
Clad In Iron: Gulf Of Mexico 1864 Cheat Code For Ps3



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About This Game

CLAD in IRON: Gulf of Mexico 1864 is a American Civil War alternate history naval game in which a turned-based wargame and a real-time strategy are combined.

Alternate history is a genre of fiction consisting of stories in which historical events occur differently. These stories contain "what if" scenarios at crucial points in history and present outcomes other than those in the historical record.

Historical Events:

By the summer of 1864, the city of Mobile remained the last major seaport of the Confederation in the Gulf of Mexico. After the defeat in the Red River campaign, Union troops were preparing for new battles. The American naval forces, under the command of the legendary rear admiral David Farragut, were replenished with ironclads. The fall of the Mobile would allow the United States to dominate the Gulf of Mexico. The French intervention in Mexico, the Spanish power over Cuba, and the financial interests of the British Empire in Central America would have been under American threat.

"What if" Scenario:

France, Britain and Spain have decided to deal a preemptive blow to the United States. The reason for the intervention of European powers was the defense of the Confederacy from the «aggression of the North».

Gameplay Description:

Manage your fleet and army, hunt the enemy's fleet, hide your weak squadrons in protected ports until reinforcements arrive, blockade enemy trade routes, amphibious assaults and harbour sieges, struggle for dominance over the seas in turned-based strategic mode - all of these actions are possible in Clad in Iron: Gulf of Mexico 1864.

The real time tactical battle mode allows you to set up battles and squadron groups with their formations and management using realistic ship models and characteristics as well as advanced ballistics and weapon models. Choose your ships, increase the experience of your crews and send your squadron into the high seas. Command a battle formation and experience the power of iron and steam in a turned-based maritime strategy mode while fighting battles with a tactical real time naval simulation game.

Raise anchor and get **Clad in Iron: Gulf of Mexico 1864 NOW!**

ATTENTION! In the game there is no interactive training, only a textual manual.

Title: Clad in Iron: Gulf of Mexico 1864

Genre: Strategy

Developer:

Totem Games

Publisher:

Totem Games

Franchise:

Clad in Iron

Release Date: 5 Sep, 2017

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Minimum:

OS: Windows XP SP2

Processor: CPU Pentium 4 / Athlon 1.1 GHz

Memory: 1024 MB RAM

Graphics: compatible with DirectX 9.0C 512 Mb

DirectX: Version 9.0c

Storage: 780 MB available space

Sound Card: compatible with DirectX 16-bit

English







clad in iron gulf of mexico 1864 gameplay. clad in iron gulf of mexico 1864 gameplay. clad in iron gulf of mexico 1864. clad in iron gulf of mexico 1864

Everything in this game is not as easy as it seems from the screenshots and video. This game dumbfounds its uniqueness. This is both bad and good.

The bad thing is that all the previous gaming experience does not make sense. You look at the screen and do not understand what is happening and what you need to do. And in the game there is no training. Need to read the manual. It's not bad written, but you want to play, not read. Now for me this is not a problem. I bought Totem Games products and so I figured out the game rules.

On the other hand, this uniqueness almost perfectly realizes the mechanisms of naval warfare in the 19th century. Of course, there are complaints about the interface and the strange turned based system, but this does not spoil the pleasure of the game. You can plan a whole military operation. To lure or block the enemy fleet, then defeat the coastal forts (a nice novelty), destroy the ships protecting the port and land the soldiers. Or you can concentrate your efforts on destroying enemy supply ships and blockade.

I'm absolutely sure that this game is not for everyone. I see the development of the series and improvements. I hope to see the training. This is very necessary for beginners. It's hard for me to recommend this game, but I get pleasure from it.

P.S. Guys, I'm looking forward to the game about the Spanish-American war.. PRO

strong artificial intelligence

beautiful models of the ships

interesting historical subject

variability and gameability

reasonable price

you can finish the battle at any time (novelty)

CON

there is no multiplayer

there is no custom battle mode

there is no in-game tutorial (only a manual). Although the \$9.99 dollar price tag might seem a bit much, this game is well worth every cent of it. If you have even a passing interest in the subject matter, then this game is for you. Clad in Iron: Gulf of Mexico 1864 is, without a doubt, a seriously fun, intense, involving simulation of age of steam naval combat with nearly infinite replay value. It is a more than worthy successor to Ironclads Series. This is a very peculiar game. I recommend buying ONLY fans of naval games, who will not be afraid to read the manual.. Everything in this game is not as easy as it seems from the screenshots and video. This game dumbfounds its uniqueness. This is both bad and good.

