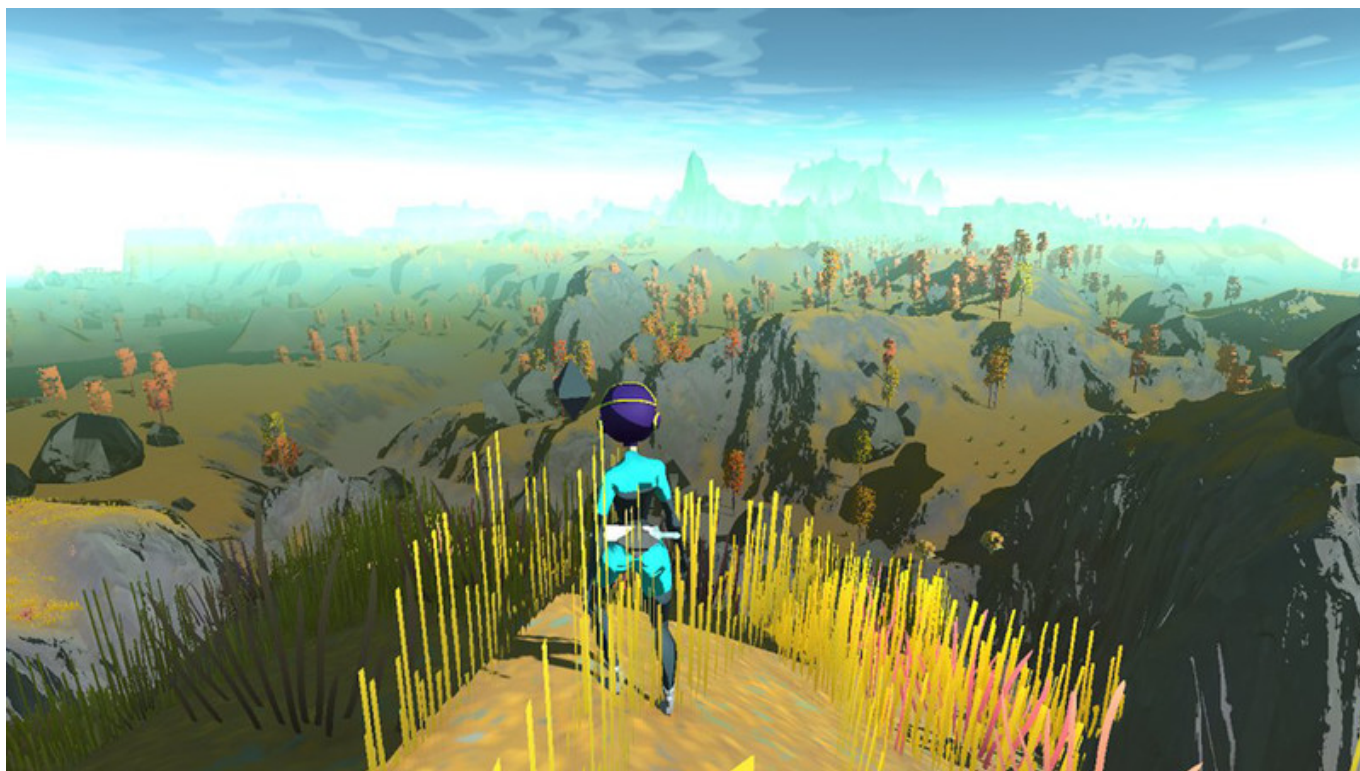

Supreme Commander 2: Infinite War Battle Pack Activation Code [Keygen]



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About This Content

Get ready for some awesome new features and upgrades developed by Chris Taylor and the team at Gas Powered Games - The Infinite War Battle Pack for SUPREME COMMANDER® 2 featuring a whole host of new maps, units, experimentals, tech tree upgrades, and boosts for PC!

