My Little Riding Champion Torrent Full

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About This Game

Your horse. Your passion.

Get ready to fulfil your dreams at a gallop. The village's riding club needs you to win the next major competitions. Choose your favourite 5d3b920ae0

Title: My Little Riding Champion
Genre: Adventure, Casual
Developer:
Toplitz Productions, Caipirinha Games
Publisher:
Toplitz Productions
Release Date: 29 Nov, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 8.1, 10, x64

Processor: Intel i5 (4th Generat

English,French,Italian,German,Polish,Russian,Traditional Chinese,Simplified Chinese,Japanese,Korean

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How is the full version planned to differ from the Early Access version? : We want to keep you informed about how our work progresses. So, here is the table representing the comparison of our expectations for the Early access version (at launch, April 30) and the Full release version of the game.. The USA ships in Strategic Mind: The Pacific : Here it comes, the majestic USA Navy: AIRCRAFT CARRIERS Carriers : Yorktown-class and Essex-class Aircraft carriers were the key to winning major naval battles at the time. Their ability to facilitate large scale aerial attacks from afar made them top priority targets on the battlefield. CAPITAL SHIPS Battleships : Colorado-class and USS Iowa-class Heavy cruisers : USS Northampton and USS Baltimore Capital ships embodied devastating artillery firepower. However, they were susceptible to torpedo attacks. Losing even one such a powerful vessel was a heavy blow to the entire flotilla. ESCORT SHIPS Destroyers : Clemson-class and Fletcher-class Escort ships were the essential part of any fleet. They fulfilled a variety of duties, such as reconnaissance, fire assistance, anti-submarine protection, and others. Battleship or Carrier without Destroyers escort would have been easy prey for the enemy submarines, aircraft or vessels. *Please note, that this is still a work in progress.. Victory in Strategic Mind: The Pacific : You may have noticed a green progress bar in the top left corner of the screen showing you the number of Victory points you currently have. At the start of each operation, you have 150 Victory points, and this number may go up to 400 or down to 0 depending on your actions. So how to get these points? Apart from 150 you have from the start, there are the following ways: Destroy or chase from the map (if enemy forces retreat by scenario) all enemy units to get up to 100 Victory points. Complete secondary objectives to get up to 100 Victory points. If there is not a single enemy unit left on the map, you gain an additional 25 Victory points. If you (or your allies) control ALL flags on the map, you gain an additional 25 points. (As you do not have Ground units during the first two operations of USA campaign, you should use Marine squad Equipment to get this done) How can you lose Victory points? Losing units. You do not lose Victory points for damaged units, only for the lost ones. (While you still spend Prestige to repair them) The more units you lose, the more Victory points you lose. However each operation has a certain Acceptable losses threshold, and until you have not exceeded it, you lose 0 points even if you lost a unit. Playing extra turns. At the start of operations you a number of turns available to you indicated on the End turn button. (For example, 10/15). The first number indicates the number of turns before the Indecision penalty starts to kick in. The second number indicates the number of turns before you lose the operation. After the first number has reached 0, each of the following turns will give you a -10 Victory points penalty per turn. To finish the operation, you have to complete all the primary objectives. And then you choose either to finish the operation immediately or to stay (if you have spare turns left) and finish some secondary objectives etc. So why do you need these points? First of all, Victory points are required to learn and level up the HQ skills. Victory points also determine what type of victory you will get. If by the time you can finish the operation you have got less than 250 - it is a Bronze victory. 250 - 349 gives you a Silver victory, 350+ gives you a Golden victory. Better victory type speeds up getting some awards (however, some of them are awarded for getting all secondary objectives done) and new ranks. Thus you will have more command points to use HQ skills. Note that type of victory does not affect the reward for completing the operation (in Prestige), but killing more enemies and finishing Secondary objectives gives you more Prestige by itself if you do not lose too many units in the process. Thus it is important to both achieve your goals and minimize your losses. We plan to add more hints with detailed information into the statistics screen. Let us know what you think in our Community hub and make sure to post your screenshots to let everyone know how well you did.. Early gameplay video of Clemson-class destroyer : Meet Clemson-

