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## About This Game

Will you survive the Ragn'Narok?

Thrilling action role playing game, Confrontation, lets you lead a Griffin Elite Squad in missions through the territory of the fearsome Scorpion creatures, the terrible Wolfen packs, or the brutal Bran-Ô-Kor Orcs.

Along with a perilous solo campaign and numerous secondary missions, recruit Elite warriors that will fight by your side and build the best squad to complete your mission objectives! Each of your warriors has its own unique characteristics. Earn experience, level up after battles and improve the weapons, armor and spells of your team. Get to know your enemy, anticipate his actions and exploit his weaknesses!

Good management of your units and of their spells will be paramount to your success. A video game adaptation of the famous Board Game, Confrontation is a tactical role-playing-game, that showcases intense and strategic combat.

In multiplayer mode, take the command of one of the four factions, and challenge players from all around the world in bloody online combats. Climb the worldwide rankings and become the master of Aarklash!

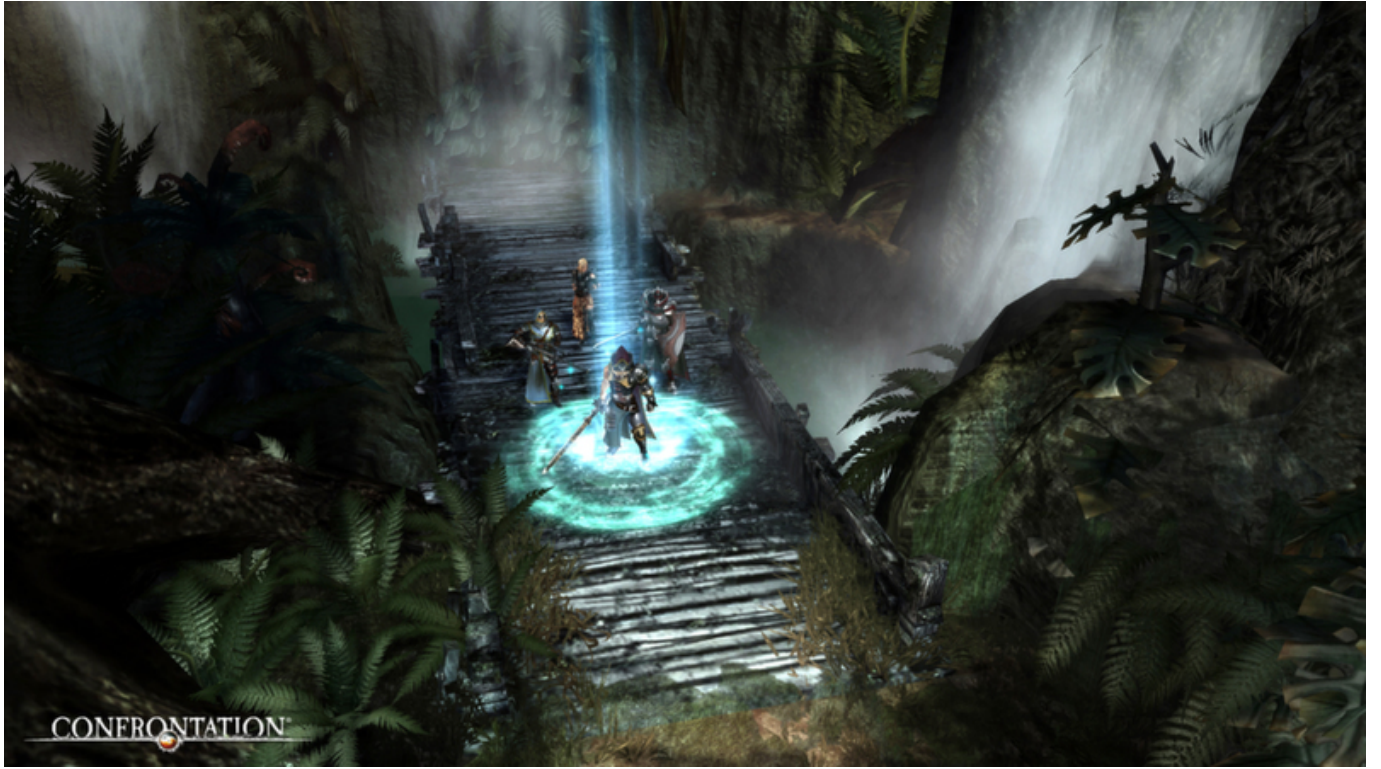
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Title: Confrontation  
Genre: Action, RPG, Strategy  
Developer:  
Cyanide Studio  
Publisher:  
Focus Home Interactive  
Release Date: 4 Apr, 2012