Maps:

- **Way Station Zeta** (4 player map) – This installation sits high above the surface of Gradius IV. Decommissioned after the Seraphim invasion, it served as a staging area for Cybran forces during the Infinite War.
- **Rigs** (4 player map) – Many years ago, people harvested organic fuel from pockets beneath the seas of Pegasus II. Companies erected massive rigs that now sit on the surface of the water. It takes a cunning balance of sea and air to control the mass that remains on these ancient platforms.
- **Etched Desert** (8 player map) – As water on this desolate landscape receded due to decades of environmental exploitation on its surface, mass rich deposits were discovered among the remaining eroded mesas. With plenty of area to explore and hide, the battles here have raged for millennia.
- **Desolatia** (2 player map) – This tiny island can be found in the most remote parts of the Hermetic Seas on Trexxa VI. Its average seasonal temperatures reach well below zero, making it uninhabitable by humans. Its mass deposits, however, give it unparalleled military value.

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- **Seraphim Isles** (8 player map) – The Isles were discovered by a second group of settlers who made contact with the alien Seraphim race. Legend has it that the two coexisted for many years; others claim the Seraphim eliminated them on sight. Nothing remains today of either race but the mountain in the center of the primary island holds a forgotten mystery for Coalition scientists.
 - **Igneous** (6 player map) – The islands called Igneous were named for their strange rock formations. They remain one of the more "alien" regions on Rigel II, and one of the less popular areas for colonizing even though they're rich in mass deposits.
 - **QAI Labs** (2 player map) – Located high above the surface of Pollux IV, this is one of the many test environments used by noted technology company Quantum Visionworks, a division of QAI Industries.
 - **Tourneydome** (8 player map) – Among relics of a city that stretches to the horizons lies an arena where the Coalition's best do battle. A system long abandoned by the Coalition, when commanders enter, only one leaves.

Units

- **Cybran Monkeylord: Experimental Spider Bot:** The beloved SUPREME COMMANDER experimental makes its return with a legged creature that features a powerful laser mounted on top of the body. If this unit makes it to your base, you're already dead.
- **UEF Aegis: Experimental Shield Generator:** A large bubble shield that covers an entire base. The shield has high health, but if knocked down it has to be manually recharged at a high energy cost.
- **UEF Super Triton: Experimental Dreadnought:** This ultra-battleship is bristling with humongous cannons but is only able to fire a medium distance, unlike the regular Battleship which has a long range. These weapons do extreme damage, but having to get close enough to use them is its weakness.
- **UEF Jackhammer: Experimental Assault Artillery:** This hulking, direct fire 'cannon on wheels' drives up to an enemy base and must unpack before firing. Once it unpacks it gains advanced defense (like hunker) reducing damage taken and allowing it to fire. The primary cannon has a slow rate of fire, with a long charge up, but does incredible damage (potentially knocking down multiple shields with a single shot)
- **UEF Field Engineer: Mobile Repair and Support Unit:** The UEF Mobile Repair and Support unit is a mobile engineer that has a basic direct fire turret as well as a repair arm. It is unable to build new structures, reclaim or capture, so its strength lies in its ability to accompany and quickly repair nearby allied units.
- **UEF Research Converter: Research Conversion Facility:** This structure provides the option to generate Research directly from accumulated mass. It is highly inefficient, but produces an instant boost to research.
- **Illuminate Sooprizer: Experimental Gunship:** The Illuminate Mega-Gunship offers a devastating direct-fire alternative to the Darkenoid. It does not have any anti-air capabilities focusing on ground based damage and increased survivability against surface threats.
- **Illuminate Illuminator: Experimental Intel Gathering Station:** The Overhorizon Radar provides flawless Vision and Radar in a huge radius. However, it has a tremendous energy cost to activate, and a long cooldown period.
- **Illuminate Buhbledow: Experimental Shield Destroyer:** The Shield Smasher is a ballistic EMP missile designed to knock down all enemy shields in a wide area. It has a long enough range that it can cover most of the map. The blast does insignificant damage to structures and units.
- **Illuminate Shotja: Sniper Bot:** The sniper unit is a medium ranged, mobile hover unit. It has a single, high damage shot with a long cooldown. Its weakness is its low rate of fire and slow movement speed.

