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About This Game

Strategy Open-source based cardgame themed in ancient civilizations wars, inspired by mythology and culture.

The game is divived into different civilizations, each one wich unique heroes and special units, cards avaliable allow to use equipment, traps and upgrades to defeat enemies armies.

Fight in intense single player quick battles or have a long battle against other players in the multiplayer. Each civilization will have advantages that can be used to secure victory.

Features.

- 8 Civilizations: Greek, Egyptian, Celtic, Persian, Babylonian, Norse, Atlantean and Chinese.

- 12 Units Classes: Infantry, Cavalry, Ranger, Mystic, Civilian, Naval, Siege, Hero, Mythic, Squad, God.

- 3 Cards Types: Unit, Trap, Upgrade.

- Campaigns: Fast paced battles, where you need to get victory in just one turn.

- Skirmish: Test all your cards in unlimited time battles.

- Multiplayer: 1v1 2v2 players, with single or long term battles.

- Card and Level editor: Create your own custom cards and levels for the game.

Title: Heroes of Civilizations
Genre: Free to Play, Indie, Strategy
Developer:
Heroes Dev Team
Publisher:
Heroes Dev Team
Release Date: 29 Aug, 2017

 a09c17d780

Minimum:
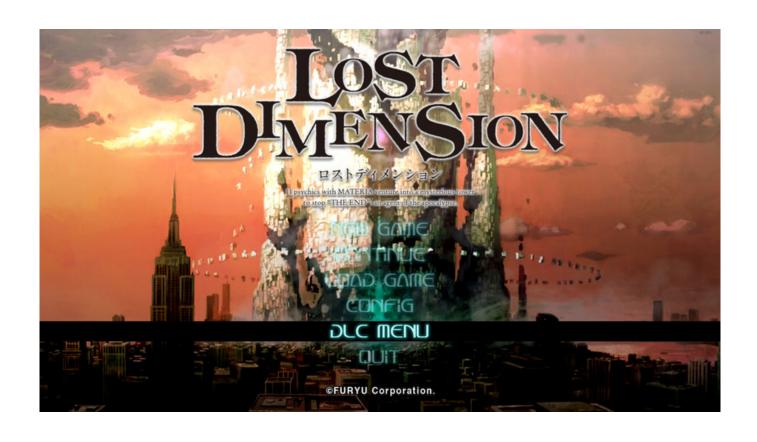
OS: Windows XP (SP3) or higher

Processor: Intel Core 2 Duo (Merom) 1.66GHz or equivalent

Memory: 128 MB RAM

Graphics: Intel Graphics Media Accelerator 950 or equivalent

Storage: 100 MB available space

English,French,Italian,German,Portuguese

INTERMISSION

Ro-10s Type 10 Destroyer Mod.

Hiensou

EQUIPMENT
Lightning Storm Mod.

MODULE
[SET] Choko's Overhaul
[ALL] High-Speed Modem [CHG]

Command Tank He-04 Chitose		
Command Tank He-04s Heshiko		
Barrage Tank Ro-10s Hiensou		
Assault Tank To-09 Asahi		
Assault Tank To-44d Nozomi		
Assault Tank To-44d Nozomi		
Shock Tank I-03a Chibi		
Shock Tank I-03b Taro		
Shock Tank I-03b Taro		
Shock Tank I-03b Taro		

SHOOTING RANGE	9	SCOUTING RANGE	2	SIGHT RANGE	1	MOVE	2
SHOOTING AREA	4	SCOUTING AREA	1	SPEED		4	

A unit customized by Choko, making a crazy Asagao unit far crazier still.

Choose tank to refit

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DLC Sales for the week:

For Red and Blue ~ Cycles of Ex
https://store.steampowered.com/app/940200/

For Hack the Core
https://store.steampowered.com/app/921460/Hack_the_Core_Dev_Support_Donation/

For Entre-Deux: Cursed
https://store.steampowered.com/app/982630/EntreDeux_Cursed_Dev_Support_Donation/
https://store.steampowered.com/app/1006370/EntreDeux_Cursed_Extra/

For Les 4 Alice: Lorange Journey
https://store.steampowered.com/app/1006340/Les_4_Alice_Lorange_Journey_Extra/

For VKT Prime System Crash
https://store.steampowered.com/app/1021010/VKT_Prime_System_Crash_Dev_Support_Donation/

For A.l.a.n.: Rift Breakers
https://store.steampowered.com/app/1006290/ALAN_Rift_Breakers_Extra/. **Sailaway Update V.0.9.035 - Race creation is now open to everyone, Race Teams and some bug fixes!**:
Hello Pioneers!

Player Created Races has been a feature tested by a small group of dedicated players for a while now and they have been busy creating all manner of races for players to enjoy.

Player Created Races. **Patchnotes: Bitterburg Keep (v0.3.2)**:

Patchnotes:. **Version 9.07.2018 Update**:

- Added Invert Y Axis option for XPadder Support,

- Added Key Bindings Support,

- Settings will now persist (Controls, Brightness, Particles, etc),

- Default Xbox Controller Key Bindings,

- Removing a questionable easter egg (there is still 1 per map),

- Paranormal Invasion Development (PI)

. **Beckett for your ears**:

We've set up a Soundcloud for Beckett. Here you'll find some looping tracks that exist in the game, and some which never made it - but we wish they had.

