

Making History: The Calm And The Storm Gold Edition Crack Serial Key



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About This Game

Making History: Calm & the Storm Gold Edition is a turn-based grand strategy classic. Play against the world or join an alliance. Attempt to alter history or replay it. This release includes many game updates, key improvements to strategic and tactical gameplay, and features a new Germany focused scenario: "The Rise of the Reich". In addition to managing the military, players must build, supply and grow a modern industrial base in order to field forces capable of victory. The decision to expand factories, research new weapons or recruit more units is in the hands of the player. War will come and the nation must be prepared.

FEATURES

- Clean, intuitive interface and gameplay make this one of the easiest grand strategy games to learn, and the open nature of the game combined with the ability to play as any one of over 80 nations offer endless replay-ability.
- Gold Edition adds new military unit properties and gives you the ability to rename units, preset rally points and set way-points for more tactical movement. Regions can upgrade defenses, transportation, and food production simultaneously. Better financial reports let you manage your treasury more easily.

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- Different victory conditions available: Nation, Alliance, or Ideological (Democracy, Communism, Fascism, or Authoritarianism) You can also go for a domination victory and set the percentage of land you need to control to win the game.
 - Ten scenarios included with multiple starting points before and during the war. Plus alternate history and the fantasy scenarios.
 - Research, build and deploy a wide variety of ships, submarines, artillery, infantry, tanks, armored vehicles, fighters and bombers. Also research tactics like maneuver warfare, hedgehog defense and amphibious assaults to give your forces bonuses.
 - Decide how much of your production is used to generate wealth, stockpile arms, build military units, conduct research, or construct more factories.
 - Players control trade, aid, industrial development, infrastructure investments, and a deep field of research.

Title: Making History: The Calm and the Storm Gold Edition

Genre: Simulation, Strategy

Developer:

Muzzy Lane Software

Publisher:

Factus Games

Release Date: 30 Jul, 2008

b4d347fde0

English,German

Sep 1 1939
 Turn 1 of 320
 Fall
 0
 18-17
 36-5
 122/16
 28/14
 5-36
 33-2
 44:40

BRAZIL
 REGION

Canal Zone
 United States
 Jungle

Total Population 23,353
 Power Points 0

Region Culture American
 Unskilled Labor 3 MPUs

Food Production Level 0
 Output Rate 0 per Turn
 1x 0% 2% 30%

Fortifications Level 0
 0 4% 7% 9%

Transportation Infrastructure Level 0
 0% 0% 2% 30% 9%

END TURN

United States	906
United Kingdom	748
Germany	650
USSR	604
Japan	365
France	304
China	178
Italy	159
Brazil	47

Jun 13 1944
 Turn 2 of 70 Summary 26 1,886/130 1,111/495 0/321 2,048/26 3,183/541 1,761/170
 01:40

UNITED STATES
FLEET GROUP
 UNITED STATES Group C Bay of Biscay
 210 SEA ATTACK 14 AIR ATTACK 0%
 Naval Group Orders: No Order
 Naval Group Organization: Ships / Condition
 Basic Battleship 4/4
 Destroyer 2/2
 Rename Split Disband
 END TURN

United States	7108
Germany	1216
United Kingdom	803
Japan	593
USSR	567
China	159
Italy	56
France	47

Jun 27 1944
Turn 4 of 70 Summer 4
09:47

The screenshot shows a strategic map of the Pacific Ocean with various military units and movement paths. A detailed panel on the right provides information for the selected Japanese Air Force Group.

JAPAN AIR FORCE GROUP

JAPAN 6th Air Force
Marianas Islands 2

60 AIR ATTACK **4** LAND ATTACK **-75%**

Air Force Group Orders
Patrolling: Mariana Trench

Air Force Group Organization
Squadrons
Improved Fighters **2**

Buttons: Rename, Split, Disband

END TURN

United States	1708
Germany	1158
United Kingdom	803
Japan	599
USSR	500
China	107
France	94
Italy	73

I've enjoyed this game very much. I've played Clash of the Continents scenario, very good way to learn the game. I've won that on Grey (Amsterdam) easiest, Orange (China) and Yellow (USA) both slightly more difficult. I'm currently working on winning as Red (Chile) definitely harder. I think that both Blue (South Africa) and Green (South Australia) will be another notch harder. I'm currently working on the Rise of the Reich scenario 1 game with USA the other with USSR.

