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## Raid On Coasts Trainer Download



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### About This Game

**Raid On Coasts is a real time strategy game set in a Massive Middle East themed land mass to cause chaos and carnage on !**

**The events of this work bear no resemblance to current events, this is a work of fiction.**

### Full story :

Recently, the expansion of the US has expanded through the construction of more military bases on the Russian borders .. But this is what increased the cup ... Russia decided to react and break the siege imposed by invading the Middle East from the gate of Yemen's coasts . .

The game offer you the ability to play with 2 armies :

- Russian army
- United States army

You can choose your role :

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- The attacker as the russian army , your mainly objective is to perform a raid on the coasts !
  - The defender as the united states army , your mainly objective is to defend the land from invaders

The map contain 14 different territories to capture :

- Small villages
- Big villages
- Fuel factories

### **Features :**

- Massive Middle East themed land mass to cause chaos and carnage on
- 2 Powerful armies to choose from
- 8+ different units to play with
- 14 territories to capture across the map
- Gather resources upon capturing territories
- Create a Command Base in order to call for support waves and rule the battle !
- Every 30 seconds you can call for a new wave of units to land on the coasts
- Order airstrikes on enemy units and positions !
- Every week a new update containing new contents , ameliorations and bug fixes !

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Title: Raid On Coasts  
Genre: Action, Indie, Strategy, Early Access  
Developer:  
Outlaw Wars  
Publisher:  
Outlaw Wars  
Release Date: 12 Aug, 2017

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**Minimum:**

**OS:** windows xp

**Processor:** 1.8 GHZ

**Memory:** 1 GB RAM

**Graphics:** intel HD graphics

**DirectX:** Version 9.0

**Storage:** 256 MB available space

English

## Spell Journal

Realm / Spell Name Mana Cost

"Certainly! Eversleep Cemetery is located due west of here and it is the finest resting grounds all of eastern Thaermore. We handle all the details of the funeral and have an assortment of coffins, caskets, and private vaults to suit your needs. We offer traditional ground burials as well as interment within our private crypt where your loved ones can rest safely until the very end of time. Do you desire cremation? No problem! Embalmmment? Our pleasure! I'll personally see to it that the needs of you and your family are taken care of."

"Why don't we begin the paperwork now to secure a spot for you and your loved ones?"

"Ah, not right now. Thanks for your time."

"I'd like to check out the quality of your crypt before committing to anything. An eternity is a very long time to have to lie in an unsatisfactory tomb. May I have a key to unlock the crypt so I may take a peek inside?"

<b>Hit Points</b>	<b>Mana Points</b>
49/56	25/25
<b>Carrying Capacity</b>	<b>Experience</b>
20.1/92 lbs	1350/2000

- Fanged Salamander attacks Makk, strike probability [35%] ... MISS!
- Makk attacks Fanged Salamander, strike probability [63%] ... HIT!
- Fanged Salamander suffers 6 points of damage.
- Fanged Salamander is critically injured and attempts to flee!
- Fanged Salamander dies!
- +25 experience points.
- You see a solid door made of aging, cracked wood.
- Left-click to select a spell and casting level. Right-click on a Spell for a description.





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Not for the Casual strategy player, easily worth a play if you like a relatively slow paced game and complexity. If you have a low end PC and can't run CKII then you might want to pick this up. Started as a Count in the Duchy of Munster. Spent forty years plotting the eventual downfall of my liege. Took over the Duchy of Munster then killed off my powerful neighbors to co-opt more land. Became King of Ireland in 78 years and then married into the Scottish Royal family and assassinated the 5 people ahead of me in the line of succession. Fought a 15 year civil war with the Scottish Nobility. Assassinated my 4th son and reclaimed his titles after his rebellion. Spent the rest of the game attempting to control multiple kingdoms.

0/10 I'm pretty sure I had friends before I started playing this.. A Plague Tale: Innocence - Coats of Arms DLC. You shoot sharks in it. Its like that 1984 game 'DrugWars'. Very addictive. You'll be dealing drugs and making \$\$\$\$. Graphics are.. well what can you expect from a 2020 game, and you are able to find other players drugs, pretty cool.

Would deal drugs again (yes fbi its a game alright) 5/5!. Broken Sword: The Angel of Death is the prime example of how to not do a Broken Sword game.

The gameplay is clunky and a complete frustration to control at times, where the previous game used a control scheme for gaming consoles but still made it work somehow this one failed miserably, making it frustrating to play regardless of you using the keyboard or mouse when controlling your character.

The facial animations are downright creepy and hilarious, and in my playthrough I came across multiple instances where the player character's left leg would twist into weird positions.

Like many old Point and Click Adventure games sometimes there isn't a lot of direction on what you have to do, with you having to play the "guess what the developer has in mind" game in order to progress. The inventory is a complete mess with it being presented as a line at the top of the screen that you scroll through and with the game not clearing out items you will never need again it will end up being a convoluted mess. In my playthrough I also came across a bug that made the game unbeatable, this bug taking the form of a key item that somehow vanished from my inventory and I do remember having that item at some point during the game.

The story is very in style with the Broken Sword series and one of the few good aspects of the game however, the ending comes pretty abruptly without giving the game an epilogue to the events. The voice acting for the most part is pretty good as well, sometimes the dialogue comes off as being a bit cheesy but works well within the Broken Sword series.

