The Seven Years War (1756-1763) Download] [cheat]

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About This Game

LEAD YOUR NATION THROUGH THE TRIALS OF THE FIRST WORLD WAR IN HISTORY AND LAY THE FOUNDATION FOR A NEW WORLD ORDER!

In the mid 18th century the mighty armies of the great European empires are led into the first global world war, the Seven Years War. While Prussia struggles for existence against a superior alliance in Europe the fight for the colonies between Great Britain and France arises to gather dominance over the North American continent.

Features:

• Play 20 realtime campaigns ranging from the year 1750 to 1762, each with individual goals
• Coverage of the complete European and North american theatre with more than 110 cities and provinces including 13 nations
• Build up a huge economy with complex product chains to supply your people, armies and fleets
• Develop your cities and provinces to gain wealth and recruits and manage economic factors like jobless rates and people's wealth
• Establish trade on more than 20 goods with local markets, foreign nations and fight for control of narrow map resources
• Use a wide range of diplomatic measures like prisoner exchanges or joint military actions
• Build up your armies from a single named regiment to a complex division hierarchy and allocate a huge set of weapons
• Trade with natives like Huron or Irokese nations and take influence to gain valuable allies or native units
• Manage your officer corps with individual expertise depending on the type of arms and battle experience
• Set 10 different politics to change the direction of your economy ranging from trade liberalisation to food rations
• Research more than 90 technologies to increase your production efficiency or gain access to new buildings and units

• Take control of naval routes to gain access to luxory goods or cut supply to your enemy's colonies
• Play city or fort sieges by digging trenches and artillery fortifications
• Issue war loans or order coin debasements to improve your financials
• Lead your armies to epic real time battles with thousands of soldiers and more than 100 individual unit types
• Use the advantages of terrains like increased fire range on hills or reduced cavalry charge in woods
• Conquer strategic goals like hills, bridges, cities and buildings to gain victory points
• Take the place of the famous generals in huge historic battles like the Battle of Kolin or Leuthen

Title: The Seven Years War (1756-1763)
Genre: Strategy
Developer:
Oliver Keppelmüller
Publisher:
Oliver Keppelmüller
Release Date: 30 Oct, 2015

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Minimum:

OS: Windows 7, 8, 10

Processor: 1,5 GHz

Memory: 2 GB RAM

Graphics: 1 GB VRAM, Directplay

DirectX: Version 7.1

Storage: 4 GB available space

English,German,French

BATTLE OF PRAG
(3. July 1757)

FACTIONS

VICTORY POINTS & MORAL

49   4   -4,0   4   5   4   90

STRENGTH				STRENGTH		
Infantry	18.674/21.000	(88%)		Infantry	22.475/22.500	(99%)
Cavalry	1.638/2.400	(68%)		Cavalry	2.156/3.000	(72%)
Artillery	800/800	(100%)		Artillery	800/800	(100%)
Total	21.112/24.200	(87%)		Total	25.431/26.300	(96%)

CASUALTIES					CASUALTIES				
	2.326 (11%)	558 (2%)	1.768 (8%)	0 (0%)		25 (0%)	5 (0%)	20 (0%)	0 (0%)
	762 (31%)	183 (7%)	579 (24%)	0 (0%)		834 (27%)	179 (5%)	655 (21%)	0 (0%)
	0 (0%)	0 (0%)	0 (0%)	0 (0%)		0 (0%)	0 (0%)	0 (0%)	0 (0%)
Total	3.088 (12%)	741 (3%)	2.347 (9%)	0 (0%)		Total 859 (3%)	184 (0%)	675 (2%)	0 (0%)

BEST REGIMENT		BEST REGIMENT	
Füsreg. No 23	-0,2	62. Artilleriereserve	-0,4
1051 365	449	200 1.646	0

HIGHEST CASUALTIES		HIGHEST CASUALTIES	
Füsreg. No 23	-0,2	15. Ulanen Anspach	+0,4
1051 365	449	0 69	600

35%

the 7 years war 1756 to 1763

Seven Yerars War is my favourite period and I would really love to play a game covering this era (or Age of Reason in general). The game was a must-buy for me and I really wanted to like this game.

After several tries, hoping that updates will make this game playable, I have to say no-go.