My Tips to people new to the game:

1. Coal is king, you need it to build anything, improving cities, making Goods, making Arms, building troops, did I say anything. Set production of any Coal resources you own or acquire to Maximize ASAP. Make capturing Coal resources a high priority.
2. Improve Cities. If playing Clash of the Continents you only have 1 city and it is max production, make some mobile units first turn to immediately capture surrounding countries. When you capture a City if it's production is less than 10 set it to build Light Industry. If it can build Basic Infantry in say 6 turns or less do that so you can defend your new territories.
3. Research WAIT on it. You need to capture a good number of territories before you worry about research. IMO start researching Improved Infantry first, Light Tanks next.
4. Check on other countries Cities regularly. Then bottom right button that looks like a fold opens information about the world. Click 2 button from left on Top the the far right tab (Cities) then at the headings click IPO. That rearranges all the Cities of the World to show the highest production Cities first. Any of these close to you are a priority to capture.
5. Amphibious Assaults are tough. You suffer a large penalty for these assaults. NEVER try this on a Capital, instead do a massive assault on a territory next to or near them, hopefully one that shows level 1 or 0 Fortifications.
6. Tanks are great for assaults. High Offense ok defense. I have noticed that the AI is smart enough that if you assault with only Tanks you suffer a penalty (25 %) against Infantry so take some Infantry with you, remember I said Improved Infantry is first to research,. I love Making History, it is very different from the other Making History's and I like this simplistic style of theirs. It would be a good starter for people thinking about getting Hearts of Iron 4. If you are really bored or new to the genre, then go ahead. It's 5 Euro.

For me, it's just too simplistic. If you've ever played Hearts of Iron or Civ, this will be way too easy for you. Also, it's heavily imbalanced towards the major powers. Base industries (steel, coal, oil) in England, Germany and so on will produce 80-150 units per turn, while a good industry in any other country will produce 9 units. But again, it's 5 Euro.. This game is very good. I spent little money to have lots of fun. If you like strategy games, especially World War II, this game is perfect.. Great Strategy Game that deserves respect.....great for anyone interested in World War 2 or alternate history in general.Great game.. This game is a gem that I have just had the pleasure of buying at a great price and having a good time with. I have only played a short time, but this game is so awesome I just had to come over to this screen and tell the world how awesome it is.

It's easy to pick up, fun and addictive to play, looks pretty cool, and honestly: it's really complex. There is A LOT that goes with this game. Not only does trade, diplomacy, and economy matter, but the game revolves around these aspects quite a bit.

Obviously being set during WW2, your job is simple: build an empire or outproduce everywhere (or both); every decision has a consequence, and I gotta admit, it gives the average person an insight into the functioning of nations today.

Wanna be an industrial power? You're gonna make less food; wanna field a large and powerful army? Hope you have financial reserves because guns aren't cheap.

It's a cool little game, and I have a feeling I'm gonna fall in love with it. I kinda already have.

Get it.. This is by far my favorite WWII strategy game. for its great diversity in game play makes almost every game different. For i tend to play more as Germany, and most of the time i employ a similar strategy; which is to build up industry, as to allow for mass production of primarily tanks. But even though i make similar choices in my game play, the AI usually behaves slightly differently.

For sometimes the AI may field a primarily defensive army, and other times it may field a primarily offensive army; the same can be said about other countries foreign policies.

However whatever the AI does they always play a smart game, being tactically aware of every move you make, and doing their best to counter, resulting in a challenging game every time.

Also as for playing as the smaller nations it can be a struggle, for I have been recently playing as Canada and aside from the lack of raw materials, the small population makes it impossible to industrialize every one of your cities. But where others see this a negative, I see this more of a positive. For it tries to keep things historically accurate, by limiting smaller nations. However that being said I was still able to conquer Japan, all of Africa, and most of Europe as Canada. Mind you I did not accomplish all of this before 1945, but it does show it can be done.

Over all I would recommend this game to all strategy lovers, especially those who have played Axis and Allies, for this game has a very similar feel, for although it does not let you command individual regiments in a battle, its attention to detail when it comes to the global map, and all of the little things such as city development, research, and resource management results in a rich but not overly complicated game play.. Making history was good, we can all agree on that. But this version takes it to a whole new level. The small, yet important changes make this game the supreme basic Making history. One of the easiest games to pick up and play with ease if you are a veteran to the RTS genre. 10 billion times less confusing than Hearts of Iron 3. Get this game for a grand old time, and the great war if your into micromanaging huge nations to incredibly long battles. This game is for the impatient. The Great War, is for the hard core RTSer. Overall 9/10. 10/10 WOULD FRANCE AGAIN.. If you have never played a "geopolitical" wargame before then this is the one you should play to introduce yourself to the genre.

It is a simplified version of Hearts of Iron 1 and maybe 2. Especially due to all nations using only a small handful of "generic" units and a very simple tech-tree. But the AI plays a much better game and MH : TCatS is much, much, MUCH less buggy than HoI1.

