7 Wonders: Treasures Of Seven Crack And Patch

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About This Game

It's time to build nine of the most intriguing structures throughout history! Match runes to break blocks and uncover the lock and keystone for each round. Rotate the cube face to move your keystone along the pathways you've created to reach each level's lock and conquer all six sides!

Once you've mastered the faces of the outer cube, move to the inner cube where you'll attain pieces to build your compass. Build all nine amazing wonders, and you'll uncover the hidden city with the help of your map and compass. Don't miss this incredible and innovative chapter in 7 Wonders!

- Ground-breaking rotatable game board!
- Cool pathway puzzles to solve on each level
- Revolving board enhances power-up strength
- Nine all-new Wonders to build

Title: 7 Wonders: Treasures of Seven
Genre: Casual
Developer:
MumboJumbo
Publisher:
MumboJumbo
Release Date: 14 Nov, 2008

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English

Leaderboard

|		
1)	Highlander	2785
2)	Hose	2783
3)	Chair	2753
4)	Sticks	2676
5)	Megalodon	2567
6)	Homer	2534
7)	Tackle	2456
8)	Snake	2197
9)	Spider	2175
10)	Raptor	2007
11)	Mastodon	1921
12)	Lobster	1906
13)	Knuckleball	1853
14)	Sabre-Tooth	1669
15)	Helmet	1666
16)	Canine	1553
17)	Viper	1272
18)	Dragonborn	1267
19)	Dino	1231
20)	The Bat	1096
21)	Bear Sam	929
22)	Taz	924
23)	Jack	903
24)	Meat	855
25)	Hammerhead	839

LEVEL-88

0

(ESC) (R)