class destroyer in Strategic Mind: The Pacific. The Clemson-class ships were commissioned by the United States Navy from 1919 to 1922. Until the Fletcher-class destroyer, the Clemsons were the most numerous class of destroyers commissioned in the United States Navy and were known colloquially as "flush-deckers", "four-stackers" or "four-pipers". In 1944, the ship was converted into a high-speed transport and transferred to the Pacific taking part in several invasions.. Update 1.01 and the first feedback : Update 1.01 Changes: Added automatic crash report form allowing you to send us data on the crash. (While send us a save file is still the best way to help us fix an issue, this form is an invaluable tool to deal with so-called random or irregular crashes which happen unpredictably and are difficult to track down.) Fixed issues with fatal errors which happen every time from a certain save file. (Some irregular crushes might still happen, but the reported issues (with enclosed save files) which could be replicated are now fixed.) The saves you sent us should now work without crashes. We thank all of our players who posted these issues on our community hub and sent us save files, so we could locate the problem and solve it in a timely manner. Your help is what allowed us to quickly locate and fix the problem. Make sure to let us know if there are still some problems. We are certain that together we can make a great game! First feedback We scrutinized the feedback of the first few days to learn what troubles the most and you would like us to change or add into the game. As stated above, your crash reports were a tremendous help in fixing crashes you have reported. We are sure that with your help we can gradually polish Strategic Mind: The Pacific to a near perfect state. We also took notice of your proposals and requests, number one being to allow further camera position (to give you a better overview of the battlefield). We could not add it in todays update, but we are working on it. Some things you propose are already being worked on, whilst others we add to our to do list. Also, there are first few playthroughs of the first operation The Battle of the Coral Sea recorded by the players. You can easily find them on YouTube. We are happy that you guys took time to create these videos even though our game is quite challenging and requires some getting used to its mechanics. We look forward to watching you play the next two operations. Lastly, one of the most active community members - Stonedog has started to put together all the useful information about the game. (We hope it will help everyone to get a better grasp of the game. We plan to add a proper tutorial and manual on full release, but until then we are happy that there are experienced and willing-to-help community members out there to help everyone else get a better understanding of the game. We hope that with the help of volunteering community members our development team can achieve much better results. We thank you all for your contribution towards making a better game.. Japanese carrier-based aircraft in Strategic Mind: The Pacific : Last week we have told you about the USA carrier-based aviation. Today, it is the Empire of Japans turn. Japanese carrier-based fighters(1) are famous Mitsubishi A6M Type 0 Zero aircraft, which showed an outstanding performance in the early years of the war. Carrier-based dive-bombers(3) are D3A and D4Y. They were carrying only 250 and 500 kg of bombs respectively and thus could not carry an 800 kg Type 91 aerial torpedo. (While the USA dive-bomber SB2C was able to carry 900 kg Mark 13 aerial torpedoes, even though not as effectively as torpedo bombers). SB2C models are the only carrier-based dive-bombers in the game, eligible to carry torpedoes, even though it hinders their fighting capabilities. Carrier-based torpedo bombers(2) are Nakajima B5N and B6N models. Executing successful torpedo attacks upon enemy naval forces is a crucial part of the game and requires not only torpedo bombers but also fighters to protect them and oftentimes dive-bombers to organise a combined attack using both bombs and torpedoes.. Version 1.2. : My Little Riding Champion, Version 1.2.: Bufixes - Fixed a specific bridle not unlocking. - Fixed a specific saddlecloth not unlocking. - Fixed achievement "Horse fashion" not unlocking. - Fixed achievement "Helper" not unlocking. - Fixed issue preventing the player to dismount the horse. - Fixed issue preventing gameplay progression. - Fixed books displayed to big in the player's home. - Fixed issue where the player character would not idle straight. - Fixed issue causing some training parcours unlocking to early. - Fixed issue causing frame drops in training parcours 8 and 9. - Fixed issue causing the curtains in the player home to be displayed in black. Additional - Improved sensibility on keyboard in all paces. - Improved controls and handling of the carriage.. Empire of Japan land forces in Strategic Mind: The Pacific : Last week we gave you a glimpse of the US troops and now it is time for the adversaries - the Empire of Japan. Unlike the US troops, the Japanese had a very limited number of light and medium tanks and even smaller number of self-propelled units available. So, the bulk of Japanese land troops had towed artillery, anti-air, and anti-tank units. Artillery: Type 90 (75 mm), Type 91 (100 mm) and Type 96 (150 mm) Anti-aircraft gun: Type 88 (75 mm) and Type 99 (88 mm) Anti-tank gun: Type 1 (47 mm) Japanese medium tanks: Type 97 Chi-Ha and Type 1 Chi-He Later on Japanese started producing better tanks, but only in small numbers (due to severe lack of resources) and kept them for the defense of the mainland, so they never saw action. While playing the Japanese campaign the player will have the opportunity to change that and use some of limited or even experimental models of Japanese tanks and self-propelled units to strengthen his land forces. Make sure to let us know your thoughts on the subject in the comments below.. The Empire of Japan ships in Strategic Mind: The Pacific : Now it is time for the Empire of Japan Navy to shine: AIRCRAFT CARRIERS Carriers : Shokaku-class and Taiho-class Aircraft carriers were the key to winning major naval battles at the time. Their ability to facilitate large scale aerial attacks from afar made them top priority targets on the battlefield. Historically, the Japanese fleet lost the majority of its carrier fleet and carrier-based aviation over the few major naval battles, which preordained the course of the entire war in the Pacific. CAPITAL SHIPS Battleships : Nagato-class and Yamato-class Heavy cruisers : Mogami-class and Tone-class Capital ships embodied devastating artillery firepower. However, they were susceptible to torpedo attacks. Losing even one such a powerful

