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## About This Game

**Spirit of War: The Great War** is a turn-based strategy game set during World War I. Lead troops of the Triple Entente or Triple Alliance army and relive World War I greatest battles. Drawing inspiration from board games classics, Spirit of War: The Great War offers a unique arcade/strategy gameplay.

Fight on 48 historical maps tracing the events who took place between 1914 and 1918.

Spirit of War: The Great War invites you to take part in battles 2 months apart. Between each of these battles, a summary of the events written and documented by Julien Hervieux, an historian specialized in WWI, is available to the player.

In order to defeat the enemy troops, two possibilities: Capturing the Head Quarter or eliminating all the troops. Each of the player's units can be moved, healed and swelled to be victorious.

Battles take place on fixed size maps built on hex cases. Each of these cases constitute a different kind of terrain that impacts the advance of the troops in different ways: roads, plains or forests all come with their own bonus or malus.

At the beginning of the game, only a few units are available. These units will grow bigger and bigger while new troops will appear at the same dates they appeared during the actual war. Two captivating campaigns including 24 maps each are playable.

## FEATURES

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- Unique arcade turn-based strategy gameplay
  - Inspired by board game classics
  - Fully realized in 3D
  - Two-player mode
  - 48 historical maps & 12 multiplayer maps.
  - 47 different battle troops.
  - A detailed diary of the war's events, documented by historian Julien Hervieux.

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Title: Spirit of War  
Genre: Strategy  
Developer:  
G-OLD  
Publisher:  
Plug In Digital  
Release Date: 12 Mar, 2015

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**Minimum:**

**OS:** Windows Vista

**Processor:** Intel Core 2 Duo 3Ghz

**Memory:** 2 GB RAM

**Graphics:** DX9 capabilities

**DirectX:** Version 9.0

**Storage:** 110 MB available space

English,French,German







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VERY COOL GAME. I loved the original game history line. I was so excited when they brought out this version of the game. the game has alot of bugs but the worst one is that on the german side level 22 won't load. how can they sell a game that you can't even finish. very sad. Steve. I thought it will be History Line 1914-1918 and... yes it is! Game is nice but why AI IS SO DUMB??? Why units have same behavior like in HL 14-18? Why you didn't added some scripts to make AI more surprising?. Excellent little war game

. Apart from certain similarities, this is not a remake of "Historyline: 1914 - 1918" a.k.a. "The Great War: 1914 - 1918", as stated in some of the reviews. Though look & feel (and some of the rules) seem familiar, it lacks the depth of its spiritual predecessor. "Sprit of War" has an awkward interface, ugly graphics and the price is way too high. Besides, the game has some small, but pesky bugs.

I cant understand why anyone should recommend this game. If you purchase this game as part of a bundle, try it. But don't pay that crazy price of 10\$ on Steam, better get DOS-Box and play the classic.

4/10: This is not the game you are looking for.. <https://youtu.be/IM-70apYz5w>

World war is has started and that means it's time to divide the land into hexes and fight it out one turn at a time like civilized people. Despite having a setting ripe with historical context, content, and concepts, this strategy game doesn't provide critical features core to the genre.

Core UX elements are missing such as estimated battle results or the ability to see enemy unit move/attack zones. Bugs such as factories missing their build menu breaks missions completely by making them impossibly hard.. initially, the game looked good; even it is almost copy of history line 1914-1918 (in fact i prayed it is a good copy). it has fashion type graphics and principally, the playability is good, challenging and requires a bit of a wit to win in later scenarios. so, why do i quit playing it and do not recommend it? besides lousy unit descriptions (e.g. no range defined for ranged units), it is problematic rules for movement of encircled units (they move too much), imperfect encircling rules generally (there are possible setting which i evaluated as encirclement, but they in fact are not), no apparent terrain rules (except movement points loss) + useless railroads (i have factory connected to rails and i cannot place a newly built train on it). these small imperfections make the otherwise good game unplayable for me.. full of bugs

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un·jol·ly

*adj.* un·jol·li·er, un·jol·li·est

1. Devoid of good humor and high spirits.
2. Never exhibiting or occasioning happiness or mirth; uncheerful: anunjolly tune.
3. Offensive; unenjoyable: had anunjolly time.
4. When a game developer sells you a game with the **Multi-player** Steam store tag, but makes no mention that this multiplayer mode is exclusively a single-PC hotseat mode, and you sit around on different continents with two copies of said game.

. Game unfortunately crashes too often.. Isn't too bad, reminds me off a game i used to play on amiga but its slipped my mind currently, the amiga game was much better tho, this is, perhaps too simple, isnt jaw dropping, isn't♥♥♥♥♥♥♥♥ is just a game to play when you get bored and want something quick to play. Not a patch on Historyline. Small maps. Different turn based system. In historyline trench warfare and long attritional battles happened naturally. SOW is fun for a short while and then you realise it isn't getting any more complicated as you progress through the campaign. Too small. Too simple. AI throws itself at you hopelessly getting wiped out and then you walk over and win an empty battle field. Or just make more planes than the AI and you win every time.

Still strangely pleasant.. I enjoyed this game a lot but some people who would rather have a fast-pasted shooting game may not like t as much. This game can be tricky in some levels but if you keep trying new strategies you can persevere. I also like the historical dialog at the start of the game and each level. I would recommend this game to gamers who like strategy and history like myself.

I would absolutely say buy it if its on sale and its worth your money at \$9.99. Pros:

Easy to pick up and play. If you've played a hex turn-based strategy game before, you'll be right at home. The history texts are interesting to read. 48 scenarios to beat, which kept me busy for many hours.

Cons:

Game is buggy as hell. Sometimes your production list won't work (scrolling). Sometimes levels don't load. You'll have enemy units try to capture a building using their cavalry but it'll get stuck in a walking animation and you'll have to reload your game to continue and hope it doesn't make the same move again. The game can freeze when you capture enemy HQ so save before you do so, just in case. The game also seems unfinished. There should be titles on the buildings when you click on them. If you click on a factory it should say "Factory" and on a "Barn" well...you get the point. There is no text on there, it's strange. The A.I. is very, very weak. Most of the time you can make a straight beeline to their HQ and win. The A.I. doesn't leave a few units back home to defend so it's too easy to use this strategy.

Summary:

Despite the fact that my "cons" side is larger, I still enjoyed my time with Spirit of War and recommened it to strategy fans. Just make sure you get it on sale. The devs don't deserve full price for this because they haven't fixed the level loading bug which would let us finish the German campaign.. Great game ! I would have loved playing it on my tablet but apparently what is not possible. Anyone who enjoyed/enjoys the good old'e Amiga game "Historyline 1914-18" will also enjoy this game. Pros: Easy to pick up and play. If you've played a hex turn-based strategy game before, you'll be right at home. The history texts are interesting to read. 48 scenarios to beat, which kept me busy for many hours.

Cons:

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AI needs some work. Doesn't seem to be using its cash to buy more troops.

But still a great fun game.

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