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- **Cybran Recycler: Mass Reclaimer:** Similar to the Loyalty Gun, the Mass Reclaimer has a medium range and automatically reclaims nearby wreckage. It is unable to reclaim living units, however.
 - **Cybran Cicada: Experimental Cloak Generator:** The Cicada is a mobile mini-experimental that, when activated, hides all units nearby from both vision and radar. This makes the units completely invisible to an opponent. The Cicada has a high energy cost which lasts for less than a minute before recharging. The complex unit lacks only the ability to cloak itself while in operation.
 - **Cybran Intellitron: Air Scout:** Lightly armored and unarmed, but with advanced vision and radar. Allows for quickly scouting remote areas of the map. Very fast to outrun anti-air.
 - **Cybran Boomerang: Nuclear Missile Defense:** This structure is placed in a base to defend against nukes. When incoming nukes get in range, they are reprogrammed and sent back to their origin. It has a low rate of fire and can be overwhelmed. Redirected nukes spoof enemy Anti-Nukes, making this a deadly structure to overlook when scouting for Nuke targets.

Research Boosts/Upgrades

- Research is focused on diversifying the factions while maintaining each faction's identity.

UEF

- **Upgrade:** Naval Transportation
 - This naval tree upgrade allows experimental transports to carry naval units.
- **Upgrade:** Speed overdrive
 - This short duration ability gives select land units a burst of speed for an energy cost.
- **Boost:** ACU Veterancy Rate Increase
- **Boost:** Structure Build cost for ACU: decreases cost of structures for ACU.
- **Boost:** Structure Regeneration

Illuminate

- **Upgrade - Tank Torpedo weapon**
 - Adds a torpedo weapon to the Illuminate tank, allowing it to hit submarines or other naval units from a distance while on water.
- **Upgrade:** Structure Sacrifice
 - Adds an ability to all structures, allowing it to be sacrificed. When sacrificed, all units nearby are instantly healed.
- **Upgrade:** Amphibious Structures

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- Nearly all ground structures can now be built on water.
 - **Upgrade:** Air Teleport
 - Adds an ability for air units to teleport short distances.
 - **Boost:** Air Health II