In short:
- terrible UI
- ugly graphics even for indie game (I am not expecting eye-candy, but I would like to recognize forests or swamps from plains)
- historical mistakes (a lot of them)
- absolutely no feel of 18th century warfare

Longer explanation:
The two last points are rather for 18th century enthusiasits; readers of Duffy, contributors to Kronoskaf. I had to mention it, because a lot of positive reviews are praising the "historical accuracy", which is definitely not true. I cannot recall all mistakes, but just a few of them:
1) Dragoons can (and do) fire from hroseback > this was prohibited under punishment in Prussian army. All regular cavalry in all armies used cold steel (shock) tactics (yes, dragoons had carabines, but hussars and curassiers had them as well and they cannot fire from horseback ingame). Here, you can have 2 standing lines of cavalry shooting at each other...
2) Unit portraits are full of mistakes, just a few of them:
- hussars have picture of dragoon
- Prussian Guard Grenadiers have picture of obsolete (1700 era) grenadier uniform
- some regular infantry have picture of fusiliers
3) Regiments are represented as bigger battalions, brigades are made of 4 such "regiments" (so there is roughly half the number of brigades)
4) Historical battles = inacurately represented troops (according to OOBs from Kronoskaf) of both sides are just put to ugly and inacurate map without names of villages and towns (names like town 1, town 2...) in line formation (should be column) at the very beginning of the battle
5) Commanders are not represented; units (brigades and divisions) just have to stick together to work properly
6) When I tried the campaign mode just after the release date, the initial troops of 1756 scenario were not according to history. I am not sure now, since I have not tried the campaign after I recognized the battles are still wrong.

I tried Kolin as Prussian > I was not able to recognize the map of actual Kolin, the troops in line formation were not according to OOB and they were somewhere in the fields, not on the Kaiser road where they should be at 5:30. All Austrians were far away in one bulk, no grenzers or hussar squadrons as forward recon.
I tried Leuthen as well and it was better, the map looked like the Leuthen battlefield a little and the troops were more accurately positioned (troops were still not according OOB), but still in line and some troops (line formation) in woods(!!)

I wrote points 1) and 2) on game forum (in more detail), but the author just ignored them (he replied something, but left the game as is with mistakes)

The approach to enemy is really slow, clumsy and without any complex command-and-control rules (you have simple delay of orders). The engagement itself just feels strange and is no fun.. A brilliant little strategy game for fans of games like the Scourge of War series, and to a degree, Total War. It's a good mix of those two series' and with a few more updates and some tweaking should be a truly fantastic strategy title. The campaign is fairly easy to get to grips with and does a fine job of providing a campaign experience, the battles themselves however are the meat of the game imo. thousands of little sprites cover HUGE battlefields to recreate the spectacul;ar battles of the time period and they allow you to fine control every regiment, or move entire divisions with ease. Not for someone looking for an arcade title, if you want a decent strategy game, with more realistic battles than Total War, look no further.. I am a long time enthusiast for the history of the 7YW and have toured most of the major battlefields in Germany, Czech Republic and Poland and a long time wargamer. Here is my thoughts on this game. The graphics are terrific and the UI is good plus historical accuracy is impressive. I utterly love the tactical battles and I would recommend the game even if that were the only thing to it. The campaign game, however is a different story. Maybe I am missing something but it seems to me that in order to play and enjoy it you have to be a doctual student or professor in economics. The economics in the game are overwhelming to me and take up most of the time playing the game. I would really

like to see a setting where the AI runs the economy with the player being able to intervene on important issues. This would make the campaign game playable for me. So my recommendation is as follows: If what you want is a wonderful tactical battle game on the 18th century drop what you are doing and buy it today. If you have an overriding interest in an 18th century micro-management economic game then ditto. If what you want is a campaign game revolving around troop movements etc with minimal economics avoid this like the plague.. yes this game is like total war but there are some crucial differences,
-of course one man cannot provide the same graphics as creative assembly but this is already the only negativ difference, allthough it should be mentioned that the graphics are amazing for a one man project
-this game is a rts: no round-based movement exploits like in total war, so army movement on the campaign map is also part of stretegic gameplay as it should be, no helplessly watching armies taking your undefended cities
-logistics are part of warfare in this game, interrupt enemy supply lines and make sure your supply trains will reach your armies, overcrowding a region with too many soldiers also may lead to supply shortages
-this game has an ecomonic system, that is worthy being called an economic system
-to occupy a region is not the same as to conquer it
-etc.