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English,French,German,Italian,Polish





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CONFRONTATION



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Didn't get too far, as I couldn't keep playing this awful game. Horrible UI, unresponsive controls and AI. Stay away from this one.. This game is like Dawn of War II: Fantasy Edition, except without cooperative multiplayer, and with really bad controls. And setting. And hilariously bad voiceovers. Recommended to anyone who played Dawn of War II and enjoyed it, but wished it was lousier.

(Note: I haven't completed this game yet. And yes, the thumbs-up is intentional.). Tough bugger of a game, at times, but surmounting that challenge is definately part of the enjoyment of the game.. I am only part way through this game at the moment. Having bought this title on the holiday sale 75% off for \$33.74. Compared to its regular list price of \$114.99.

Would I recommend this game, the answer would be no. There are better action rpg titles around for the same price. It does feel clunky at times. There are pathing issues. though I do like the visuals, the lore and some of the mechanics. That is why I picked up Aarklash: Legacy to give this series another chance.

If you have bought this title, and are having issues with reading the manual. For some reason, the manual is not accessible via the right hand menu in the library. So you will have to google steam powered + confrontation manual to get it.

There are no loot drops what so ever. You can only upgrade armor and weapons via weapon stands. Which are located sporadically around the various maps. Other upgrades include glyphs, which are obtained via plinths a giant magic rock.

Main Screen - On the campaign menu there is an Additional Content button, but when selecting it. There is nothing listed, and I cannot find anything regarding additional content.

The main menu is located right at the bottom of the screen. Where you can access options, switching profile and quitting the game. It looks out of place on the main screen, compared to the other buttons. Which have a UI element to them.

#### Gameplay

Naration - The naration feels like the old pen and paper DM, explaining things to you. Other than that it is uninspired.

User Interface - In game with the party interface it does look nice and clean. Though the minimap is rather lackluster, even worse when bringing up the full map. You cannot zoom into the map. Though it does leave white dots showing where you have been on the map. It does seem out of place compared to the rest of the UI.

Character Panels - Pressing I gives you the character panel, which shows you their attributes, skills, armor etc.. One gripe is it does not include all of the stats. Which are on a seperate panel pressing O. So you will not be able to see when increasing attributes what they are improving. The tooltips on attributes do specify what they improve. Also their class should be on the panel as well.

Skills and Armor - I would have liked a way to respec my characters, this feature is in Aarklash: Legacy. So I can make the party I want, with the builds I want.

Healing - Some characters have a heal over time. Others have an aoe heal. There is the option of using bandages to heal. But you can only use them on other characters, not on yourself. Frustration can set in when due to pathing you cannot reach the character you want to bandage.

Codex - Only accessible in the main menu, and not while you are playing the game. Also they have missed adding lore and character biographies to the character entries. Character entries only have a visual model of the character, plus a list of their abilities. In Aarklash: Legacy you are able to examine enemy units and their abilities.

Combat - Rushing blindly into rooms, will definitely get your party killed in this game. Some fights do take some strategy on what to focus on, what to crowd control. Line of sight, and pulling groups away from patrols. So you do not end up in some crazy cluster frak wipe, when a party member gets feared. Combat is mainly pausing, chaining some commands, such as move here, attack this, use this ability for each party member. Unpause then watch the fight unfold, pause and reissue commands when required.

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Multiplayer - I have not tried multiplayer, but according to the forums and how this title was received. Do not expect any.