They all exist as game-track loops at the moment, but - in time - we'll look to build up a few, rework some into story-montages and others as bonafide tracks. An album waiting to happen? Watch *that* space.

For ears only: https://soundcloud.com/secretexperiment

Simon

. **Major Change**:
The focus of the game has now been shifted to just the Spook Inspectors portion (which originally was just a percentage of the "levels") and the name has therefore been changed to "Spook Inspectors Investigate Morleyville Mall". The goal is now to work your way up the ranks in the Spook Inspectors Paranormal Society by investigating allegedly haunted locations.

Since this is now the sole focus, the number of devices at your disposal will be increased in subsequent builds, probably including devices to detect ghosts with laser grid projectors; display Kinect-style "stick figures" to indicate possible human forms from density data; and record EVPs (electronic voice phenomena).

The latest demo also includes a number of bug fixes and minor feature changes.. **Update 3.1 has now been released - DAILY QUESTS!**:
Happy New Y... Wait, it's March already?! Okay, so we know it's been a while since the last update, but that's just because of all the cool stuff we've been working on! So, let's get right to it:

New Content. **Grave Danger 1.0.2: A Speed Runner's Dream Come True**:
Happy New Years all you Grave Danger endeavorers!

I hope you've had a chance to check out Grave Danger on Steam, through videos, or at least our demo! We've had a great time seeing the positive reactions to the quirkiness and challenge of the game. It's also been great seeing everyone play the game in order to learn how to make it even better!

One thing I can always tell somebody for certain about Grave Danger: it's hard. Grave Danger must be mastered, and replayed to truly become the best. Speed running is totally a thing, as the game challenges you to get the fastest, most death-free run possible for each level! I thought it would be a good idea to continue to build on these ideas. So today, I reveal...

Grave Danger 1.0.2!

NEW FEATURE: Wanted: Dead AND Alive Posters. Collect all of the posters in each level for completion bonus!

NEW ACHIEVEMENT "100% Innocent" : Collect all of the Wanted: Dead AND Alive posters.

We've strewn wanted posters throughout the world of Grave Danger. Now, you mustn't just speed run a level to get the S+ ranking, now you can challenge yourself to make sure that Dante, Elliot, and Malice are 100% innocent!

Here are a few other changes that have been made as well:

Renamed Boss "Grimm"'s name to Boss "Francis", clearing up the story and distinction between Malice the grim reaper and the antagonist.
Malice's text box portrait now features his scythe!
Add better user feedback to ropes and chains that trigger events in levels.
Fix locations in multiple levels where characters or ghosts can get stuck.
Many UI and font size changes.

Thanks for being part of this awesome game!
. **PC Games Insider interview**:

PC Games Insider interviewed Playniac's Rob Davis about the making of Insane Robots, writing that the game "certainly turns my head" and is "quite the ambitious pitch".

Read the full interview here:
http://www.pcgamesinsider.biz/indie-interview/66125/meet-insane-robots-the-project-combining-roguelike-survival-and-card-games/. **Road to Eden Alpha 3.0 is live!**:

Alpha 3.0 is live!

As Always, we are working hard to bring you new and exciting stuff with every update.
In this update we have expanded the map to make room for new points of interest, the map size is now 3 times bigger, and we have also added the new supermarket POI.
We have upgraded the building system and added structural integrity, all blocks need to be supported, players need to think like architects now!

And last but not least we have added the new farming system. Players can now find or extract seeds and plant them in prepared farming plots. All crops need water, that's why we have also added water reservoirs that players can replenish with buckets.

Thank you all for your continued support. Have fun!

Patch notes:

Expanded the map to triple in size and added new POI "Supermarket"

Grenades now attract the infected
Upgraded mantis dome
Upgraded the building system and added physics to blocks

Stone nodes now give stone, iron and sulfur
Recycling sleeping bags will get you clean rags
Players can now fill reservoirs with buckets
Players can fill buckets from water sources
Players can now close all containers with TAB
Players now consume stamina when using tools
Players can now scrap linen for clean rags

Battery power will not regen anymore
Reduced infected vision range
Reduced infected in early game
Reduced item spawn rate
All items are now restored to hotbar when player is loaded
Synced windows bars on all clients
Fixed save slot delete button
Fixed lingering weapon when client disconnects
Fixed double box on death exploit

Added pressing "Q" takes all items and closes container
Added quick consumable slot on hotbar by pressing "T"
Added water buckets
Added large empty bottles
Added water reservoir
Added welding station
Added welding torch
Added sulfur powder
Added iron ingots
Added iron plates
Added iron trusses
Added iron ORE
Added furnace
Added sulfur ore
Added iron support beams
Added clay bricks
Added sticks ramps
Added large sticks walls
Added large sticks floors
Added large cobblestone blocks (3x1)
Added large cobblestone blocks (4x1)
Added small wood support
Added large wood support
Added corn seeds
Added Battery spot light
Added skip intro with "end" button
Added berries seeds
Added potato and potato seeds
Added medium farming plots
Added lettuce and Lettuce seeds
Added onions and onions seeds
Added pepper and pepper seeds
Added pepper packets
Added salt packets
Added coffee Packets
Added corn starch
Added flour
Added wheat and wheat seeds
Added eggs
Added boiled eggs
Added carrots and carrots seeds
Added kebab
Added corn on a stick
Added green beans and green beans seeds
Added brick oven

Added bread
Added baguette
Added dough
Added windmill
Added fireplace cooker