0:26
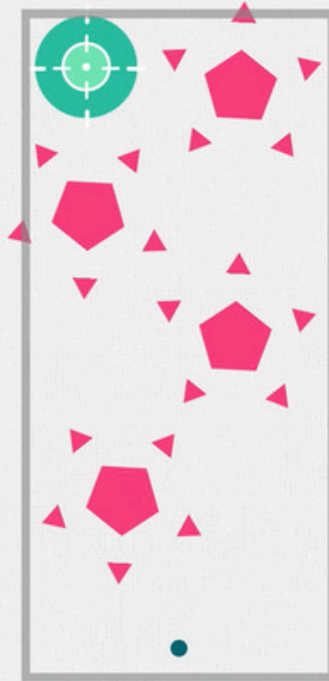
LEVEL2
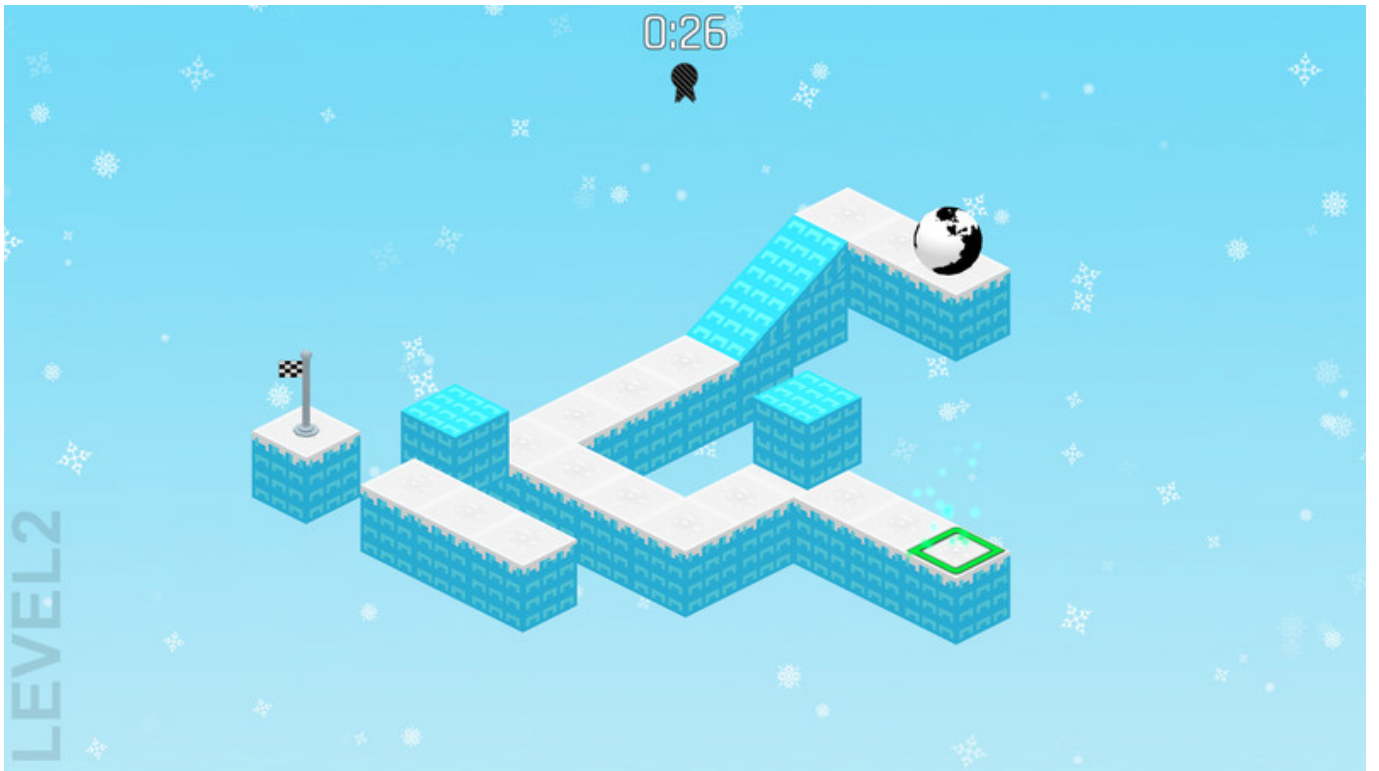
HI I JUST BROUGHT THIS GAME N IT WONT SET UP MY XBOX ONE PAD N it doesnt let me choose anything how can i stop this from happening\/? otherwise i want my money back for a game i cant play. my pad works on every other game. please help. All your games 2 easy? well get your ballsack ready because Oniken will♥♥♥♥♥♥you NES style. 7 Burgers out of 5.
Gameplay: 7\/10
Graphics: 6\/10
Sound: 7\/10
Story: 9\/10
Replay\/Value: 6\/10

Overall: 7\/10. By far one of the best in the Total War collection, it improves on the gameplay and multiplayer aspects where Empire Total war left off, lacking a large scale camapign it focuses on smaller camapigns based around Napoleon's life (simular to Rome's Alexander dlc). If it be single player or multiplayer this game does both extremely well and you can end up spending hundreds of hours doing both or even just having a "blast" with your friends. Ballistick is taking those flash games/animations we all use to watch years ago and bringing them back for a whole new style of fun! This game had me laughing from the opening cutscenes to the dialog in the mission prep which is a nice bonus and didn't expect. Reminds me a lot of PAYDAY, seeing what are your options from gaurds, objectives, entry points and ways to manuever around the level. At first the gun mechanics feel weird like why press 3-4 buttons to reload. But after doing it a few times and playing with it for the first few levels, its actually fun style of gaming. The pump shotgun, pressing left and right to♥♥♥♥♥♥the shotgun back every time you shoot is fun and makes you think and slow yourself instead of running through all the stick enemies. The game paces itself well with these gun mechanics and overall a nice system that works well. The beginning of the Ballistick is made really well, introducing the player to the three different styles of completing levels; stealth (silence pistol), tactical shoot em up (assault rifle), and balls out (pump shotgun). After the first levels of understanding each stlye, its up to you which style you want to play the of the levels. Overall Ballistick is fun and surprises you with the story, dialog, and gameplay.