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proud Ironclads tradition of scalable simulations rich with gameplay functions and realism for hardcore naval games junkies but not for casual gamers. With good graphics, a standout dynamic campaign, and tons of thoughtful details throughout that add to the ambiance, Clad in Iron is a must-have for intrepid skippers everywhere. But keep in mind that to understand the game is not easy.. Clad in Iron: Gulf of Mexico 1864 continues the proud Ironclads tradition of scalable simulations rich with gameplay functions and realism for hardcore naval games junkies but not for casual gamers. With good graphics, a standout dynamic campaign, and tons of thoughtful details throughout that add to the ambiance, Clad in Iron is a must-have for intrepid skippers everywhere. But keep in mind that to understand the game is not easy.. I see how Totem Games improves series from game to game looking for better balance of gameplay, removing boring parts, new mechanics. In Gulf of Mexico 1864 I finally can try any manual battle and if I don't want to finish it - it'll be finished in auto mode. New batteries works much better, I can finally be sure that a small port is safe from raids if I have 1-2 batteries in it. I like that! Keep working, guys!

Also have to say that this game has a very similar map to Ironclads ACW 2 but It plays different, more ships and all available at start.

. When I been playing Ironclads 2 War of the Pacific, I was thinking that number of ships is too low, it is too risky to lost ironclads (there are 2 maximum!) in first fight ... here we have a lot of ships, I like that, still it feels like Pacific or Caroline Island - you can't build ships or infantry, only repair or reinforce them, which is in my opinion is very close to a small conflict period.

I have to say that I played two times and I lose both) AI on map still pretty smart, on battle map I think it's improved. Lot of game moments are improved I think, most appreciated thing for me is a feature to leave battle, no more need to wait until time is over or all ships destroyed.

What I want from future games is a better infantry part, maybe it is a possible to expend harbor attacks and defences in this area.

. Clad in Iron: Gulf of Mexico 1864 deserves praise, provides excellent entertainment, and is well worth its price. I admire both the design of the strategy and tactical layer. There is good balance between realistic and arcade elements. And the game's polished graphics makes playing a real pleasure. Clad in Iron: Gulf of Mexico 1864 distinguish itself with well-designed interface and game mechanics, historical accuracy (considering gameplay limitations). It seems to be a good choice for those interested in naval warfare history as it would not offend their intelligence and knowledge; and for those who just seek a nice game to sink ships. I recommend this game to all who are fascinated with American Civil War at sea, especially those who would like a taste of a bit of strategy in their naval action.. When I been playing Ironclads 2 War of the Pacific, I was thinking that number of ships is too low, it is too risky to lost ironclads (there are 2 maximum!) in first fight ... here we have a lot of ships, I like that, still it feels like Pacific or Caroline Island - you can't build ships or infantry, only repair or reinforce them, which is in my opinion is very close to a small conflict period.

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Buy this game only if you want to play a strategy and simulator of the Civil War at sea. In this role, the game reveals all its strengths. But do not demand much from her. It is deep enough and interesting for its price. And to make it clear that the game is very cheap, I will give an example of the prices of other games of this genre: Distant Guns \$ 49.99, Jutland \$ 49.99, War in the Pacific (Matrix Games) \$89 ...

This game is a special category. Once upon a time I played similar games about sailing ships (Age of Sail Series). Then this genre died.

I consider myself an "old school" player. I remember the times when we played drums with desktop friends. Yes it was fun, but very long. Now all the boring or controversial moments are taken over by the computer. And I like it. For me, the "Clad in Iron: Gulf of Mexico 1864" - this is a good game.. PRO

