
Cossacks: European Wars Key Serial

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About This Game

Cossacks: European Wars is a historical real-time strategy based on events of the 16th through the 18th centuries in Europe, when nations and states were created and demoli 5d3b920ae0

Title: Cossacks: European Wars

Genre: Strategy

Developer:

GSC Game World

Publisher:

GSC World Publishing

Release Date: 24 Apr, 2001

English

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Cossacks: European Wars is Ukrainian Game Developer GSC Game World's foray into post-Age of Empires warfare (Aoe I was about Classical Antiquity, II ranged from the Dark Ages to the late Medieval Age and III was about the Age of Discovery, i.e. warfare taking place in the 16th and 17th century). The best thing about this game is the building set: unlike Age of Empires, EACH civilization possesses its own, unique set of buildings, all of them very detailed and true to their real-life counterparts unlike the rather generic and fictitious ones in the Age of Empires games. This really is the game's biggest strength, paired with the fact that you get to see their construction process. While in Age of Empires all you see are tools lying around the building's foundation till it is complete, in Cossacks you can see the buildings get built up bit by bit. Otherwise, there are many similarities between the two game franchises - you start with some villagers, build a town center, build a mill for farming, market for trade, barracks and stables for your army, shipyard for your navy, foundry for your siege engines, blacksmith and university for technology upgrades, and towers and walls for defence. That's where the similarities end. In Cossacks, priests can only heal and not convert. The convert mechanic is instead put on the shoulders of your military units, who can effortlessly capture enemy buildings and peasants if there are no enemy soldiers nearby. Same goes for you - so it is vital to guard pretty much everything, from your villagers tilling the fields, chopping wood, breaking up rocks or working in the mines with soldiers, as well as your buildings. This includes towers! Speaking of towers, these need to be built OUTSIDE your walls as they cannot fire over the wall, which is very annoying and contrary to the mechanic in the AoE series. Cossacks has more resources than Age of Empires - apart from food, wood, stone and gold, you also have iron (needed for ranged units) and coal (needed for ships). Food is also constantly depleting, and the rate increases the more units you have, so famines can break out and your people get killed off one by one if you aren't careful! You have the diplomatic centre, where you can recruit units for gold really quick. Useful if you need to defend your areas from being captured by the enemy quickly, or recruit cossacks for quick exploration of the map (and capture enemy mines for example, although unlike Age of Empires and other RTS games, the fog of war in this game returns to black if your units leave the area), but these units are otherwise subpar compared to units trained from the barracks or stable. The units you train can then be upgraded several times, each costing more than the previous one. These upgrades increase their attack and defense, or in the case of siege equipment, reduce their cost and recruit time. Infantry units can march in formation if an officer is recruited, but you need a minimum amount of soldiers to be able to create a formation (which gives attack and defence bonuses). You start in the 17th century and can advance to the 18th century about mid-game onward, giving you access to more technologies and an improved barracks that lets you recruit better units. But again, you need to train these from scratch, so if you have already spent a lot of resources into training 17th century units, this will be an initial setback. The downsides of this game is that you cannot have AI players play against one another in skirmish mode - the more enemies you play against, the harder it is because they are all allied against you. The campaigns are quite tough and not nearly as enjoyable as the ones in the AoE series. The music is AWFULLY generic and more of an earsore than anything worthy of remembrance like the AoE scores. The graphics are a bit rougher/coarser looking than AoE, but they're otherwise fine. I don't like the fact that your villagers never manage to fully chop a tree and move on to the next one, so the presence of vegetation is of almost no strategic importance whatsoever and merely aesthetic, as the trees, rocks and mines near your base will last you for the rest of the game. The game supports many resolutions out of the box which is great, and its speed is very scalable which is also neat. You will need to run the game shortcut on compatibility settings (e.g. XP SP 3) so that it works on operating systems like Windows 7 or newer. 3.5/5.. my dad play this game :D. Does not run properly on Windows 8.1.. Truly a masterpiece from my childhood. This game is so bad. To prove how bad tis game is i bought the lot of the games (worst waste of money) I downloaded this one and played it, dam it was I was gonna write a reveiw on it but i had to play a least five minutes (worst waste of my life). If u want a game similar to this bt actually good, go with age of empires or even better get a life. If i had known about refunds earlier i wouldnt be writing this reveiw.. This is actually a really amazing RTS game. Would recommend to everyone who plays strategy games and doesnt currently use Windows 8. It's kind of a shame its marketing was kind of poor and didn't make its popularity into North America. It was a real good game for its time and still is.. When I try to use the slow speed all I get is trouble with the dmcr. wont work with win 10 without directplay no good with win 10. A good game that has aged terribly. Overall it is still a fun RTS.. Had this back when it was new, in fact I still have the discs but the old version won't work on anything after win XP. Downlaode the set: this, art fo war and back to war. This one worked to begin with but installing art of war/back to war broke it. Now neither this nor art of war will run (on windows 10) so not that impressed. Back to war (which is a standalone) will run but you can't play the original campaigns in that. I recommend the game highly but for now it gets a "no" because of the problems mentioned.

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