second, this game is a scenario with variablle start dates to select, comparable to the heart of iron series, the earlist start date is 1750, as mentioned it covers a scenario and not an epoche like the total war sereies or paradox titles

there are also some scenario battles

regarding economics, on first sight it may be hard to understand the economic parts of the game, but who did understand every aspect of a paradox title after half an hour play time?
no, there is no need for neverending micro management, it is an economic system you have to balance, develop and adjust to your country's needs

about bugs, i bought the game in january 2016, the dev is constantly updating the game and all of the reported bugs in other reviews or in the steam forum are fixed, sometimes there are some new bugs coming along with new features, but given to the limited recources of the dev it's not that big issue as those bugs will be fixed anyway as soon as the bugs are reported

a few words to the dev Oliver Keppelmüller, he's constantly working on this game, listens to the community feedback and is open for ideas

i can fully recommend this game for players who like in depth strategy games, because this game combines aspects of existing strategy games to a new subgenre of strategygames, that hopefully will succeed

Sry for my english as it is not my native language. Only had this game a few minutes! Very difficult to read the fonts used. Too small and not clear. Tried to use the magnify glass in Windows 10, but it does not work in the game!

The only reason I do not recommend the game, after only a few minutes, is the great difficulty I have in reading the writing within the game. I am not a young person, and my eyes were tested a few months ago. One of the basic ingredants of a game is the ability to read all the writing within it, and for all users (young and old) to be able to follow the instructions.

Please fix!. I haven't played the campaign aspect of this game so just keeping my comments to the historical battles. Let's face it they're a bit of a mess. I'm not sure what is going on most of the time. Battles last a certain length of time and frustratingly just simply end suddenly without you really knowing which side won!

But the biggest complaint I have about the battles in this game is that they don't 'feel' like European SYW battles. Two things in particularly get me:
1. Square formation - absolutley unheard of in major battles of the SYW. It just wasn't doctrine. Read Duffy, Nosworthy et al if you don't believe me. Lines of infantry simply turned their rear rank. Cavalry rarely took on formed infantry head on - again just not doctrine. There should be no capability to form square in this game.
2. March column - again only used to get to the battle - not a fighting formation in any shape or form. Tactics were linear. Troops formed up in line well before they got close to the enemy.

And what's this thing about forming lines into skirmishers!! Ridiculous. Again more like a Napoleonic battle than a SYW one!

My first review:

This is my first review, because the dev is really worth it to be supported. I did not play the game for long yet, but the game surely has some big potential and the dev is listening and interacting with the community and regularly publishing patches. There are only very few hardcore strategic games in the RTS branch. Knights of Honor or the Hegemony series are a few. This one lets you develop your economy, build buildings, research, build armies and has an XP and promotion system for commanders and armies as well as moral and supplies.

You can fight tactical land battles and influence sieges in a mini game. Fleet combat is automatically resolved.

The UI can be improved and there are typing errors and some smaller bugs still present. But I do not have any doubt, that the developer will take care of it. I´d like to see this developer (and he is really only one person ;-) to keep on improving this game - so I do recommend it to be bought - it is fun already and there are very few games touching this genre at all - and has even bigger potential if given enough success and time.

If you enjoy Paradox game, AGEOD games, Matrix/Slitherine games and other Grognard strategy games, with pausible gamesplay, then you should enjoy this one too.

It is like a TW game with more focus on depths and difficulty, than on UI, graphics and arcade mainstream ;-D. Number one its a Grand strategy game that works. Armies are raised the battles are table top and look like they adhere to a strict set of wargame rules authentic formations and OB's, there is clearly a command chain, a fairly detailed economic model. Its what Total War EU Paradox/Creative Artists don't have all the elements and in the case of CA they have none of them except state of the art Graphics.

Cons I have had two CTD's so far on the Grand Campaign. The game needs polish sharpen the graphics the UI and text needs to be clearer. A manual just to explain how some crucial parts of the game work like how does trade work.

Just to add the following con Ships require textiles for their production textiles require cotton and only cotton. As we all know sails were made from canvas, canvas was made from hemp a plant available in Europe since the dark ages, some english kings and queens had promoted the growing of hemp just for the purpose of fitting out their navy, so countries that do not have acess eroneously to cotton can not build ships, not a major problem we need hemp as a raw material to be grown on farms. And cotton just for clothing.. *Note: I need to spend more time playing the game but here is my inital impression.*

I mostly play wargames nowadays, on a board. There just usually arent that many historical simulations that are so immersive as the Grigsby games, John Tiller series, AGEOD, and so on. Most of these included on cover popular more modern wars as well.