In the end I could only recommend this game to anyone only and only if they are die hard fans of the franchise, and even then I would caution them to only play it if they can't fathom skipping a game in the series. For every one else, stay away! This game is not worth your time, I am sure there are countless other games you would rather be playing.. Most addictive masochistic gameplay!. So I've finished the game in around 23 hours on commander difficulty and I have no desire to play it again whatsoever. And here's why:

The game is quite addicting in the beginning. You are eager to enhance your space station, build new stronger spaceships, train your commanders, expand your resource mining facilities and so on. But as the time goes on, it gets repetitive and tiresome and by the time you defeat your first spire, you just want to be done with the game already. So why does it feel like a chore? Well, the progress you make in this game feels unrewarding and pointless and the game itself is as shallow as that blonde chick in second grade that helped you discover what boners are. It just painfully lacks in depth. The tech tree is useless, you gather enough resources to research everything by the time you are half through the game. Spaceship skills are meaningless, you will end up using random skills while engaging in combat just to save yourself the hassle of choosing between identical differently painted skills that make almost no difference to the outcome of the fight whatsoever. The expanding part of the game is atrocious. Enemy alien rifts keep spawning aliens in your territory just to annoy you and since the combat system is so dull, you just roll your eyes everytime a new rift spawns. It's not a challenge, it's an inconvenience that really hurts the experience. And higher difficulties promise higher hitting enemies that have more HP? Talk about artificial difficulty. I found that the only truly challenging part of the game is bugs, way too many of them for my comfort. The diplomatic part of the game is virtually non-existent. Looking through the achievements I learned that I could have become allies with other species, but I highly doubt it would have gotten any effect on the gameplay. The procedural generation of the map goes to the extent of resource locations changing places with each other and alien rifts spawning in different locations. Well, What about customization, such neat 4X

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title should surely deliver on that front, right? I'm sure you know the answer by now. So is there anything this game has to offer that could make up for all that? I honestly don't think so. It does have beautiful pixel art, enjoyable soundtrack and decent story with little bits of humour here and there, but that's about it. It would be a much better little comic or a short animated story than a video game.

tl;dr:

**PROS:**

- +beautiful pixel art
- +enjoyable soundtrack
- +decent story
- +chuckle-worthy humour

**CONS:**

- painfully shallow
- repetitive and tiresome
- artificial difficulty
- unrewarding grind and progress
- tech tree, skill and combat systems are dull and at times entirely pointless
- diplomatic choices don't matter
- territory expansion is very limited
- procedural generation goes to the extent of making you feel like eating the same apple but with your left hand this time
- customization non-existent
- BUGS
- the game plays itself for you while constantly annoying you at the same time

Verdict: just play FTL. Looked to be an interesting game, but the terrible controls and clumsy camera angles which disorientatingly flicked direction mid battle whenever I got near a wall were enough for me to realise this game wasn't worth my time. Early levels were ok, including the spawn from nowhere enemies, but those controls... ugh.. It does not reflect Dubai City, It is just a huge number of yellow lights. It does not include the most famous building in the world which is Burj Khalifa.



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More pug be super just try to keep on flying while avoiding all the stuff acrossed many levels.

. i like that games series, play them all. A good improvement over dbc 17 ,which was below par .Definitely worth a buy if you are a cricket fan.. Very good RTS! The unit voices are especially excellent!. i think its a cool mod

. A flight simulator in which you play the part of a russian commander and get to use really cool airplanes called Ekranoplanes (I didn't know they existed)

Graphics are good, from the 3D airplane models to the russian-flavored menus. You can start a campaign and slowly build your team of comrades, or select Single Mission (the easiest choice) and start flying immediatly.

Your comrades, the weapons you carry and your instruments affect your stats in battle.

For lower performance PCs (like mine) the game loading is a bit slow.

### **Major update v1.2 Live !:**

Major update v1.2 notes :

### **New contents : . Any bugs or problems found ?:**

If you encounter any bug / problem in the game !

Just let me know !

Report it in the community hub and i will fix them one by one !

My objective is to give you best gameplay experience , so dont hesitate to let me know any about your suggestions !

. **Hotfix v1.62 !:**

### **Bug fixed : . Major update v1.5 is live !:**

V1.5 update notes :

### **New contents : . Update v1.1 live:**

The new update v1.1 is now live with bunch of changes :

### **New contents : . Coming Major update v1.9:**

The new update comes tomorow 15th feb with lot of changes :

- New features ( Repair damaged vehicles , you can select now enemy troops )
- New improvements ( Boost on performance : +5 to +15 fps , mechanisms ameliorated )
- Balances ( no more overpowered units especially tanks and rocketers damages )
- Bug fixes

### **Keep Tuned !. Hotfix v1.51 !:**

Windowed Mode is working fine now without crashes !

Dont hesitate to report any bugs found !

major update v1.6 coming in few days with much bug fixes and ameliorations and maybe with achievements as well !

Stay tunned 😁. **Store available in Spanish !:**

Hey spanish speakers !

The game store page is available now on spanish language !

I will expand soon as well to new languages 😁

Available store languages : arabic / french / english / spanish / finish

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