vessel was a heavy blow to the entire flotilla. Japanese battleship Yamato was arguably the most powerful capital ship across all countries fleets. Only two such ships were completed, while the third one was converted into a carrier when it became apparent that aircraft carriers would be the power that decides the course of the war. ESCORT SHIPS Destroyers : Kagero-class Escort ships were the essential part of any fleet. They fulfilled a variety of duties, such as reconnaissance, fire assistance, anti-submarine protection, and others. Battleship or Carrier without Destroyers escort would have been easy prey for the enemy submarines, aircraft or vessels. *Please note, that this is still a work in progress.. Absolute victory! : In one of our previous articles we talked at length about the Victory points and victory types: However, there was one thing we missed out on purpose, as we wanted to see our players discover it by themselves. And recently one of the players have posted a screenshot with it on our community hub: We congratulate Tim on being the first one with a proven Absolute victory in Midway operation. (Not an easy task by the way.) And now we can finally discuss this new (for the PS players) feature. In order to get an Absolute victory, you have to get a 400 out of 400 Victory points. And that is it. All the rest can be found in the Article mentioned above. However, you have to have great knowledge of the game and its mechanics as well as sharp tactics and precise moves to get an Absolute victory. We introduced this feature in order to increase replayability, encourage and reward players who try to do everything perfectly. It is intended to be a nearly impossible feat on your first playthrough. However, as you master the game it will be easier to get it. As it as an EA period and there is no difficulty settings atm, everyone play on the same difficulty level. So, we have come up with an idea of a mini-contest. Do not take it too seriously, it is mostly for your fun sake. The first player to get an Absolute victory on Guadalcanal and send us his save files pack throughout the mission (at least 1 save per turn) and post a screenshot (the time of its publication on screenshots section of our community hub will be considered the time of submission) with his/her result on our community hub will get 3 free keys to share with his friends and play together. Will also post the results of the contest. Please, after you published a screenshot, send us a letter with a link to it and your save files (located C:Users%Username%AppDataLocalStarniGamesStrategicMindThePacific Note that AppData is a hidden folder) at starnigames.alexandrgmail.com The first one to do it with a) unmodified version of the game; b) posted screenshot c) sent us an email with a link to screenshot and save files (at least 1 per turn) wins. We hope that you will enjoy participating in this small challenge or just observing it from the side.

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