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About This Game

CLAD in IRON: Philippines 1898 is a Spanish-American War alternate history naval game in which a turned-based wargame and a real-time strategy are combined.

Alternate history is a genre of fiction consisting of stories in which historical events occur differently. These stories contain "what if" scenarios at crucial points in history and present outcomes other than those in the historical record.

Historical Events:

The first battle between American and Spanish forces was at Manila Bay where U.S. Navy's Asiatic Squadron defeated a Spanish squadron. The following Dewey's victory, Manila Bay was filled with the eight warships of Germany. The Germans expected the confrontation to end in an American defeat, with the Filipinos revolutionaries capturing Manila and leaving the Philippines ripe for German picking. The main forces of the U.S. Asiatic Squadron, including the mighty cruiser USS Olympia, are forced to guard the Manila Bay from German warships.

"What if" Scenario:

The shocking outcome of the Battle of Manila Bay spurred the Spanish government to organize a relief expedition. Warships, troopships and transports arrived from Spain to Iloilo City. Coming new battle between the rising and falling empire!

Gameplay Description:

Manage your fleet and army, hunt the enemy's fleet, hide your weak squadrons in protected ports until reinforcements arrive,

blockade enemy trade routes, amphibious assaults and harbour sieges, struggle for dominance over the seas in turned-based strategic mode - all of these actions are possible in CLAD in IRON: Philippines 1898.

The real time tactical battle mode allows you to set up battles and squadron groups with their formations and management using realistic ship models and characteristics as well as advanced ballistics and weapon models. Choose your ships, increase the experience of your crews and send your squadron into the high seas. Command a battle formation and experience the power of iron and steam in a turned-based maritime strategy mode while fighting battles with a tactical real time naval simulation game.

Raise anchor and get **CLAD in IRON: Philippines 1898 NOW!**

ATTENTION! In the game there is no interactive training, only a textual manual.

Title: Clad in Iron: Philippines 1898

Genre: Simulation, Strategy

Developer:

Totem Games

Publisher:

Totem Games

Release Date: 14 Nov, 2017

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Minimum:

OS: Windows XP SP2

Processor: CPU Pentium 4 / Athlon 1.1 GHz

Memory: 2048 MB RAM

Graphics: compatible with DirectX 9.0C 512 Mb

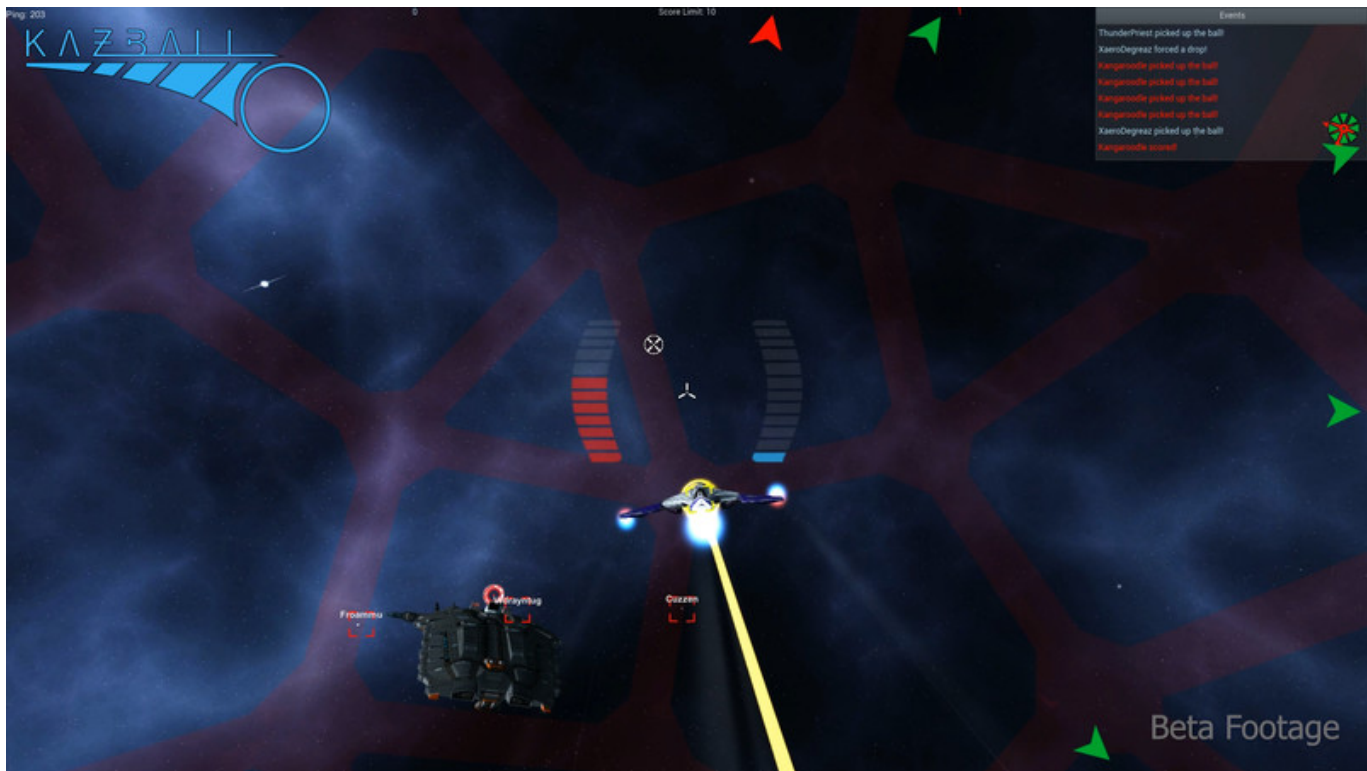
DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: compatible with DirectX 16-bit

