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About This Content

This ultimate pack sets you up for total domination of the WWII battlefields and contains premium items. Use Gold to instantly accelerate your weapons research and unit mobilization. Benefit from the multiple gameplay enhancing features of the Security Council.

584.000 Gold Premium Currency

12 Months High Command Membership Benefits

- Mobilization and Construction Queuing
- Enhanced Artillery Fire-Control System
- Enhanced Game Creation Options
- Unit Rally Point Setting
- Multiplayer Shared Intelligence
- Custom CoW-News Picture Placement

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- Dedicated In-Game High Command Chat
 - More Simultaneously Active Matches

** Note: Each DLC pack may only be purchased and activated once per Call of War account. Previous ownership of items contained in the DLC package does not constitute a valid reason for refund or compensation, so please check them carefully prior to purchase. Any monetary value, quotation or price provided in the details is non-binding and for visualization purposes only.*

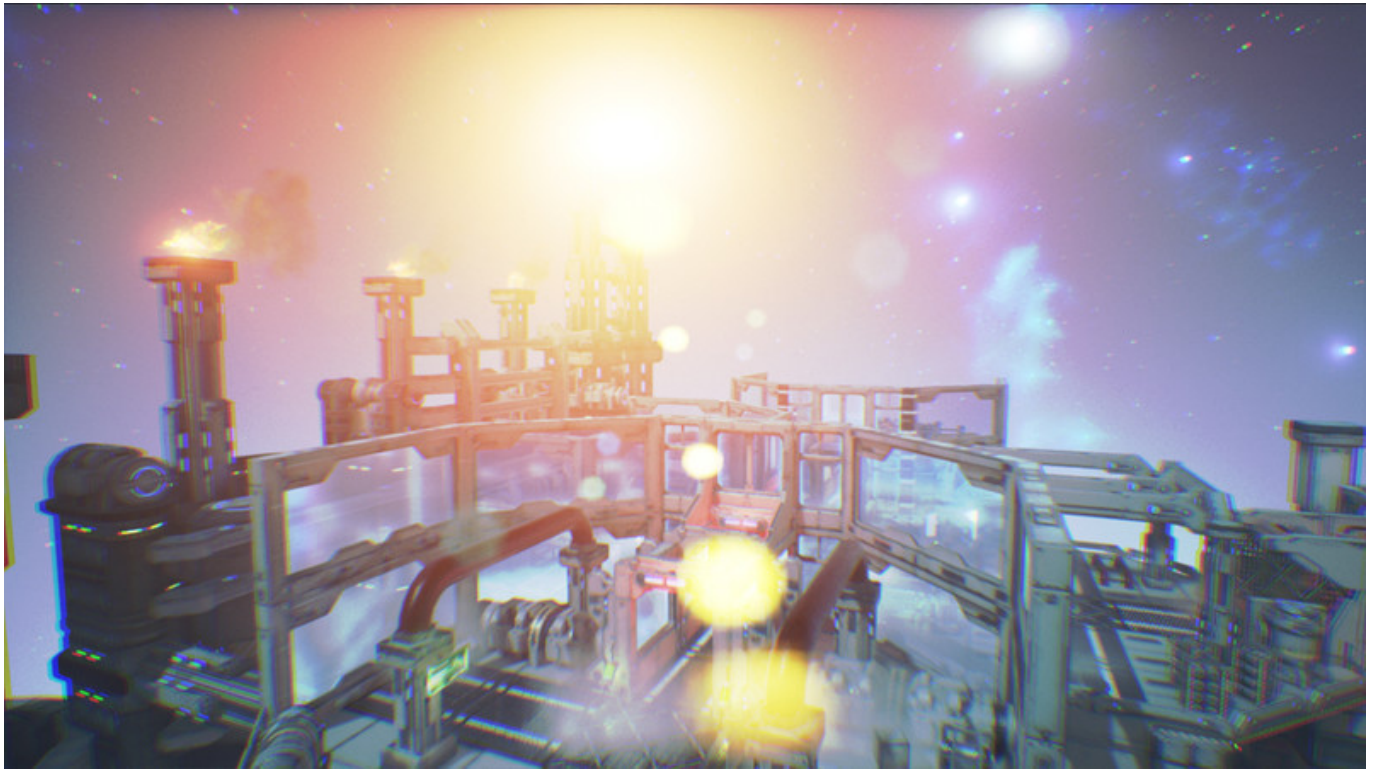
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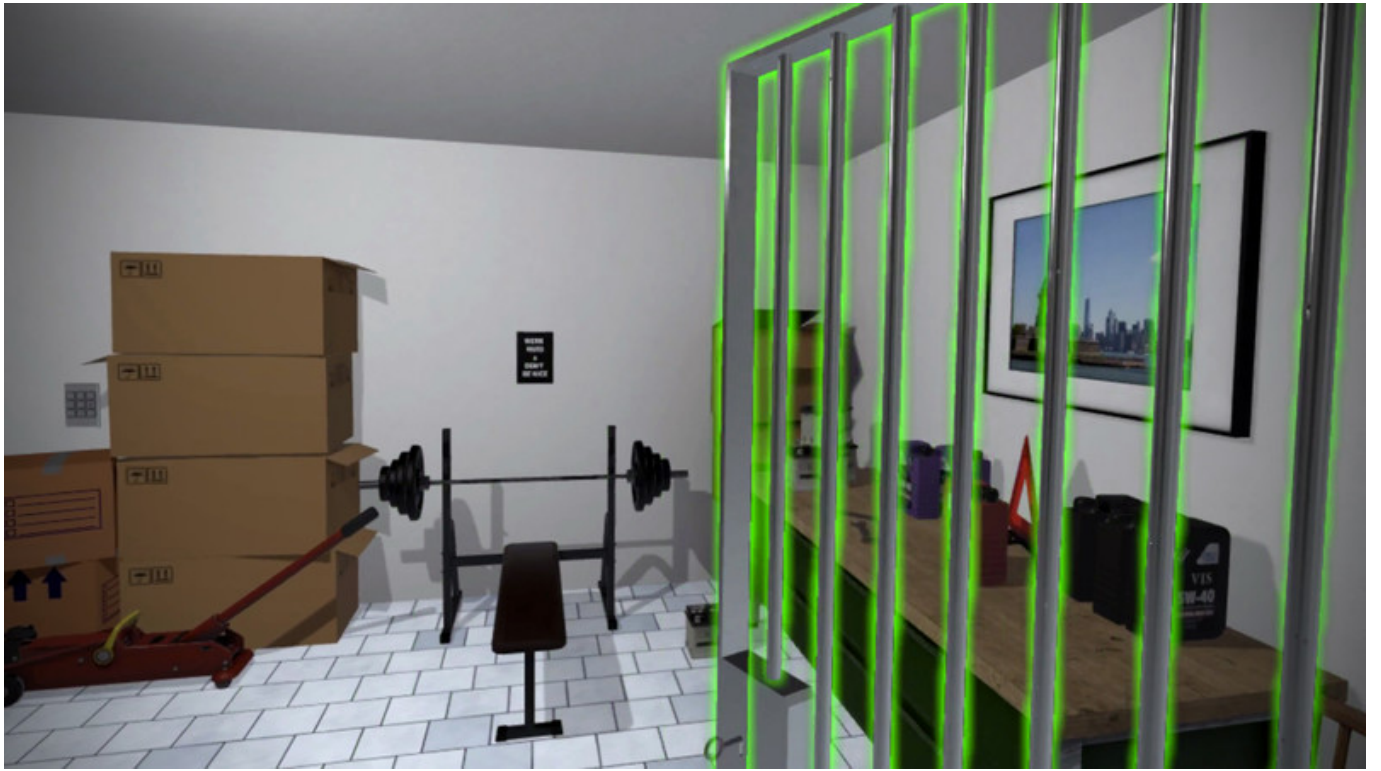
Title: Call of War: Global Domination Pack
Genre: Free to Play, Massively Multiplayer, Simulation, Strategy
Developer:
Bytro Labs GmbH
Release Date: 10 Apr, 2018

