
Battle Of The Bulge Steam Keygen Free Download



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About This Game

Set during what the historian Antony Beevor called "Hitler's Last Gamble", Battle of the Bulge provides an immersive experience on a tactical/operational level, putting the player in command of the Allies or the German forces fighting each other in several scenarios in one of the most brutal and wild environments of Western Europe: the snow-covered forest of the Ardennes!

Command infantry, mechanized and armoured units in hard fights through the various phases of the offensive, taking into account the nature of the terrain and its effects on the assailants and defenders.

You don't only have to face a direct military confrontation, you have to learn how to manage your supply routes, being careful not to rely on easy solutions! A quick breakthrough into enemy lines could lead your units being isolated with a high risk of being outflanked by enemy counterattacks!

Time will be another factor not to underestimate. In Battle of the Bulge, scenarios have a time limit with several "semi-historical" events affecting your conduct of operations in different ways.

Take control of iconic elite units on both sides, such as the 101 Airborne Division or the Kampf Gruppe Peiper, and replace the losses on the hottest spots of the frontline!

Challenge Bradley, Dietrich, von Rundstedt and other historical commanders with an ad hoc re-written AI -each with different play styles to choose!

Alternatively try to outsmart your friends - whatever their favourite gaming platform - in simple multiplayer encounters or test your skills with the new Tournament feature, providing infinite replay value to the game!

New Features from the 2015 version

- New multiplayer system (Slitherine's PBEM) supporting: cross-platform (PC/IOS/Mac), paired matches, private matches and tournaments
- Re-written AI for both sides (Allies and Axis).
- Added a Language selector and a Master volume buttons in settings
- 4k resolution support
- A PC-like save feature, with slots and auto-save per turn
- Extensive historical photos and commentary.

Features

- Play against AI opponents with unique personalities
- Fast turns, deep strategy
- Play scenarios like the quick, tense, fight in the opening days to a campaign covering the entire battle as either the Axis or the Allies
- Learn with the tutorial and quick start guide, or visit our online strategy forums to learn from other players
- Full rules, charts, tables and other information included for advanced players
- Extensive historical photos and commentary
- Localized for Spanish and Japanese
- First in a series of WWII titles by legendary designers including: John Butterfield, Ted Raicer, and Mark Herman

Title: Battle of the Bulge
Genre: Strategy
Developer:
Shenandoah Studio
Publisher:
Slitherine Ltd.
Release Date: 17 Sep, 2015

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English,Japanese

Meuse
DATE: 15 16 17
TIME
Help
Menu

Daily Briefing: 16 DECEMBER 1944

Der Standortkreis

Race to the Meuse

Objectives
Surprise Attack
Supply
Axis Artillery
History


Close


SURPRISE ATTACK

The Axis attacked before dawn, taking the Allies by surprise:
the Axis may activate **THREE** spaces in a row.

Traffic jams delayed Axis tanks on the first day:
Axis armor moves at **REDUCED SPEED** and may **NOT ADVANCE** after victories.

The Allies were caught unprepared:
Axis attacks gain a **COMBAT BONUS**.

 The Axis withheld their tanks to keep tread noise from alerting Allied sentries:
AXIS ARMOR MAY NOT MOVE during the opening assault.

 Allied infantry was dispersed, patrolling this "sleepy" sector:
ALLIED INFANTRY MAY NOT MOVE on the first day.

Map locations: OHEY, DINA, GIVET, CEDINNE, ELSENBORN, STADTSTILL, BAASEM, PRUM, BITBURG

Undo

DATE - 21 22 23

TIME

Help

Menu

Combat Preview

Allies		Axis	
4	4	4	10
6	10	1	1
Likely hits taken		Likely hits taken	
1 2 3 4 5 6	0 1 2 3	0 1 2 3	0 1 2 3

Close

Commit

★ ALLIES ★

- Artillery Support
- Surprise Attack
- Site Assault
- River Assault
- Air Support
- Clean Terrain
- Isolated
- Out of Supply
- Out of Fuel
- City
- Town
- Woods
- Forest
- Site Industry
- Enemy has Armor

DATE: 15/16/17

TIME: [dropdown]

Help

Menu

DECEMBER 1944

ADS

1 SS Pz

24 25 26

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REINFORCEMENTS

REPLACEMENTS

62 VG

18 VG

150 Pz

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It would be nice if there was a way to acknowledge the victory notification and then go back and review the map and units. As I see it now, it pretty much locks down the game and I can only go to "main menu".

Otherwise, this game is well worth the money. The system works pretty well. I will play against the computer, or solitaire, using the hot seat option.

I would love to see the old "Ardennes Offensive" computer game on Steam, but given that is not available, BoTB is good option.. This is a review for game called Battle of Bulge.