English,Russian







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game does not work even with minimum requirements. every time i start the game it starts glitching back and forth to my desktop page and the game page then i get an error saying script cannot be compiled.. How can i install this one ? i've already bought it. I bought this on sale (most Humongous titles go on sale every few weeks or so) and it was worth the money. I had only played Putt-Putt Enters the Race before this, and although the voice actor for Putt-Putt is different (which was off-putting at first), this game is still great fun and has a lot of variety to it. The story is fun, the characters are unique, and the game is big and varied enough that you could play it multiple times in a row and still have fun.

8/10 for a kid's game, I'd easily recommend it...especially when it's on sale.. This is actually better than some anime/manga that I have seen. Has a great story, good art and voice acting. It's pretty decent for it's price.. difficult, but good. I found this game actually made me go back into the previous games to remake new characters with new class/prestige class combos which I normally never have to do for games like this. if you like replaying these stories, then you will like this game, If you want to win everything in one go, you probably won't like it very much.. nice , no optimisation for controls on PC.

i really can't play this game bcs i need controller for it so GG. In complet oposition to farm simulator, this game works and moreover it's cheap.

I suspect the leader of this market to have paid some guys to criticise real farm in order to avoid competition.... full review on youtube: <https://youtu.be/vWcEJsh6-zc>

Summary:

Game is obviously still in development but its enjoyable.

few things need improvement:

tutorial is a bit short

moving could be tough if rocks/buildings pieces are in the middle

lagged at times due to the PVP

Overall the game was fun and has the pieces to be a super fun game.

. Super under whelming, there are plenty of better games in the same subgrene that are available free to play here, get ragnarok clicker, clicker heroes andVor crusdaers of the lost idols, they are all free and far better games, I can not state clearly enough the degree to which pretty much no one should pay for this game. That's not because i think the \$1 is that large a waste of your money, but every purchase of this game is another person saying "don't bother putting any effort into your game I'll still pay for it", please don't encourage this kind of lack luster game making, I regret doing so so much that i bothered to write my first ever review

great game 10/10. Pretty nice, colorful, the puzzles aren't bad, but probably not my cup of tea.

The doctor scene took me off guard. Now i'm interested.

But i'll just enjoy the first free chapter, thank you.. Since I've played this game here is what I like and find lacking in this game. (Even though some of these have been mentioned already elsewhere in the forums)

Pros:

1. Graphics are nicely done for a clicker/idle game (I'm not one who cares whether graphics are nicely done or not as I play many different types of idle/incremental games with varying graphical styles and at least one has its own hand made art)
2. Many different choices of tools and pick axe handles (I like choices)
3. Many different types of ore (both realistic and fantasy)
4. A lot of choices in upgrades
5. A nice assortment of music that you can buy. (In game currency not real currency)
6. It's not that bad for the price

Cons: (not so much cons as it is missing features that could be added to make the game even better (If any of these are done already I will mark it with an asterisk))

1. A type of currency that can be used after a certain type of reset so that it could be used to boost profits and increase chances to get better minerals and ore later on in the game.
2. I'm not sure if there is a mute feature in this game.
3. No Full screen as far as I'm aware
4. No varying resolutions yet either

It does still seem a bit bare bones at the moment, but less so than another I've played, which is a good thing.. Check out in game footage at: https://youtu.be/vPKMp2_Rq54

[Evil toys and Hide and seek, so much fun. Game is well done, not the scariest, good atmosphere, and tension make for a good Indie horror Game. The dolls are smart and I think they learn how your playing not sure on that, but check out my video and see the Evil Teddy Bear but in my opinion I think this developer has a great game and I recomend buying it.. Very cool, love throwing fire balls around and watching things explode! also love the interactions of the items.. Excellent even by today's standards.. This game is extremely fun and I would definitely recommend it if you have some friends to play with. However, this is the first VR game to make me extremely motion sick. I've played a lot of hours in echo arena and never got sick and I'm not usually prone to motion sickness. So be careful!. I have just played the first level but I will give more statement later.](#)

[Many do complain about the controls of the game, that's totally nonsense, don't listen to these hater noobs. The "analog" control is super smooth and even better than in the original, just convince yourself by playing the demo!](#)

[The only thing that may be annoying is the aiming because you're not able to aim accurate enough, but that is not a reason to entirely hate the game since therefor the movement is, like said before, very accutrate and Flashback is a jump n run too afterall.](#)