Big design flaw has to be the resource management. No matter what country you play your demands for all resources (metal, oil, food etc) will far outstrip your production - you will continuously have to spend millions importing everything from friendly or neutral countries. When I'd finished playing as Italy I was 200 billion in debt! Still - this does NOT stop your game, nor absolutely cripple your country's industries. The designer also forgot to add the ability to trade in UNITS, so Britain could not buy any of the 1000's of American built destroyers like they did in real life, or lend/lease tanks etc. All construction and research projects are very expensive and very lengthy too!

Other than this, what is there to say? It encompasses all the WW2 period and pre-WW2 conflicts from 1930 - 49. You can play ANY nation - but most are too weak for you to even be able to "move"..... even "mid-power" nations such as Italy I had a struggle with to achieve much. For a strong game in which you really can dominate the world you have to pick the USA, Great Britain, Germany or Russia..... even Japan struggles (the game's AI doesn't handle nations heavily dependant on maritime actions well).

Like most older "geopolitical" games, all GFX and SFX are very minimalist. Action freaks and lovers of GFX to make you gasp need not apply. Also seasoned "geopolitical" players might not find this one complex enough - they may consider a bit of a "kid's" strategy game.

Still, I like it, and it's cheap!. Want a grand strategy game that doesn't require you to "study" for endless hours how to play it, AND is not so simplistic that it doesn't feel like a grand strategy game?

Then Making History gold is your ticket!

This game is the perfect balance between simplistic and too complicated.

You get most of the aspects of other GS game, like your economy, industrial production, resources, diplomacy, etc. Just like in other GS games, but at a much simpler, easier to learn and faster to manage level. Yes, at the cost of some flexibility of course.

About the only negative I can find for this game, is the combat system is a bit over-simplified. Here is mostly about your "attack value", all armies/units have an attack value, and battles are mostly decided on who has the highest number. I wish more weight had been put into tactics, like flanking, encirclements, type of units used, etc. But don't let this mislead you, the strategy and

large scale tactics are still here, just not as detailed as i would like.

Still, its a very fun game to play. I have (and really like) Hearts of iron 4, wich is the one i go to when i want a deep, long (as in several day to finish a game long) and complex playthru of ww2, but when i want a faster paced (e.g. end ww2 in one night), not so complex but STILL deep enough game, i come back to Making history Gold.

If you are even remotly interested in Grand Strategy WWII games, dont think about it, just go buy it!

I almost forgot...

Dont make the mistake of buying Making history 2 thinking it will be a modern & better version of this one. Trust me, its NOT!.

Get this one instead.

10V10

-CANADA TURNS ON BRITAIN

-NAZI GERMANY & USSR SIGN AN ALLIANCE

-USA \u2665\u2665\u2665\u2665S FRANCE

-NAZI USA

50000V10 WOULD LIKE TO GET \u2665\u2665\u2665\u2665ED IN THE\u2665\u2665\u2665\u2665\u2665BY BRITAIN AGAIN. IF YOU DONT LIKE ALTERNATE HISTORY DONT BUY THIS GAME.. A way more simple Hearts of Iron thats easier to get used to.. One of my favorite games of all time. Don't let the Steam play time fool you, I've been playing this game for 7 years and it's a nice mix between simplistic and complex with enough moddability to make Skyrim take notice. The best way to describe the game would be to take Axis & Allies, make it far more indepth yet put it on an interface that even someone new to video games could understand.

This video can help newcomers with understanding how the game works.

https://www.youtube.com/watch?v=sser5Scn_Vg

[The premise of the game, is you take control of one of the world's many countries during World War 2, by any country, I mean anyone from the Industrial Superpower that is the United States to tiny little old Ecuador, and try to survive the tumultous battles of World War 2. Now, this game, as the title implies, doesn't exactly follow the usual script and you're free to fight the war in whatever manner you choose. You can choose Germany, and decide to never attack Czechoslovakia in the first place and instead build up your industrial might so that you can bring down France sooner. Or you can focus military production purely on navy to surpass the Naval might of the United Kingdom... or you can declare war on everyone around you and try to survive an all out brawl.](#)

[I love this game, and would highly recommend it to anyone who has been a fan of Geopolitical games, Axis & Allies, or even just a fan of Turn Based Strategy games. Plus for 10 dollars, how can you go wrong?. I love turning that awful mix match of colors into a nice dull Grey, love this game I have the origanal and gold I played a world war one senerio I seen austria and germany take over france and russia and I took over the uk france, germany, brazil, and meicxo this game is endless so many possiablitys 10V10 a must play](#)

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