If you know history, you can easily understand that this game covers last major push of Germany in WW2. The Ardennes, 1944 December. Game lets you play for Allies or Germans. Like in Drive on Moscow there are 5 scenarios covering all battle of episodes of it. This game lets you select even wider range of opponents. If you play vs Allies there are: Montgomery, Patton and Bradley, and if you play vs Germans: Von Rundstedt, Dietrich and Von Manteuffel. Selecting generals means that they can attack or defend differently. This is a great game that is easy to learn and doesn't take much time to understand it. Great strategy game, and on sale it's better to buy it with Drive on Moscow, two great games in the same bundle! Only bad things are that "luck" factor can sometimes be weird and some achievements are bugged. But it's only few problems in great game.. There is four options in this game:

Armour to the Meuse
Infantry to Bastogne
Defend the River
Defend the town.

Its arcade strategy. Having said that, it's a fun strategy game that doesn't make you ponder for hours about each move's consequences. There's no post-analysis needed. Back to the main menu and start again.

. Nice simple game. Old school area movement boardgame feel.. Careful, the game is quite short (be aware there is only ONE map to play at this point of time), the game is pleasant and quite different from anything I know. Port from mobile platform doesn't feel too awkward.

It seems at first that Unity of Command would be the most similar wargame I know of, but the feeling is quite dissimilar and the scope as well. Playing with the same reflexes will get you defeated sharpish.

AI is quite competent, and you can choose the personality and style of your opponent.

I would still recommend Unity of Command over this game, but as more campaigns will probably be available... who knows what it will become!. This game was bundled with Drive on Moscow for a total price of 14.99 both games use the same engine, and are good operational games that reflect the historical situations while not being too overly detailed. Good Beer & Pretzel games particularly well suited to pbem or hotseat play. Bulge can be played in no more than 1 hour for the opening scenario and even the whole campaign can be done in an evening.. Very good game. What I like is the simplicity. You can play this game immediately and have a good game with the AI wrapped up in 30-60 minutes. The real enjoyment is versus other players and

PBM. It is a cross of chess and a traditional board wargame. The game is well balanced and both sides will be on offense and defense for roughly half the game. You do need to know the nuances of the rules but they are not overly complex. I hate when I play games that are about say Operation Barbarosa and you have to get down to the detail of how many tires need to be ordered for your motorized units...if you take my meaning. This game does not have that detail. Your big issues will be guessing the enemy's next move, concentrating your forces for offensive action and sometimes trying to withdraw from sticky situations. Offense and defense both take skill and preplanning. This is because once your forces are committed and engaged it gets hard to unengage and redirect. I feel this is historically accurate.

My only mild dislike is the combat system which often produces insane results on the extremes. A small single point unit holds off an entire Panzer Corps or Armored Corps. While smaller units can delay they could never stop such an attack especially for a day or two. However, the luck tends to average out and it is not usually completely determinative. Things absolutely will go wrong or against you at times but I feel that is accurate, too within a certain range. Combat never ever goes like your initial plan, at least not for long.

I give this game a top rating as for me it is the best kind of game to play. Virtually 100% of your time is spent on moving and playing and not game management. You will stare at the map considering your next move carefully as the sequence of your moves is as important as the tactical plan itself, much like chess.. well, i m still only into the second day of the campaign but so far i d say this game is excellent.

clear tutorial, simple but good game mechanics, clear interface, nice graphics, fun and thought provoking gameplay.

i particularly like the fact that you can only move units from one region only per turn. means you have to think very carefully about your priorities.

also, the full campaign has an option for initial random distribution of units thus adding to replay value.

its early days but so far i d give this game full marks.. I've had a great time playing it against a friend. It's a cool little game. The design is pretty slick and elegant, nothing fancy.. Despite the simplicity and generally appealing look, this game fails to deliver.

- The AI is terrible, absolutely terrible, regardless what 'personality' or which scenario is chosen. It doesn't hold good ground, it has no idea how to buy time or build for a counterattack, and on the attack it has no idea how to prosecute an offensive.

Choosing the Axis side in 'Bitter End' should be brutally hard, but by singlemindedly advancing on Verviers, Liege and Namur you can permanently cripple the Allies through squatting their reinforcement zones (don't forget to send one of your weaker mechanised divs to capture Arlon and shut down their southern reinforcements as well). Playing the Allies, the AI German strike is poorly focussed and easily stymied - and they will respond to your buildup of force on their flanks in no way at all.

- The map's tiny.

- Axis, 'Bitter End': from 24th December on the game processes every other day as 'Two consecutive passes, day over' without actually giving you a chance to move.

- The premise of the game (area activation of units) promotes force concentration over dispersal to far too great a degree.

- Too much is left to the clock - time advances with little relation to what's happening on the map.

- Various graphical and interface bugs (sudden shaking, erroneous popups) should really have been ironed out before release.

Battle of the Bulge is a fast-paced WW2 game where precise movement and detailed planning make the difference between a vain attempt and a brave operation.. Hmm, lets see.

I enjoy boardgames and given the mechanics of this game, it felt promising. It's simple and enjoyable, not too stressful either. Music is cool, the effect are nice and I personally can hold the immersion.

So far, I've lost to the AI so to me its challenging. I'm not really a master of strategy games, but I do enjoy them. This game makes a good add to your library with its lower price.