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English,French,Italian,German,Japanese,Dutch,Polish,Portuguese,Russian,Czech







Before i started this i just want to say "sorry for my bad english"

First thing i would sayin here there's almost no difference with the prev game (pcm2017), the reason why i bought this game because :

1. updated Community DB
2. AI behaviour actually improved here like you will find continental team or small team will breakaway more often and bring more riders on breakaway.

but i also find other bad/bug things which is :

1. the rider weird animation when getting up after crash
2. Finish result, occured on me once in very close sprint when groenewegen just touch the finish line meanwhile kittel already had pass the finish line before groenewegen (finish line already on half of kittel bike) from that perspective it should be kittel win but is not, groenewegen win that sprint before kittel.
3. blocking bringing more pain than prev game.

for now i little bit enjoyed by this game that why i give thumbs up, but if you doesnt care about 2 first points i mention before buying this game will just wasting money consider the price is pretty expensive for the same game as PCM2017.. It is not one of their best games. It is rather one of their worst. Here Artifex Mundi is the publisher only, the developer unfortunately made a game that is just weak. The story would have been ok, if not for inconsistencies between the story itself and the riddles, which btw. were stupid. Riddles were not based on ANY logic, as well as were terribly repetitive. Not only that, but there were some problems with the game mechanic - not everytime you clicked on an item game has recognised that or it did so later. Do not recommend. Find game where Artifex Mundi is the developer and publisher.. THIS GAME IS A RIP OFF! YOU CANT CONNECT TO ANY SERVER!. I'm extremely shocked this is free, especially since it has more content then most of the VR games that you have to pay for.

