
SunAge: Battle For Elysium Mod Download



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About This Game

SunAge: Battle for Elysium is a return to the roots of real-time strategy, providing beautiful 2D visuals combined with all the features that we came to expect from old school classics. This remastered and continually improved version is a culmination of features requested by the community.

Key Features

- 3 distinct races – Human, Raak-Zun and Sentinel – each with their own units, buildings, technological advantages and disadvantages.
- A compelling story spanning 25 missions across 3 campaigns.
- A revolutionary control scheme empowering the player to quickly organize squads, formations, attack order and more, while maintaining fast-based combat.

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- Alternate combat modes can be researched for all units, unlocking dual functionality that can be activated during the heat of battle for greater tactical control.
 - Expand your territory quickly by building a network of transmitters.

Full Multiplayer & Skirmish

- Classic competitive online multiplayer with careful balance between tactical micromanagement and strategic choices.
- Fight against A.I. opponents or challenge your friends.
- New options to choose from (supply capacity, startup resources, ...)
- Steam friends support

Major Improvements

- Attack orders are now directly executed.
- Instant Squad reaction times.
- Improved multiple squad selection and handling (select all on screen, assign shortcuts, ...)
- Expansion of in game HUD to better communicate important functions that might have been overlooked.
- Added: Borderless Windowed Mode.
- Added: Squad Stances (Offensive, Defensive, Stand Ground)
- Display of unit/building shortcuts in unit info window.
- Complete overhaul of the GUI
- Added: New multiplayer & skirmish options
- Improved: Minimap (buildings and zoom options)
- Added: Several Mouse Control Schemes to select from.

Title: SunAge: Battle for Elysium

Genre: Indie, Strategy

Developer:

vertex4 entertainment ltd.

Publisher:

vertex4 entertainment ltd.

Release Date: 15 Dec, 2014

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English,Italian,German,Polish,Russian,Czech,French



The screenshot displays the SunAge game lobby interface. On the left, the 'SunAge' logo is partially visible. The main area is a 'SELECT MAP' menu with a list of maps and their player counts:

Map Name	Players	Map ID
Kill Zone	4 Players	8192x8192
Underdogs	3 Players	6144x6144
Ravinerush	4 Players	8192x8192
Survival of the Fittest	2 Players	8192x4096
Delta 47	2 Players	6144x5120
Nexus	2 Players	4096x5120
Across	2 Players	8192x5120
Blazing Ground	2 Players	7168x5888
Vigilant Response	4 Players	8704x6144

Below the map list is a preview of the 'Ravinerush' map, showing a top-down view of the terrain with various structures and resources. To the right of the map preview are game settings:

- Rules: **FREE FOR ALL**
- Max. Players: **4**
- Fog Of War: **YCB**
- Supply Capacity: **500**
- Resources: **HIGH**

At the bottom of the settings panel, there are two status indicators: a blue smiley face and a green smiley face, both followed by three dots.

On the right side of the lobby, there is a 'v4corg's game' panel with a 'game password' field, a 'CREATE GAME' button, and a 'BACK' button. Below this is a 'SERVER ONLINE' section showing '1 user(s) online' with the name 'v4corg' and a blue triangle icon.

At the bottom center of the lobby, it says 'V4CORG'S GAME - RAVINERUSH'. At the very bottom of the screen, the text 'Profile: v4corg' is visible.



The game is ok. Is it worth 15\$ I spent? I guess so. Nothing really wows me, but also there is nothing that is like oh man this sucks I want my money back. (I'm only 90 minutes into SP, have not touched MP yet) It's an ok game with some nice features. I'm sure it will get a nice little bit of playing time when I'm bored with other games here and there. You might very well love it, it all really depends on what exactly you want.. I was looking for something more faster paced and perhaps it will get there as I progress further it is like that in multiplayer.

Multiplayer could totally changed my opinion off this game and I will update once I play online skirmish. If you want a story that you can get into then you will probably like this. One of the main things I don't like is that there is a story and it forces you to be part of it. In these types of games I try to always skip thru all the story and just play. I want to play a RTS to play and could really care less what the plot is, but that's just me. There are several scenes thru the SP where a unit might move from one side to another during conversation taking place and you just have to sit there and wait for it to end which I really can't stand. If that's your thing then it has lots of that for you.