It's alright, same as the karaoke games on the consoles, for the price it's lacking quantity of songs. I can see them trying to sell DLCs to milk us for money. Do i recommend this game? Yes and no, It's always fun to play with friends and family but like I said for 20$ you can get the basically the same game with 100+ songs on ps3. If they decide to release more songs through DLC for free it'll be TOTALLY worth it. Also It would be neat if they could have a webcam to play with other friends on steam that has this game so you can see eachother's silly faces while singing.. good simulator 7/10. Fun little platformer! Definitely worth the low asking price. Probably around 1-2 hours to beat (depending upon how good you are at platfomers). Quite straightforward levels but very charming hand-made graphics and funny voice acting. Plenty of fun, jokey references in there as well. Good checkpointing for the most part - and unlimited lives, thankfully! - but it also gets quite challenging later on.

Some tough boss fights too but they never felt unfair, just required some very precise play. One small gripe is that it only saves progress permanently after beating a boss, so you can't just hop on and play one level. Overall very enjoyable though!. Overall rating: 6\/10

Did you know: If the Wehrmacht had taken all its objectives just in time but had lost all its forces every time during the campaigns the Red Army would have surrendered and the German Reich would have won the war in the east with a brilliant result? You don\u2018t? Me neither but that\u2018s exactly what Unity of Command wants to show you.

 UoC is a puzzle game with a WW2 scenario and a supply mechanic. Innovative and refreshing, no doubt, but no strategic wargame. You have only one way to get a desicive or brilliant victory. If you try some other ideas you will fail miserably and can be happy if you still get a normal victory. Even during the campaign the scenarios are not linked. You can lose all your forces while reaching your targets just in time, the next mission you have all units again and you start with new conditions. No impact on the progress, no impact on how to pick out you tactic. Casualities? Yeah...none. It\u2018s ridiculous.

At most scenarios there are one up to three are weak points in the enemy lines. If you don\u2018t break through these points you can not win the scenario. If you\u2018re unlucky and some of your overruns fail you will not get a brilliant victory even if you don\u2018t make any mistakes. If rainy weather appears directly over one of your break through points or your supply spring you can reaload the game without trying. In the end it doesn\u2018t depend on which strategy you chose (because there is only one to succeed the misson) but on the luck of the battle calculations and the weather.

Does UoC make something good? Oh yes, more then you may expected after my little rant.^^
The graphic is quite descent, the art style fits very well to the game concept and the interface is tidy and provides a good overview about all important things. The tutorial is perfect and explains you everything you need to know about the different aspects. All scenarios seems to be historic accurate, as well as the terrain and the behaviour of the AI. The AI is one of the best things about UoC. If you break through the enemy defensive, the AI pulls back, tries to isolate your spearhead units, builds a new defensive frontline and if you let space between your own units, the AI will crush your weak points and cuts you of from supply. The whole dynamic of the scenarios is so well created that it feels like real warfare on the eastern front. With a real strategic concept behind it UoC could have been easly one of the best wargames on the market.

At the moments where the game makes fun and you can enjoy the graphic, the play mechanics and your chosen strategy, UoC can easly reaches a 8\/10. But in its more often, worse moments when you play a scenario for the x-th time and your battle calculations stay unlucky the experience of UoC drops to a low point crawling around a 4\/10.
As a puzzle, WW2 based wargame on a hexfield map with descent graphic, a good art style and a clever acting AI, UoC is a 7\/10 for me. As an overall conclusion with all the points which i mentioned i landed more at a 6\/10 and that means a thumb down. To be clear: UoC is not a bad game. It doesn\u2018t have bugs, it doesn\u2018t lack of interesting ideas or to less content. On the other hand it\u2018s not a real strategy game and for a puzzle game there is way to much RNG and way to less possibilties do beat a scenario. I will play UoC also in the future. For one hour or two it makes quite some fun and i want to beat the scenarios to get brilliant victories. But more then that, no thanks.. The last and one of the best tom clancy games, recent ones such as vegas and graw, have nothing to do with what the originals like this , rogue spear and ghost recon were all about... I'll try to keep it short (gonna be difficult).