This game is a welcome masterpiece on a little studied conflict that had major consequences for the remainder of European history. I admit I suck at the battles, I have always been bad at real time strategy games preffering turn based, but the battles themselves are portrayed accurately and with the historical options on units can only use the formations that were around at the time (not sure why the other way around is automatic?)

To me where the game really shines though is through its campaign system. Most people that arent either interested in history, logistics or economics will have a hard time with this side of the game. The crux of the system is focused on trade and logistics, which at first seems counter intuitive for a wargame except in that so much of the war depended on trade and supply lines. You can pause the game to plan out your strategic operations, build plans, and then most importantly (as ive just found out) managing your trading cities' priorities so you can actually accomplish the things you plan out.

One con I have with the game is that I think Diplomacy is broken in some ways. I'm currently playing as France, England has never declared war, and the rest of europe is my ally or paying me a♥♥♥♥♥♥ton of money. Not exactly sure how the diplomatic points work but I would have prefered some kind of chance or random element given this particular abstraction. I think the game could have used an in game tutorial on battles as well, as someone who doesn't play other real time strategy games I could use the help.

So yeah, if you are a grognard and know what that means go ahead and buy this game, its great, otherwise maybe read a few wikipedia entries on the war to see if you are interested before you spend money.

. As others have mentioned, So many bugs but this game has the potential to be great! Very hard to understand but love the concept. Game needs still some devlopment but untill all the problems are ironed out i think this should still be in beta. If i knew it had so many issues i wouldn't have bought it.. Very good and innovative game focused on management of a Nation during the

seven years war.I think that gestional side is very good but more explanation in terms of causes/consequences are needed.The Battle side is bad imo.Yes I know it's an Indie but I can justify a lack of graphic not a lack of AI and the commands and the general battle progress is rough and bugged.Are needed more fluid and dynamic battle mechanics.The controls are very difficult and the units movements are too much stupid and rigid.In my opinion it seems like an Early Access.Overall a good game that explore a new genre of RTS/Grand strategy(It's not a total war because there are no turns and i like that). The Seven Years War (1756-1763) was a crucial historical event involving all of northern Europe, great parts of North America and India. Its conclusion set the stage for both the American and French revolutions, the second British Empire and securing Prussia's role as a major player in European politics. Oddly, no strategy game has taken an in-depth look at this conflict. Paradox's Europa Universalis IV and Sega's Empire: Total War take almost abstract approaches to this war while AGEOD's Rise of Prussia only deals with individual campaigns.

The subject deserves more detailed analysis. Fortunately, one man, Oliver Keppelmüller, spent years making an extremely detailed RTS game of the war.

The campaign mode allows play as Britain, Austria, France, Prussia and Sweden. Each has a campaign starting in 1750 and going through 1763 and a campaign beginning in 1756 and finishing the war. On top of this are country-specific shorter scenarios, e.g. Britain's crisis in North America. The goals for all of these are unique to the country. Hence, Britain need only run the French out of North America while Prussia must fight hard to survive. The tools of play reside in several levels of panels. For instance, opening the financial panel reveals further panels of action. Handling these levels becomes second nature after some hours of play.

The key to successful campaigning is not moving troops around but finance. Under-supplied and unpaid soldiers and sailors don't fight well and tend to desert. The Seven Years War handles money through a very detailed supply and demand system.

The production chain resembles that of Civilization III: resources are exploited by building mines, farms and so forth but these facilities need resources themselves. Products are brought to cities and trading outposts by traders and merchant ships. These traders and ships move automatically around the map looking for the best deals. Although their profits go directly to the player, traders may ignore the country's own products if they are overpriced, making production irrelevant. Adjusting prices and demand priorities in cities influence traders indirectly and aid cities.

Cities are also crucial to population morale. Factors like religion, health and level of corruption contribute to happiness. Players can influence these factors by building "Feel Good" facilities such as schools, doctors' offices and forts. A high level of happiness allows for tax increases. Cities are also where soldiers are recruited and ships for the fleets are built.

The general status of a nation can be enhanced via research and government policy. New technology can yield better production and new weapons. Policies can decrease corruption and initiate popular reforms. If all of the above seems a bit much for a wargamer, never fear. The military focus option turns all of the civilian functions over to the AI, leaving players to concentrate on why they bought the game – imposing their will on the world.

All in all a beautiful and deep wargame covering an important historical period often forgotten.