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## Totally epic battle simulator free download

SPECIAL PROMOTION! Deals end January 5 Games: Here's a sandbox like no other. Make a massive battle with absolutely no limits. Want to see 10,000 chickens fighting the Roman army?? Sure, why not. Want to see a U.S. WW2 military company fighting 11,000 Medieval soldiers?? There is no limit to the carnage you can reach in the Epic Battle Simulator. Mess with a huge variety of units. Everything from, The Roman Century, medieval soldiers, Knights, Orcs, Trolls, and yes, chicken! The main focus in this game is giving the player no restrictions on what he can do. That's why we decided not to limit the number of units in combat. Want to see what a battle of 100,000 units looks like? We do not recommend passing 10,000 for most machines but your CPU, do what you want! Moreover, you can play as one of the units in the game, get up close and personal to help transform the tide of massive battles, while grouping teammates and giving them orders! Technology: Unfortunately there aren't many engines you can chuck 10,000 characters and expect good performance. This is why I worked for months in the end to create the most powerful crowd presentation system ever understood in the Unity engine. The detail of each character has little impact on performance while each individual acts independently, but is working in a better direction for his team. Each individual decides his own path and navigates a complex environment. But I didn't stop there! With a large open environment, I need a more dynamic lighting solution than those built in the Unity engine. So I built my own global lighting engine. This allows the light to bounce completely in real time. what does that mean? This means that each slender piece of shield reflects a true environment, each bright surface lligging its surroundings and the overall lighting effect. Yes, I work hard to bring this game to life, hopefully you guys in violation of the carnage on it! Developers describe this kind of content: This game may contain inappropriate content for all ages, or may not be suitable for viewing at work; Frequent Violence or Gore, Minimal General Maturity Content; OS: Windows Vista Or Later; Processor: Intel Core i5 4590, AMD FX 8320 or greater; Memory: 8 GB RAM; Graphics: (DirectX 11) AMD Radeon HD 5770 1024MB | NVIDIA GTS 450 1024MB | Intel HD4000 @720P. DirectX: Version 11; Storage: 5 GB available space; Sound Card: N/A Ultimate Epic Battle is a special sandbox game that allows players to make some epic battles. History enthusiasts will have a chance to participate in some most famous in the world, while there are also plenty of cool touches for fantasy lovers. Ready to do BattleOne great things about Ultimate Epic Battle is that the reason the battle has been created in impressive detail. There are many different battles to choose from rather than simply choosing scenarios and letting soldiers play things, players to play an active role in combat strategies so that they can run in a variety of different ways. Some of the biggest soldiers in the whole history are represented here like the ancient Romans, Spartans and ninja warriors, while those with a wacky sense of humour certainly want to take the opportunity to find out what happened when the Vikings spit their holes against the penguin soldiers. Fighting or FlightWhether you prefer classic battle scenes from history or want to fight your lover against thousands of mindless zombies as they shock towards your military, the Ultimate Battle of Epic has the perfect scenario. Detailed graphics really help attract players in and despite the fact that the game is still in the experimental stage there is plenty for fans to fight and strategies to enjoy here. Detailed and interesting graphics! Huge the number of battle scenes! Still in its early stages of Pleasure wears thin after a Temporary Epic Battle simulator for Android This App is only available on the App Store for iPhones and iPads. From the creators of the Epic Battle Simulator, comes Epic Battle Simulator 2, the most accurate battle simulation game! Shape your strategy, choose your army and put it wisely on the battlefield and beat every opponent! Play against levels, custom and real-time multiplayer! You can now really improve your military, watch the ragdoll effect and play multiplayer mode, created only for you with advanced matching algorithms. With better graphics and enhanced boat intelligence, you can now experience the ultimate battle simulation! Features: - Ragdoll effects and physics! - Advanced army settlements! - Army upgrades up to three levels, with increased gear and awesome statistics! - Advanced multiplayer ranking systems for better matching and custom leaderboards! - Made well, better graphics to make cool battles ever! - Smarter troops to achieve the most accurate battle simulations! - Awesome sounds and music diversity! New troops are added every week! Have suggestions? Send us a message and maybe the new army will be you!! VIP membership offers a weekly subscription, you will have a 3-day FREE trial period, after this period you will be charged for \$7.99. This price is set up for United States customers. Prices in other countries may vary and actual charges may be converted to your