CLAD in IRON: Philippines 1898 Update - June 5th, 2018:

In this update, we added torpedo weapons and new types of ships to the game, and also improved the graphics:

- Now players will be able to use the ships armed with torpedoes in the strategy (TBS) and simulator (SIM) mode. Automatic and manual torpedo control is available.
 - New types of ships were added: a Spanish torpedo boats destroyer and a coastal defense ship, an American auxiliary cruiser.
 - American 1150t patrol gunboats rearmed with 4-inch rapid-fire (QF) weapons.
 - In order to achieve a more realistic appearance in the simulator mode, we improved the water surface graphics (sea waves).
 - Improved textures and detailing of all 3d models of ships.. **Clad in Iron: Carolines 1885 Dev Diary #2 - White, grey, black:**
- We are very strange guys and we are interested in strange questions. For example, we want to know in what color scheme the Spanish and German warships were painted in Oceania in 1885 during the Carline Islands crisis. There are three possible answers to this question. Usually for service in hot climates, the ships of the great powers were painted in a white and yellow version, when the ship's hull was white, and all other parts were yellow-orange. The second option could be the so-called combat

paint, when the hull or the whole ship was painted in gray or gray-blue color. This method has been known since the time of the American Civil War. In 1885, France was at war with China and part of the French ships were painted gray-blue. The third color of the ship was the usual black and yellow Victorian type with a black hull and yellow masts and superstructures. We know for sure that the Spanish squadron assembled in Europe for the campaign on the Pacific Ocean was painted in the Victorian scheme. This was described in Spanish newspapers in 1885, but we did not find such information about the German ships. But in the photographs of 1889 from Samoa, where only the hurricane prevented the battle of the German and American colonial squadrons, we see that the German ships have black hulls and yellow-orange masts and superstructures.

Facebook page link

<https://www.facebook.com/totemgamesfcbk/posts/2023808651072082>

Steam forum thread link

<https://steamcommunity.com/app/712970/discussions/0/1848072002752839707/>. **Clad in Iron: Carolines 1885 Dev Diary #4**

- German colonial squadron in Asia-Pacific:

From the beginning of the 19th century, the Asia-Pacific region fell into the sphere of trade interests of the European and North American authorities. German shipping companies also participated in trade with East Asia. As early as 1822, the Prussian state company Preußischen Seehandlung began regular deliveries to China.

It soon became clear that it was difficult for German sales agents in China without military support from their homeland to conduct business. Only after the creation of the Prussian Navy was it possible to defend German trade. From 1869, German squadrons from several ships visited the region for specific purposes, after which they returned to Europe.

With the creation in 1871 of a single German state to ensure national interests in the East Asian and South Pacific regions, an East Asian squadron of cruisers of the Germany Imperial Navy was created. At this time, the German Navy did not yet have its own bases in the Pacific. Ships during the repair and supply of fuel had to rely on foreign ports, which often entails a long wait and high cash costs. When Germany acquired colonies in Africa and Oceania in the 1880s, the cruiser squadron was still based in the Chinese city of Yantai (formerly known as Chefoo or Chefoo) and until 1897 did not have its own repair base.

The basis of the colonial forces of the German Navy were wooden, composite and iron gunboats, corvettes and frigates. A total of 12 gunboats (about 500 tons), 10 corvettes (about 2000 tons) and 8 large masted iron cruisers-frigates with a displacement from 2,800 to 4,000 tons were built in Germany in the 1870s – 1880s. If necessary, the colonial forces can be strengthened by the seagoing ironclads from Europe.

link to the image of the German warships:

<https://ibb.co/92s8gwj>

Facebook page link

<https://www.facebook.com/totemgamesfcbk/posts/2042714552514825>

Steam forum thread link

<https://steamcommunity.com/app/712970/discussions/0/1813170373213791500/>. **Clad in Iron: Philippines 1898 - Free update of the game from January 4, 2019:**

1. TBS mode. The division of all the harbors in the shallow and deep. Now, large ships will not be able to enter the shallow harbor.
2. TBS mode. The probability of a ship undermining a minefield depends on its size.
3. TBS mode. The probability of a successful attack of a torpedo boats depends on the size of the target.
4. Fixed some bugs.. **We have updated the characteristics of the Spanish destroyer.:**

In connection with the receipt of new historical information, we have updated the characteristics of the Spanish destroyer water pumps.. **Our war games in the top on WARGAMER:**

Back in April, the largest and one of the most respected professional* online magazines about the wargames

WARGAMER.COM included our games in the list of the best naval war games. The news was a little late, but better later than never.

It's nice to be together with such games as JUTLAND, VICTORY AT SEA, SILENT HUNTER and BATTLESTATIONS: PACIFIC.

<https://www.wargamer.com/articles/naval-war-games-subsim/>

*We respect the alternative opinion of gentlemen from Grogheads. **We fixed some potential bugs.:**

We continue to optimize the game engine. In the course of these studies, we have found and fixed some issues that could potentially create technical problems.. **Updated Russian version:**

We replaced the fonts with more readable ones, and also fixed some errors in the Russian version of the interface.

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