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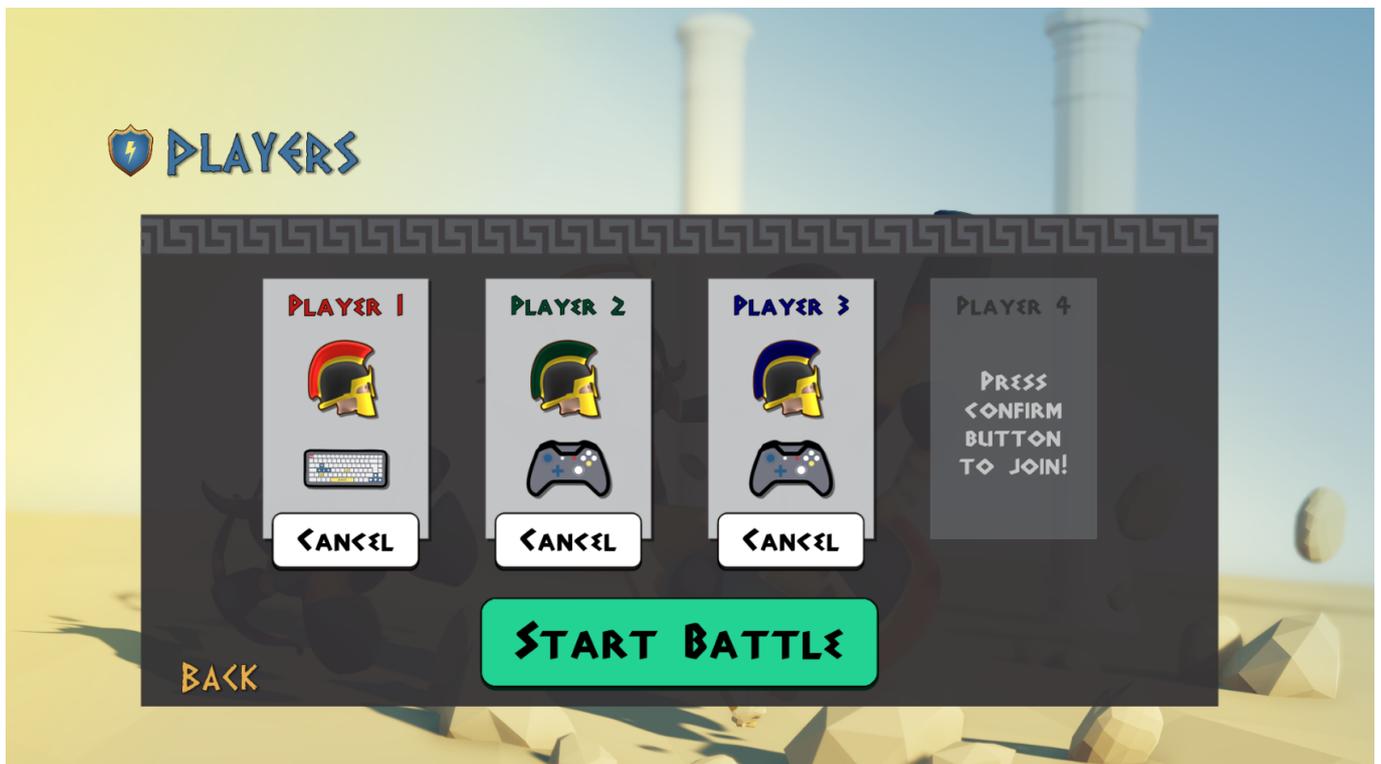
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Update! New Linux and Mac versions:



Hello Wizards!. **Update! New Players Menu!:**

Hello, Wizards. We have just updated the game with a new menu of players with better usability. Have fun!



. This Merchant Life Shield Impact New **Game of Horror:**



Hello Wizards...

The pale moon smiles at you!!!

Scare, cuteness, fear and blood, this is the new game we are producing for you, follow our twitter pages and collaborate with your experiences in horror games.

Test Blocks





All Games:. **Release of our new game!:**

This is a experience that we build to play with your anxiety and your sense of direction. Take a look for a good challenge.

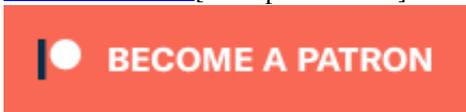
<https://store.steampowered.com/app/930110/Sufoco>. **Magitech new Patreon Page! Become a Patreon!:**



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[www.patreon.com]. **Telebube special launch promotion:**

https://store.steampowered.com/app/955540/Telecube_Nightmare. **Release of our new game!:**

Telecube Nightmare is going to launch in your early access version. This is the game that we developed with more affection for all of you to have fun. We will have many updates in the next few weeks.

https://store.steampowered.com/app/955540/Telecube_Nightmare

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