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I recently finished going through all 3 scenarios in the game for the first time. I had previously managed to defeat Generals Sherman, Grant, and Sherman by the end of the Civil War 1, but never made it to the second part of the campaign. The game is still in development and there are a lot of things that can be improved, but right now it is a wonderful game and I can see no reason to wait for the final release. The rules are reasonably clear and the game has a good level of historical detail. The first thing that struck me when I started playing was just how much variability there is in the way one can win the game. There are numerous win conditions and victory conditions and even some that I would consider odd. This variation is quite powerful and can lead to some of the most interesting decisions I have ever made. It is also a key reason that this game is a bit of a challenge, even at the Bronze or Silver level. The game is turn based, and in my experience, this can be a double edged sword, especially in the early stages of the game. But since the game is turn based, that means that once things really start to get interesting, you are able to sit down and really think things through, particularly in the later stages of the game. The final component of the game that I wanted to talk about here is the historical narrative. As I mentioned in my previous post, I have really enjoyed the historical narrative in this game and was quite amazed at the quality of the writing. The game, while there are good pieces of Civil War related fiction, unfortunately is not a novel. So what the game does have is the ability to bring characters to life. The way that the game does this is quite well done. Characters are fleshed out with some depth. They have motivations, fears, and desires. The narration is clear and feels very much like a first person narrative that you are reading or listening to. I recently talked with my friends James Leppert and Stephen Marder about the overall experience. They are quite experienced at strategy games and have played a ton of strategy games. The feedback they gave me was quite valuable. They felt that there are a lot of good strategy games out there and that there is room for many games to try to carve out their own niche. That said, the way that I have found that I have enjoyed Civil War 2 is that the game is turn based, and that really opens up a lot of interesting strategic decisions. They found that it 82157476af

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