I would have paid for this.. I don't know how this one slipped its way in to the Broken Sword series, but it was a huge disappointment. I enjoyed the rest of the series, even BS3, but I'd say this one is wholly skippable but if you want to know the story, just watch a Let's Play or use a walkthrough.

Controls: Clunky, glitchy, awkward, cumbersome, etc etc etc. Every time the camera angle would shift, I'd find myself running in an unintended direction. This was especially problematic in the scenes when you have to sneak around.

Graphics: Even for 2006 they were subpar. The mouths especially. They should have just stuck with what they used in BS3, honestly.

Music: I missed Barrington Pheloung - he did the music for the rest of the series, this is the only exception - and it shows. It's just not as good without him to lend his distinctive style to the game.

Voiceovers: pretty much the same as the previous games except Anna Maria's voice actor was extremely annoying.

Story: the least-interesting story of all the games so far, but not particularly terrible.

Writing: the jokes felt really contrived in this one compared to the other games, but otherwise the writing was just OK.

Puzzles: OH MY GOD. Some of the puzzles were just ridiculously tedious. Next to the awkward controls, the puzzles ruined the game.

In summary: just skip this one.. I bought the HTC Vive yesterday and was disappointed at the screen door effect and seeming low rez of the screen. I was also discouraged by the lack of "real" games in VR. After trying the lab and some other free games I was ready to buy some games because I was getting bored. This game has been a blast. I have been playing it with the wife, she is in the headset and I am yelling at her "NO I NEEDED 2 number 8s, what is this that you gave me" and its amazing.

Thank you VR Diner Duo.. Awesome game. 10V10 recommended.. Highly recommend this. Butter smooth and with an

astounding atmosphere.

Short pro and con review,

Pros:

- good old strategy with the Blitzkrieg engine
- a lot of new toys (compared with CMC)
- rocket launcher systems ..

Cons:

- .. which are to strong
 - every random-fight will be placed on the same map (yes, the same map !)
- . It works, at least. And the devs are finally on the ball when it comes to correctly allocating DLC to the correct Steam depots.. It's great RPG game, ofc there isn't good picture like in new games, but it have nice gameplay and it is very interesting to play, sometimes it looks like alternative version of old great game Diablo 2
- 9/10. Contingency Plan is a great purchase if you already enjoyed the base game and would like to expand on its experiences.

Here are the tooltip details of what exactly the Contingency Plan DLC offers from the switchable settings menu:

WARNING: MAY CONTAIN MINOR SPOILERS AHEAD!

1. Extended Campaign: A new objective at the 0 hour will unlock an extra 48 hours campaign time with escalated difficulty.
2. Extra Agents: Rush, Draco, Olivia, and Derek.
Instantly Unlocked upon this DLC purchase. All four comes with their unique augments/abilities. Also do take note that Olivia and Derek are the younger version of Central and Monst3r, respectively. As Olivia and Derek are not archive versions, it is entirely possible to play with them alongside Central and Monst3r.
3. Extra Programs: Burst (Starting Program), Golem (Starting Program), Bless (Shop), Cycle (Shop), Aces (Shop).
4. More Enemy Types: Pulse Drone, Siren 1.0, Flack Guard, FTM Router, Lvl 2 Elite Units.
5. More Daemons: Castle, Shock, Chiton, Jolt, Echo, Portcullis.
6. New Side Missions: Adds several optional tasks with various rewards that may show up during a mission. For example, there was a mission where I was tasked to capture a drone and bring it back to the transporter (elevator).
7. More Endless: Difficulty continues to ramp after difficulty 10 up to 20.
8. Endless Contingency Mission: A special objective at Day 4 adds new challenges to endless mode.

EDITED: Additional Information.

9. New Weapons (Shop): Thermal Disruptor, Mono Molecular Rail Gun.
10. New Augments (Shop): Legerdermain Brain Chip, Kinesiology Brain Chip, Physiology Brain Chip, Cryptology Brain Chip, Reactive Moyomer, Gel Injectors, Pheromone Filter.
11. Miscellaneous (Shop): Various Gadgets such as the EMP Pack, Buster Chip, Stim, and Paralyzer etc. now have a version IV, including the Neural V Volt Disruptor (Weapon).

I do hope this review will allow you to make an informed purchasing decision!. As of now I must give this game a down vote.

The games physics feel really weird and throwing objects doesnt feel natural.

The game overall doesnt feel finished and within the first few min of playing I discovered a bug with the candy bar which makes it impossible to toss to the child.

Trying to quickly grab the knife and grab the apple doesnt work and 9 V 10 the knife wont even grab with the left hand.

This game still has hope in future updates but as of now is not worth buying.

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