I will say they seem to put a good bit into developing the story, so i'm sure if you follow it, it's pretty good. The game has some cool units and some nice options for the units. Your basic infantry can switch into a non movement sniper mode when you hit A, almost every unit has a special ability like this. The gameplay is very smooth and hotkeys are good for the most part. You can Q up buildings and movement paths for several different squads at once which is very helpful.

There was one thing I did not like as far as gameplay goes. If I move a squad to a point across the map and they engage an enemy halfway to that point they just keep running while firing and eventually they run past the enemy and keep going to their location. When I changed the stance option from defensive to offensive it did not seem to change this. If my units run into someone I want them to stop and fire or go after them. At least an option to say during the path either stop and fire on contact w/ or w/o pursuit involved or fire and move but don't go off course. Even a way to maybe say go off course to get the kill then continue back on path. This wouldn't be a huge issue in MP b/c it would apply to both teams so it would make it interesting, but in SP it's kind of frustrating. I got the game on sale so I would say overall i'm satisfied, definitely has that old school RTS feel to it. I would say 7/10 so far w/o touching the MP.. It will not launch, the (steam) window to initiate play comes up but WILL NOT start the game. Program is not even in task manager. Serious pbem in my book. Would like to see it fixed. Loved the game (moor or less).. I just can't deal with the bad pathfinding and controls/UI.. The best thing about this game is that it looks beautiful. It has some awesome sprites and isometric perspective. Races are balanced as far as I can tell, and there is much diversity between them so they don't feel the same and have different play styles. Biggest problems are occasional small bugs (in campaign you sometimes need to load game because enemies become invulnerable, or sometimes objectives complete prematurely) and the fact that sometimes units do not move as you have ordered (walk into enemy range etc), especially air units, which sometimes fly few circles around enemies they are supposed to attack, and take heavy damage from anti air. Overall I very much like the game, although i only played the campaign, which is interesting but with a few very strange difficulty spikes. Story is told in comic book like drawings, and you need to do some mental gymnastics to get it.. So first off I'm going to say that the game looks good from the tiny bit of it I got to see. That said there are really over the top anti-piracy measures that inferer with it running in a decent number of legit downloads of it from steam. It never appeared to be like there was a clear pattern in terms of machine specs, operating system etc that caused it from what I saw on the forums and even after over a year the dev has been unable or unwilling to fix the issue and isn't that much help with trouble-shooting it either (not for a lack of trying, just not that helpful although trying).

Anyways, if you get it and get it to run then congrats and enjoy, it looks like a good game. But given the trouble I've had and the fact that I've spent about 20 hours trying to get this to run properly I have to give this a bad review.

I also have to give steam a bad review with respect to refunds on this since I requested one within the specified requirements and never got a refund or reply from them (I heard they can take awhile but it's been over a year)..

- 1 Uncomfortable Interface
- 1 Useless Tutorial(First Mission)
- 1 Annoying Squad System

2/5. A terrible game trying to be a RTS old-school but it's just a relatively recent program with the same limitations of those 15 years ago. It doesn't add nothing new to the genre and whatever it tries to copy, it's sloppy and poorly done.

If you're looking for a classic RTS, you'd better get any classic Command & Conquer games instead of this garbage hyped by pseudo-retro gamers.. now that the bug is fixed . the game is pretty good . its one of my childhood fav's .

eventhough there are many rts out there there are few unique ones . and this one stands out with respect to base building , resource management and squad system , it has its own learning curve and easy at that to . the base connection system makes the game have important skirmishes and area control fights .

pros

- even though 2d the graphics are pretty good
- base and resource management
- unique and interesting races

cons

- the story has a lot of broken parts (non continuous , could not understand) and lore is kinda non existing
- path finding and managing units is kinda annoying sometimes
- needs balancing to airforce and some units (stalkers) (and federal airforce kinda sucks {stupid hawks})
- the terrain management is kinda bad . there is little height advantage like range or blocking incoming fire or fog of war on cliffs (this kinda annoys in campain)

but its an old game and overall its fun and new experience and worth the buy

previous -ve review :- what kind of stupid game is this .. stupid bugs all over .. units start to die when you select them and when you search for a solution on the internet ... they say your game is non ligit .. well i didnt not know steam sold nonligit games too ...

