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About This Game

Venice was at the peak of its power during the Renaissance and was viewed as a city of decadence, beauty and intrigue. Renowned as the linchpin of civilization and the cultural centre of Europe, Venice was the most important trading post between Western Europe and the eastern stretch of the Mediterranean Sea. It was also the stage for political corruptions and clandestine dealings.

This is where your story begins. As a young man striving for success, power and wealth and with the support of your family, you begin to build up a trading empire across Genua, Tripoli, Rome, Alexandria and Constantinople in addition to many other significant cities from the Renaissance. As you progress through the ranks of Venetian society, increasing your power with smart trading moves and calling in the occasional favour you can begin to assemble your own fleet. With this you will start to build up new production facilities, test yourself in challenging sea battles where you will face off against pirates as well as political enemies to finally become the Doge of Venice.

Key Features:

- Experience a compelling story full of intrigue and treason in Venice at the time of the Renaissance
- Trade a variety of goods in the most important cities of the time such as Rome, Alexandria, Constantinople or Athens.
- With your own family tree you can interact with your family members, send them on missions and watch how the power of your family grows over time.

- Meet other important families who are pulling the strings in Venice's government and influence political decisions yourself.
- Build your own production facilities and trading fleets
- Take fate into your own hands and test your skills in furious sea battles
- Multiplayer mode for up to 4 players via LAN and Internet

Title: Rise of Venice Genre: Simulation, Strategy Publisher: Kalypso Media Digital Release Date: 27 Sep, 2013

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







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This may have taken the dev 10 years to get to this stage but I do not intend spending 10 years trying to progress in this game. It is such a grind, 35 hours in and I can still only carry 1 item in each hand, Someone says they like grinding, this is definitely the game for them.. I got gifted this and its pretty good actually. Its prretty much an infinite shooter that gets harder as you go along like normal infinite shooters but in this infinite shooter you get upgrades for: fire rate, amount of bullets (who thought 5 spread was a good idea though? Its... really not) and size of bullets. 9/10 needs more communism.. It's like other Mighty Switch Force but bigger and with multiplayer !. I loved this platformer. It's pretty simple, but epic at the same time. It's a lot like the 2D version of Serious Sam. Just run and gun, with a TON of enemies on the screen at the same time with a epic story.

- + Great Story
- + Likable Characters
- + LOTS of action
- + Tons of Enemies
- + Nice Artstyle
- + Entertaining boss battles
- + Variety of Weapons

- no music except for the boss fights

- bosses can be extremely difficult (especially the last one)
- It's very easy to get lost, i had to backtrack and scratch my head a few times
- There isn't much variety in enemies / levels, and there's a lot of repetition.

Overall Completion Time: ~2hours

What did I pay? \$1 (was in a bundle)

Reccomended Price: ~\$2.50-5

. I'm not going to sugarcoat this the game plays like $\forall \forall \forall \forall \forall and$ when using a controller the buttons aren't mapped right you even have to use the left stick to navigate the menu even if you use a xbox controller the inputs are displayed as playstation inputs in the end I had to plug my ps4 arcade stick in to make it somewhat playable. If your new to guilty gear just skip this your not going to miss anything. Free roaming Space Invaders in a nutshell!. Fun game but at this stage(alpha 0.0.1) game is not playable, things that need to be changed:

-remove smooth movement or tone it a bit

-make menu more intuitive

-remove "headshot" sound on every kill

-add ability to change sensitivity(!)

Graphics and animations(or lack of them) are not that bad for alpha 0.0.1.

Overall: Don't buy that game at this stage of development, it is fun but there aren't many servers to play on and the game is not worth money now, but if they will include changes that i pointed out and many more, then this game should be really playable :).

This game is awesome and I can not wait for the next one.. I haven't completed the game but I love it so far. I enjoyed playing freakquecy so I was eager to play this game. The game seems to have a lot of branching choices and CGs.

Those who are new might want to check out the first game to understand more of the lore.. If your an old timer like me this game follows most of the rules of old wizardry brings back the days of the old dungeon grinds love it and recommend it to anyone who loved any of the wizardry series except wiz 8 has the feel of a flashplayer game quick to get into. Great story. I've finished all 4 options. Love the CG art style. Likeable hot vampires\/non-vamps.

There's a good and bad ending for each character.

The bad endings for Isaac and Luka are actually very interesting in a... sad "you shouldn't be enjoying this you weirdo" sort of way.

Rex and Dominic's bad endings were not as engaging (likely because there is no CG for their bad end), but that's hardly a drawback.

Anyway real review: Lovely CG art style Interesting story Fun characters Likeable protagonist

The personality changes based on your responses do not have a massive impact, but an interesting aspect none-the-less that do play a role in the responses you can use and the endings you get.

The love routes are unique enough that each ending and character bring a different aspect of the world and story.

If you would like a decent lengthed interactive BL story with sexy vampires and a dark undertone - this is def a game for you.

My (very minor) issues:

Rex's talking figure vs. CG figure are flipped as far as his hair and tattoo. Minorly distracting.

I don't like the talking figure art style as much as the CG one, but that is simply my personal aesthetic.

I want more (I know that's a copout, hush). I would love to see more DLC and I would happily see this as a longer game. It's clear the developers have talent and ideas and I want to see what they can do with a bigger budget and team! The idea of personality and interests changing based on choices is a cool one and the story was fun. I'd buy a more expensive, more polished, longer version of this game, no question.

Final note: am I the only one who really, REALLY wants a Bishop DLC route? No? Just me, the weirdo?... okay.. It makes fun ;), and it isn't always easy to play!

Like!. Took 31 minutes, actually longer than I expected, the invisible block should be removed in the next part if there will be... You just have to memorise them, nothing too hard. Waiting for the next part.

Had fun tho!. Not recommendable. Very slow, gameplay is very crude.. the stupidest $\forall \forall \forall \forall \forall \forall i've ever played$. it was 74 cents and is a massive $\forall \forall \forall \forall \forall ve ever played$ of diarrhea

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