- Haven't tried multiplayer yet.
- The extra history you learn is amazing and interesting.
- Worth its current price.. The most accessible WW2 wargame I've ever come across. Hardcore grognards may scoff at the "streamlined" nature of the affair, but for those of us just looking to move some tanks around and dip our toes in, this is a must-buy, particularly given the discount price.

I've played about eight rounds of the first scenario today, which is several more times than I've played most other wargames at all. Highly recommended!. I like it. But please take a little time to understand the game.

If you just jump in and start moving units frustration builds quickly.

You really need to read the user guide before you make up your mind.

Buy it, read the guide, play the first scenario, switch sides, play again (see how the computer plays against you).

That sold me on the game. It's a game, not a simulation. Enjoy it as a game.

If you still don't like it, you will be within the limits for a refund.

Again, it uses a different system so don't use the same approach you do with other wargames.

It is abstract but that is necessary given the scale and play time intended.

You do need to think a few moves ahead, which is good.

Activate an area, move the units from that area you chose, engage in battle when the enemy shares the area in which you end your move.

So... you must plan ahead to ensure the area you activate has the units you need (which you achieve by previous activations and movement).

The concerns about "realism" are overblown. Choices were made. It's a game. Play the game.

If you read the guide the choices are easier to accept (unless you are just looking for reasons to fuss).

Replayability depends on how much you leverage the options. Change sides, change commander style, etc.

I got it half off and find it worth that price.

. Wow, nice deep beer and pretzels game! Hope I see more of these games.. Very nice game!

The devs made an effort to document and visualize the events which occurred during the battle of the bulge. I am not an in-depth expert of WW2 battles but I think all divisions which participated are there like numerous SS Panzer Divisions or American Airborne Divisions. Whenever a new day starts you will receive a briefing with detailed information like supply situation, arty range and, for example, summaries of what happened in the actual battle of the bulge that specific day. You will read about little european towns like malmedy and the divisions involved, what happened there and then see it on your battle map which is pretty cool and immersive!

To talk about the game itself, BotB does NOT have a persistent campaign but many little scenarios which is probably something most people need to know considering that games like Panzer Corps or Order of Battle do have them!

Game mechanics or its rules are a bit hard to get used to like when you move an infantry division without moving the tank division which is also on the same tile. Your tank division won't be able to move for the entire day which made me a tad angry the first few times or when the RnG is simply not in your favor.. However, considering that it was all about time and speed in

the battle of the bulge I started to dig some of the more 'unusual' rules after a while..

It is not unfair, though! Even when I lost my first attempt on the 'Reach the River Meuse' mission with the Germans, the second time I won even with way more unsatisfactory dice rolls. The AI suddenly started to panic once it realized that my entire arsenal of tanks was popping up in the center and apparently didn't know if my plan was to go to Bastogne or to the Meuse so it kinda tried to defend both which allowed me to reach the northern tile adjacent to the Meuse..

So yea, keep in mind that this is not a Triple A experience for 9.99\$. It's a sexy little strategy game for WW2 buffs ;). Not an awfully bad game, but too limited in my opinion.

- only three unit types
- pincer moves are not possible, since you can only "activate" one sector at a time;
- flanking movements are pretty useless, since enemies don't care about being threatened from the rear or flanks, unless a supply line is in danger
- tactical retreats are not possible; once in a contested sector, you are forced to duke it out, sometimes for several turns on end, so your units could be stuck there for the rest of the game
- strict time limit, no possibility to switch off the timer that ends the game

- they say the A.I. is smart, but I cannot confirm that beyond doubt;

When playing the Allies, the A.I. set up a good defense, but when I shifted sides and let the A.I. play the attacking Germans, it didn't go all that well. The German A.I. started off good, but once I blocked every possible route of advance, the A.I. didn't know what to do anymore. It started moving around units without purpose, moving them to one place and then moving them back again. At first it seemed like some sort of a plan to prepare a breakthrough, but nothing like that happened. I waited for an attack to happen, passing every turn to him, but the A.I. wouldn't engage, wouldn't attack anymore, and kept shifting units up and down the line without any apparent plan or idea what to do. After minutes of fooling around, the game finally crashed, saving the A.I. a humiliating defeat.

- It also looks like they made the Bastogne sector A.I. especially resilient against German attacks; no matter how overwhelming the odds, somehow the attacking Germans in the Bastogne sector always seem to miss their targets, making the defenders turn out extremely tough. "American heroism" is probably the best explanation for this phenomenon.

There are some positive points, like nice graphics, easy-to-understand game mechanics, and effective menus, but still not enough to really recommend this game. Three types of units: Armor, foot infantry, motorized infantry. Map is divided into sectors, only one of which can be active at a time, thus limiting your tactical options. AI is superb fighting along the front, but is susceptible to flanking along the southern border. Not a true wargame in my mind due to the "artificial" constraints on movement; seems more like a chess-type game where you can move three chess pieces at once. Still, a challenging puzzle for the price and one which can give you a few hours of fun (and frustration). Replay value is low.

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