Cybran

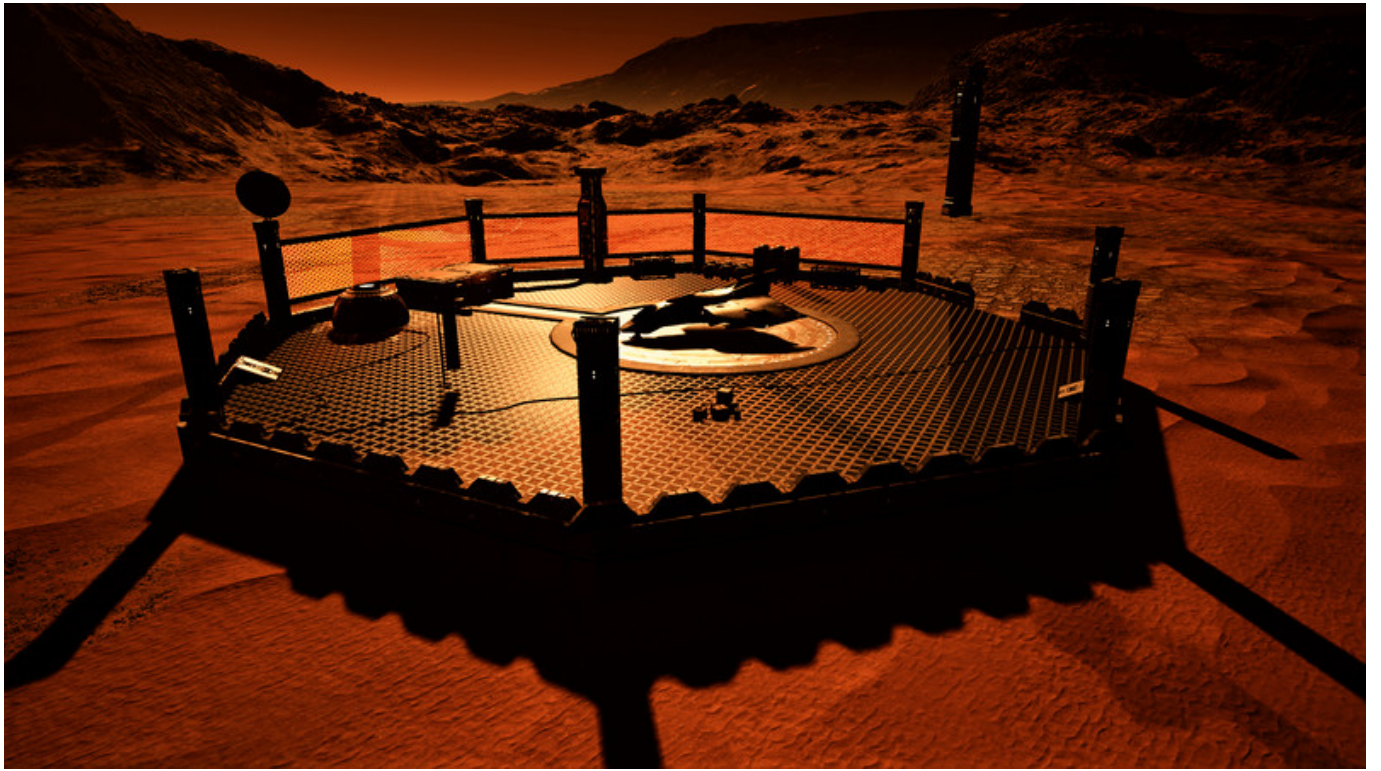
- **Upgrade** - Naval Jump Jets
 - The Cybran navy gets even more amazing with the Naval Jump Jet upgrade. At the end of the tree and incredibly costly, this upgrade allows Cybran Naval units to traverse any terrain with ease.
- **Upgrade** - Vision persistence on Long Range Artillery
 - This upgrade adds a vision radius to long range artillery shells. When a shell impacts the ground or a shield, it leaves behind a small vision ring, allowing you to see into the enemy base.
- **Boost** - ACU Increased Build Rate
- **Boost** - Air Build Time reduction

Title: Supreme Commander 2: Infinite War Battle Pack
Genre: Strategy
Developer:
Gas Powered Games
Publisher:
Square Enix
Release Date: 28 Sep, 2010

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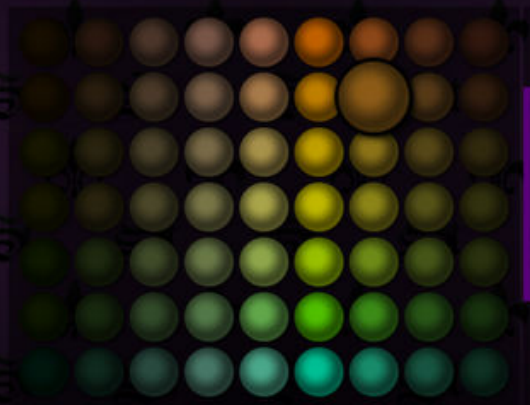
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PLANET SAINTS

... ▶ UPPER BODY ▶ NEIGHBOR CARDIGAN



ORANGE 7



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Great theme, I like the story that is happening.

If only... shortly after i get a 'plant me some crops' quest from the postman, the game just freezes in the first town. tried several restarts. but no dice. I had this game in my library forever,, finally picked it up to find its unplayable. *sigh*. This game was rather interesting, though turning off the water took the longest after figuring out how to stop the water the concept of the game was a breeze right after. as the concept of each puzzle was similar.

Fun game, though it isn't a game for people who can't solve puzzles simple puzzles.

10/10 good job on your first game, looking forward to seeing what else you will make.. Who are these people.

Why do they look like manchildren.