Great Art style, interesting gameplay... Honestly this game is pretty close to being good. But these squad-based controls and lack of general camera controls are so horrible that I can't recommend it. Controlling units is beyond clunky. C-L-U-N-K-Y.

This game handles like a car with all four tires removed. Sparks flying, handling shot, careening all over the place.

Selecting units makes them move. It's next to impossible to see which units are actually selected. Grouping is♥♥♥♥♥♥♥♥
Pathing is♥♥♥♥♥♥♥♥ They won't stay put or stay in formation. It's a telltale sign of a badly crafted game when what frustrates you is just trying to make your units stand where you put them and face in a given direction; without shuffling around, facing a different way without orders, charging, retreating, or just not going where the UI alleges that they will.

Oh, and heaven help you if you just want to play the game. This thing will not let you click four times in a row without a protracted cutscene.

Thank goodness it was on sale for only \$7. I can handle wasting that much money without it ruining my day.. Bad game. First, it does not let you control multiple squads at one time - now imagine moving them all, one by one. Its an annoyance. But most of all, if you pay for the game, and then use a trainer it makes all your units slowly burn to death. The ugliest form of DRM - is one that affects real buyers of the game.

So dont buy.

And tell all your friends not to buy, as well.

I rage uninstalled the game.. I gave this game a fair chance, and it started off good: the isometric graphics are obviously glorious, the story is simple but engaging enough, voice acting is okay, I even liked the the half-baked comic cutscenes where the main character looks like a different person in every panel.

But the game itself is almost unplayable: the first thing I noticed is the strange unit selection scheme. Drawing a rectangle across the screen should select all units inside the rectangle, right? No, that is for putting units into squads, but only units of the same type, except for commander units. It doesn't add anything to the gameplay, it just makes things more complicated.

Then I noticed the units horrible pathfinding. If there is any obstacle between them and their destination, or a tight corridor, they'll go somewhere completely different, or take a step back, or refuse to move at all. This is especially awful if you take into account that in this game, bases are tightly built clusters of buildings, literally touching each other, or they don't have power. My units also ignored attack commands regularly and didn't pursue enemies. Sometimes they stop just ahead of their target and take fire until they are dispatched.

I had reasonably high hopes for this game, but it's a complete disappointment. The most amazing thing is that even though it came out in 2008, there are still patches coming out for it. The devs apparently care about their game, so why haven't they fixed these glaring issues yet, or given up entirely?

TLDR: Don't buy this!. cool game ever

. My pal bought a 4-pack of this game and gave me a copy as a gift.

Unfortunately this game falls over in multiplayer, which is the whole reason he bought it.

For starters we had to message the Developer here on Steam in order for him to reboot his server so we could even see another skirmish. (He was good though, had it up and running the next day.)

There are also fundamental options missing that most consider as standard to the RTS platform, such as setting AI difficulty and choosing starting position. Some of the controls are a little backwards too, such as being unable to select different types of units with a click'n'drag.

The game's got a lot of potential, but right now its missing the mark in multiplayer.. It's a good game, yeah, but it has some game breaking bugs that you should know about. One map in the middle of the campaign has a decent chance to just not finish. Even if you do and kill everything. There's no way to fix it other than to start the entire campaign over. Keep that in mind if you buy the game.. In online games the host's units explode for no reason. It sucks.. Really strange plot. I really like the Raak-zuun. I only played the campaign.

I liked it but the control system is kinda clunky. You don't drag to select you have to shift drag.

Seems like infantry dominate this game. Just spam them to win the campaigns.

The graphics are nice. They're not really trying to be good but they try to be stylized meaning it probably won't make your eyes

bleed in 5 years when you replay it.

. This game was very cool for its era, nice to see again in steam. ^^

+Story very cool and very long.

+Each three Race have different playstyle and abilities and units.

+Game resources really nice.

+Game maps really cool.

+AI playing good.

+No any bug in game.

+This game completed in many years.

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