fun it is well worth the full price and a steal when on sale.. I Love this game.

The art style the music, hats off to the developers
The story is amazing, it really effects you, sometimes it's funny
other times it's sad,

It's a brilliant party game, but can also easily be played only
great use of 7 pounds.. the 2 dollars was too much for this♥♥♥♥♥.wtf..this looks like 1983 game soooo ugly and waaaaaaah just horrible,,un♥♥♥♥♥ing believable that same one release same trash like this..shame.. achievement miner for Japanese people (?) good music i guess 4/10. TL;DR: Decent game, Roll Warrior, Either rush through or go for story, some bugs, is really just a flashgame, buy on a sale.

First I'd like to address the things put as "key features", especially "4 playable characters" No. It's just skins, not characters, you can even switch between them.

Then I wouldn't really say that the game features 3 unique play-styles, because magic is fairly useless unless you want to get the heal spell (Always gets this at first level up) Or want to Enchant weapons and armour (Which may as well just be used to get gold by selling them) and the "scavenger(?)" tree isn't really a play-style more than it is based on what potions do and increase drop chances for items. So, always Roll warrior with Heal spell and you're good to go.

The museum for the "hardcore collectors" aims mostly at people who wanna 100% the game, but that is pretty punishing when all you see is a question mark without anything telling you what item it is or where you can find it. So grinding through level 1-10 just to hope for some luck for that one utter random weapon that just won't drop is a real problem as you get going and outlevel everything.

As for the stuff premium has over the flash version?
20 Extra floors, Complete story, New Game+ are all sweet.

3 re-skins, multiple saves, and bug fixes seem less like worth it.

But it has new quests! Which is awfully implemented. Random characters will offer you something in return, often for something inside the caves which cannot be brought back out (Unless you go heavy magic leveling which sucks), and often they will disappear long ago after you've levelled up til the right level, found the right item, and brought it back with you, and whatever you get I assume isn't worth it anymore because you've outleveled the quest.

In general NPCs disappear at random it seems, not sure if it's how far you reach (Which can escalate very quickly into stupid high if you're lucky) and it feels like I'm missing story bits. Sure it's obvious that the cave kills off most people and their friends either die as well or leave the town, but so far I am really looking forwards to "The complete storyline and conclusion"

Gah this game is unforgiving with it's deaths.. I love pixel games, and half the games I play are low-res pixel style games. But having tried to play this a whole 2 times, for a total of 9 minutes... I can't get past the bad graphics and clunky controls. This game makes Streets of Rogue look like a 10 out of 10 rockstar game.. Satazius is a dumpster fire.

Reason number 1; Your choices for resolution are a) 640x480, or b) eat♥♥♥♥♥ Sure, you can choose between fullscreen or window, but that means you're either playing in ugly stretch-o-vision, or tiny box-o-vision. Either way it looks awful.
Reason number 2; It is a 2D shooter that won't let you redefine your controls, meaning that if you don't want to use an analogue stick to control your craft, then its only answer for you is *shrug*.

Now, if these aren't problems for you, then by all means, have at. Otherwise, avoid like an AIDS-filled minefield.

Nice regular top-down shooter with co-op option. Absolutely recommended!. TD?????

?????????????????. Decent game until a little ways through when they decide to punish you for every click that doesn't create a match. Then the game just becomes tedious and annoying. Plenty of other ways they could've ramped up the difficulty.. Pew pew frog is fun.. cool, funny and interesting game.

Also easy achievements.

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