Intro: Played this game about 10+ years ago (could be 15+)... in Russian, and it still was cool when I was so young I had no idea what was going on half the time. I remembered deep char creation, went back to try it.

First day experience: I spend half day creating my party of 6. Every following character took more time. Truth be told, I spent most the time reading and looking up info online on classes, combos, strengths ect, but I can tell you... it is VERY DEEP.

Especially because the way it balances the classes isn't "linear"... Classes have tiers, basically meaning more powerful and imba ones are harder to play and are a lot weaker earlier and require more exp per level as well as pumping resources (time and ingame money) into them.

Unique points:
* Classes - As described in "First Day". I think it was 15+ different ones? They partially overlap.
Example#1 - I love the fact that you can have a mage, that can cast everything in the game. But the class is so sh't and useless first half of the game, that it's not an insta-pick unless you want a challange.
Example#2 - Variety of "tank" options... You can either be unkillable, because you have a %-chance to ressurect. OR you can have insanely high health regen, to be hard to bring down in the first place. OR you can have so fat armor that nothing really even scratches you. OR you can be so hard to hit (enemy miss), only option is AoE spells. Every option also has weaknesses in certain ways, which you can also try to mitigate...
* This game enemy scaling is probably amongst the best I've seen in many RPGs. Grinding your character levels and skill early on doesn't make the rest of the game significantly easier, nor does it severely punish you either. I feel like I've significantly leveled up and improved my stats (some of my main attributes are maxed) and yet I still feel going to beginner areas somewhat of a challange.
* Looting - You have loot that is visible on the floor, loot that is in chests/containers and loot that is "invisible" but you require a certain skill to "see" it. [either Ranger in party with it or "Search mode" or certain Active-Spell]
* Strong status effects - Not just "different" versions of DoT damages (like many RPGs do) but actual status-effects that impact the combat, some are annoying enough because they're "permanent". Meaning they persist until taken care of with a strong status-specific potion or some other means (but there's enough ways to not feel cheesed either).
* Races and Factions! - Amongst the most amount of interesting races (for me), without them all being "cheesy" as most modern RPGs... Mouse/Hamster people fighting against Rat people, awesome... Fish faced dudes, Robotic aliens, Half slime-insects, giant hairy gorillas... Also finally NO DRAGONS (they've been severely overused and are boring)
* Journal - It has several interesting features.
1) No cluttered useless chit-chat or background info you don't need.
2) Quest hints and info is quite steamlined and slim, basically couple keywords.
3) Doesn't hold your hand and make you feel like a ret'rd by telling you where to go and what to do precisely.
* Inventory man.- this is done brilliantly. I love looting and this game enables it, but at the same time it has some "soft" penalties for being a pack-yak.

Weak points:
* Graphics obviously outdated. Doesn't bother me though.
* So many awesome races existing in the game that you cannot create a character from. Sadly it'd probably break story logic, but hell I want to make a party of slime-insects or Fish-faces!
* I'm not a game dev, but I see oceans of opportunities and "easy" ways to deepen the game and add replayability imo.
* Many items despite different stats, qualities and names have same visual icon. This doesn't bother me, but in a modern game I would address this.
* Game objective and quest log "can" be confusing, but it has a good effect to it [read Unique points.]
* This game has interesting universe, wish there was like a "encyclopedia" to turn back to, to read up on what you've collected or found on different factions, races, events ect.

Conclusion: This is the kind of game, that makes me search for similar games in similar genre, that are as little as 10 years newer. P.S If you find anything that can come close, let me know.
THANKS!