I do not know what the original price listing was for this title at launch. This title does feel unfinished, and would need more polish. Personally I would not have released this title as is. It should have undergone some closed or open beta testing. Taken onboard player feedback and improved this title immeasurably.

Anyone who has played this title and has not gone all angry german kid. Deserves medals and a parade, Personally I think it is worthy of a visit by an Enforcer droid and vaporized. Am I going to play the game to the end, yes I am. To see if anything can be redeemed before summary vaporizing.. This game is buggy, feels like a port (wouldn't be surprised if it was), controls and movements are wonky, units run in place at times (...?); graphics are very sluggish, and Anti-Aliasing is badly done. The units at times don't respond very well (even when the game is paused, they don't carry out the order) and the game feels outdated even though it was made in 2012 (...?!). I didn't enjoy playing the game. I didn't feel the immersion behind it like other games of its genre and it was rather bland.

I'd stay away from this game - don't believe me? Check out the other reviews!

. Baldur's Gate Gameplay without any real story. Just "Core Party Real Time Battle Gameplay", as that it works imho.. If you like performing micro controls on every single unit, this is a game for you. Personally, I regret purchasing it, even at 50% discount, a nice dinner for two could have been far more enjoyable than this experience.. It looks like it would be cool, and for all I know has a rich story line - but I'll never know because the sluggish pace, unappealing graphics, and awful gameplay. Pass on this one, there are plenty of other Strategy RPGs out there that are way better than this.. Do not play this. Do not buy this. It is nothing anywhere close to the former glory that was the table top games.

The graphics would have been amazing 8 years ago, but cyanide studio has slacked off horribly with this game.

Combat is sluggish and there are multiple "Duh" moments. Like when a character will stop attacking in combat after they cast a spell and stand there while enemies kill them.

Movement pathing is also horribly bugged, characters will run in place, or in some cases simply run into another character or run circles around a enemy instead of actually attacking it.

Cyanide studios has done a horrible job in this game. Its even 5 months after release and there's no update or new patches.

They have soiled the memory of beautiful tabletop game with this sad pile of excrement that now takes up space on my hard drive.

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Nice mixture of different styles.. Very good tactical game. Timing you actions is critical.

Acceptable graphics, nice story if you are into the "Confrontation" world.

Character and item progression could be better but again enough to make it count.

Overall a game you will enjoy if you like the type.. Weak entry into a great franchise. I am a bit biased because I played the miniature war game. Unfortunately this game just feels weak all around. Graphics are poor, gameplay is mediocre. Get Arklash Legacy or Dogs of War Online instead of this title.. Camera Controls are so bad I can't even fully give the game a shot.... Dull and disappointing. Another lazy and half-created game by Cyanide. They make it pretty enough to sell, then stop doing anything more to make it enjoyable or playable. Unfortunately back when this was released you couldn't get refunds.. I'm sorry. I loved Confrontation the mini game. This on Steam seems like a good idea to get back to that nice feeling. It's not worth it. It feels like it is under developed and undertested. Lots of details don't quite work. feels sluggish.

A real shame.. Just dull and tedious - even ten minutes is enough to realise that game play is poor. Graphics are jerky (even on an i7 with a DX11 graphics card and the graphics settings on medium). Voice acting is dull and annoying. Game play is almost non-existent.

Just don't bother and either save your money or get something else (DoW2 if you haven't already got that). This is officially an un-recommendation. I give this game a 2. It's a clunky skin over an indifferent RTS, augmented by mediocre voice acting and a horrible storyline. It tries so hard to be Dawn of War and falls flat in every way. Personally, I wish I'd never bothered.. This game is not polished, but if you enjoy micromanagement then you'll love this game, since your party has a tendency of doing whatever they want unless you repeatedly click away. The game does provide a challenge with decent tactical gameplay. The story seems bleh, character development is hardly a thing, leveling feels solid but I can't tell how much the stats and abilities upgrade/matter. I think you get what you pay for with this game.. The game seems to have some cool concepts and an intriguing storyline but has too many bugs and frequently crashes.



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