local currency depending on the country of residence. After purchasing this subscription, you'll unlock the following features: Epic Troop Wolf Rider, upgrade three troops (Guard, Giant, Hwacha) to level three, collect multiple rewards, earn 200 gems per day and remove pop-up ads! Subscription Notice:- Payment will be to iTunes Account on the confirmation of purchase. - Subscription automatically renews unless automatic renewal is turned off at least 24 - hours before the end of the current period. - The account will be charged for renewal within 24 - hours before the end of the current period, and identify possible renewal costs. - Subscription may be by users and auto - renewal can be turned off by going to the user Account Settings after purchase. - Any part of the unused free trial period, if offered, will be forfeited when a user purchases a subscription for the publication, where applicable. Terms of use: Dec 8, 2020 Version 1.4.70 - Improved Performance! - Fixed Small Bugs! Ok so I want to start this game great and all, but there are a few issues here. As you know the enemy will be quickly upgraded to where you need to upgrade to beat them, but the price for an upgrade is insane by the time they have their entire army on level 2 you just get your slim and your archer is upgraded to lvl 2 because of the huge price for a player who doesn't spend money on the game. Perhaps lower the price to half of what they are so players can actually start upgrading. Also about your epic army, I understand that you want money and all but the price of an epic army in a gem it is impossible to consider how much gem you get each round I am now trying to hate that game just a ridiculously expensive price. And there are two ways to fix these issues that 1. is lowering the price of 2. increasing the amount of money you get each round to a more reasonable amount to pay an increase that on average I will bring up to 500. Each win and 50 per loss. Also I recommend making it where you can see enemy health that will only be quite helpful. But in conclusion thanks for reading and please listening to this, it may be possible to make your game better. I love this game and I'm really addicted and I've only had it for about two days. I have some suggestions, number 1: it would be great if you had an officer's unit that would make the army fight harder and probably act like a pirate. 2: if you had Calvary sounded it would be great. By far my closest is the magic of chariot a little too big, please add something like a Calvary man on a horse with muscle or carbine. 3: If you're something like historical battle mode or a more specific category I would really LOVE that. So far, I only have two rows of muscles and a few cannons if I want to be a British army. Basically, there needs to be a historical mode where perhaps you should defend the village against Genghis Khan or mix attacks (France) as viking king. Perhaps adding a ship. 4: a little more control would be good. Like now I use Roman tactics with armored walls and then guards blah blah blah blah. But! Armor attacking rather than defending then the rest follow suit (except the soldiers who revolve around them my little angels) so my army got almost surrounded or they just bunch up and charge after another. 5: buildings. As mentioned in other study buildings will be a fun and challenging addition to the game. Like you can build a castle in custom then have a friend bean on it with a stairs, and trebuchets. That's all I said please read this and have a good day. The gameplay is very enjoyable, and very entertaining, but it has serious balance issues, like the muscles while they have nerfed them still very much more powerful. Another issue is how under the authority of the AK47 unit and the M16 unit. They have no health and have no consumption. If their statistics over all had been improved they could have use, I saw why they didn't make them in power, because they would just be the next musketeers, but they needed a serious power boost. Epics are a fun unit, but don't have much practicality, they cost too much for what they set aside for the sentinel, and are under authority. This great example is that he has a mini gun, it's not enough damage to deal with level units, and can easily bear. Cavalry needs a boost of saving for camels, they don't have much use of save for distractions. It would be good to be able to clean up only me the side of the map during custom. After all the melee unless spearman needs a boost, guard and particularly coercion, the guards try to have a place but not enough to justify the cost, for the armored walls the armored units are just better and to strike anything is better just because they cost less, and the scribds don't have much consumption, either lowering the price or giving them a boost, too justifying them for as much as cavalry. While there are many issues with balance, this game is still very enjoyable and I would recommend playing. The developer, Rappid Studios PC, gave no details about privacy practices and data handling to Apple. For more information, see the developer's privacy policy. Developers are required to provide privacy details when they submit their next application update. Developer Website App Support Privacy Policy

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