Where is the rest of Normal Boots.. it is a fun game it will probably be better if more people had it . I like this game. I would not recommend it to most people. That said, if you like vague games with lots of interpretation and trial and error with no real guidance, this game is perfect! If you like Yume Nikki fangames this is great! If you like cute pixel art and interesting characters, here you go! If you're expecting a real story, this isn't for you.. Very addictive game, and a very hard one to beat in high levels. PopCap best game of all times!

. WELL THAT WAS SHORT.. Super fun, super short(30-45mins for one complete playthrough), tons of variety, great music.

This game is my aesthetic.. Tagora's route was hilarious in some ways and great, and finally being able to take a bath is nice lmao. Also when he gets mad, an unreal sense of horror washes over me! Someone that flimsy has no place being so effectively intimidating, it's great lmao His music is really jazzy and fun, too. (Not sure jazzy is the word I want to use, but I'm not great with words, so w/e)

Vikare is bestest boyyo, gentle boi who likes airplanes and keeps a photo of his lusus on him at all times. One of the endings kinda referenced Tavros, which was really startling but also interesting, considering Vikare's flight obsession.

I love both these boys, this is probably my favorite routes, just in terms of enjoying both characters' routes immensely. I think there were one or two individual characters' routes that I enjoyed more, but Volume Four is probably my favorite overall.

Ace of Seafood, a title that alone asks the question of "Why is this a thing, is this really happening right now?" I've played this game through and surprisingly the controls were not as clunky as they might seem from an Ace Combat in the sea using various species of aquatic life... and ships. This game is not only fun, but is also has a sense of humor that really tickles your funny fin. I would say that the \$12 price tag is somewhat steep on first glance, but can be worth it. I would recommend to get this game on sale, as it goes for a good price.

Also, you can play as a giant squid in a squad of salmon and lobsters that all shoot lazer beams and can absorb the DNA of defeated foes... sooooo I'd say that I'd recommend the game 9/10 for a nice game to relax to and just get lost in the surreal vibe it gives off.. Wow, this game is incredibly boring.

There was once a free game called Box Head, and I remember that being a genuinely good game.

That was somewhate 10 years ago.

In 2017 you can pay £4 for a game which rips off the boxhead IP, and yet doesn't rip off any of its good features.

For whatever reason they decided this game needs a limited field of view. The controls awful and the game play is just repetitive.

There is no sense of challenge or accomplishment. Just click and shoot and go backwards!. A very nice dungeon crawler with ok graphics and sound and a bit of city management.. LEgit good
. Basically, if you like match 3 games, don't let the negative reviews bother you, it's great.

For me the only time a ported game is bad is if there's microtransactions or the UI is rubbish for a PC game. Neither of these occur here. Yes, there are daily rewards, but I don't think they are required to beat the game - definately not on the easier setting.

There's 200 levels to clear, which is twice as many as most of the match 3 games I've played and since all but the first couple levels have multiple boards to clear, there's a ton of match 3 goodness to be had! I liked the rpg elements and the dialogs with NPCs have some funny moments. I would recommend picking it up on sale, though even at full price, you get your moneys worth.. This game is brilliant

considering the fact that this game is free there really is no reason to not pick this game up and give it a try.

I have only played this game for a short amount of time but its is amazing if you can get friends to get this game aswell it really is a charm 10/10.. Well I got this game for the kicks. The animation was good and it was funny too even though I only got the free demo. First review too so I guess thats something, this review will live on!. One of the greatest game of its time, honestly, if games nowadays would be of the same quality (but in modern time), games would actually be good, they'd be amazing, lot of replay time, no crap, no DLCs, no microtransactions, no bullcrap.

Only skills, pure goodness, pure quality, lot of content, modding, bots, multiplayer, championships, etc...

Maps are very well detailed for a game of that time, maps are original, fun to play, way better than what developers do today, it has a map editor so you can create your own maps and share them with the community, lot of the maps from the community are pretty amazing, better than what developers do these days.

Characters are pretty cool, if you know how to create meshes and textures, you can even do your own, or download those that the community has uploaded.

Guns are pretty cool and original.

Seriously, why am I even trying to make you buy this game? Just go and buy it already!

9.5/10

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