Avaris 2: The Return Of The Empress Ativador Download [full Version]

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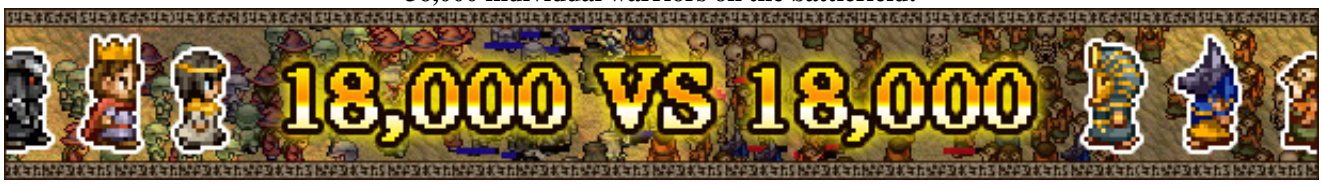
About This Game

Check out this battlefield management game from Japanese indie developer Studio GIW. You are the Empress fighting to take back control of the Avaris Empire together with King of Orsas and his soldiers from an evil warlord.

36,000 individual warriors on the battlefield!



Battle by battle as you recover territory, the number of fighters grows to near epic proportions up to 36,000 individual warriors on the battlefield at the same time! Compete for high scores against your Steam friends.

Combat System

As Empress your troops will follow your lead on the battlefield. You can surround the enemy forces or direct your army's strength to the heart of the action. Battle by battle the number of your troops will grow and you will be able to upgrade your army. Configure your elite troops including:

Warriors: These are your base elite troops and can be changed to the other three classes.
Ninjas: Your fastest fighters move quickly and can attack by throwing a shuriken.

Mages: Have the ability to attack from a distance using magic.
Mummies: Have high attack and defense powers but move slowly.

Allied Forces

The King of neighboring Orsas Empire is your ally and joins you on the battlefield. You do not have the able to manipulate or direct allied troops as they will engage the enemy according to their own judgement. Battles can be won by allied forces but you will get more points by killing the enemy yourself. Be sure to use the Allied troops to help defeat the enemy.

Managing your Army

Battle wins will yield loots, gold and experience. The strength of your troops will increase as the war progresses. Use your gold to buy and trade for weapons and magical rings. You will Level Up as you gain experience. Customize your army to your liking.

Scord Ranking

This is a battle management game and you are awarded points for the outcome of battles, for your style of battle, and for other achievements on the battlefield. The scoring system is fully integrated with Steam so you are able to see how you rank against your Steam friends and against the world. Test your skills at leading an army to battle and compete for the high score!

Title: Avaris 2: The Return of the Empress
Genre: Action, Casual, Simulation
Developer:
StudioGIW
Publisher:
Zoo Corporation
Release Date: 15 Dec, 2015

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English,Japanese

Victory occurs when:
··· ENEMY General HP=0
Defeat occurs when:
··· KING HP=0
A Draw occurs when:
TIME=0
Game Over occurs when:
··· Empress HP=0
Battlefield - Noon -
- OPERATION MANUAL -
Move ··· Left click or use Analog stick
or use Analog stick
Attack ··· Select to automatically attack
Ring M-Attack ··· SPACE
or X or Controller 1
Attack Formation ··· Right click
or Z or Controller 3
HP & Mana Heal
··· Don't move for automatic healing
Game Speed Up ··· SHIFT or Controller R1
- OTHER -
← Movement is slower in the desert
TIME: 300 ORSAS: 6721 KING.HP: AVARIS: 5137 ENEMY.HP: Current Battle Score: 0
HP: 102 / 102 Mana: 8/8
Killed: 0 Level: 3 Level Up XP: 9
Silver Sword Atk: 41 Hit: 66
Round Shield Def: 15 M-Def: 0
Empress Ring Type.A M-Pow: 20 Mana Cost: 2
Warrior 19/19 Killed: 0
Ninja 2/2 Killed: 0
Mage 2/2 Killed: 0
Mummy 0/0 Killed: 0
Territory: 10 %
Battles: 6 Hi-Score: 3213 Rank: E:Pawn
MENU (Tab)
HELP (F1)

VICTORY!
<Battle Result>
Current Battle Score 206
Time Bonus 2740
Territory Bonus 267
Total Score 3213
High Score!
<Acquisitions>
Reward GOLD 321
Battle XP 1
1 Level Up!
Warrior Added +3
Territory +2
<Empress (Player) Troops Killed>
Enemy General 0
Enemy Leader 2
Enemy Soldier 2
Friend 0
<Score list>
··· +3000 ··· +50 ··· +5 Attacks launched ··· +1
Allied Troops Attacked ··· -5 Allied Troops Killed ··· -50
Heal Friendly Troops ··· +2 (Touch friendly troops to heal)
TIME: 274 ORSAS: 909 KING.HP: AVARIS: 459 ENEMY.HP: Current Battle Score: 3213
MENU (Tab)
HELP (F1)
HP: 101 / 102 Mana: 5/8
Killed: 0 Level: 3 Level Up XP: 9
Silver Sword Atk: 41 Hit: 66
Round Shield Def: 15 M-Def: 0
Empress Ring Type.A M-Pow: 20 Mana Cost: 2
Warrior 16/19 Killed: 2
Ninja 2/2 Killed: 0
Mage 2/2 Killed: 0
Mummy 0/0 Killed: 0
Territory: 10 %
Battles: 5 Hi-Score: 3213 Rank: F:Villager

VICTORY!
<Battle Result>
Current Battle Score 206
Time Bonus 2740
Territory Bonus 267
Total Score 3213
High Score!
<Acquisitions>
Reward GOLD 321
Warrior Added +3
Territory +2
< High Score: 3213 >
PLAYER RANK UP!
[F: Villager] → [E: Pawn]
<Empress (Player) Troops Killed>
Enemy General 0
Enemy Soldier 2
Friend 0
<Score list>
··· +3000 ··· +50 ··· +5 Attacks launched ··· +1
Allied Troops Attacked ··· -5 Allied Troops Killed ··· -50
Heal Friendly Troops ··· +2 (Touch friendly troops to heal)
TIME: 274 ORSAS: 909 KING.HP: AVARIS: 459 ENEMY.HP: Current Battle Score: 323
MENU (Tab)
HELP (F1)
HP: 101 / 102 Mana: 6/8
Killed: 0 Level: 3 Level Up XP: 9
Silver Sword Atk: 41 Hit: 66
Round Shield Def: 15 M-Def: 0
Empress Ring Type.A M-Pow: 20 Mana Cost: 2
Warrior 16/19 Killed: 2
Ninja 2/2 Killed: 0
Mage 2/2 Killed: 0
Mummy 0/0 Killed: 0
Territory: 10 %
Battles: 5 Hi-Score: 3213 Rank: E:Pawn

The game its self is allright but feels rushed i will list the goods and bads

goods

huge battles
able to build your own army

the bads

no story line
same battles over and over to you hit 100%
not a lot of music

as for would i recommend the game i would but thiers not much to do in the game

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