

AGEOD's *PRESS AWARDS*



The Wargamer.com: AGEOD, Developer of the Year 2007 (once more after 2006)

GOLD



Quote

For this year's Gold award, we go across the Atlantic Ocean to France and the studios of **AGEOD, who dominated the voting by a substantial margin**. Their main goal has been to bring small, independent studios' work to the light of the wargaming community, and in so doing have helped to develop some of the best games around.

This includes games such as their first, *Birth of America*, a turn-based strategy game that simulates the French and Indian War (which was the North American chapter of the Seven Years' War); it also simulates the American War of Independence.

Also, *AGEOD'S American Civil War*, a historical turn-based strategy game encompassing the American Civil War, simulates not just battle but also political and economic activity embedded within the game to give a wider experience.

Their third title, *Napoleon's Campaigns*, is the successor of *Birth of America*. It sports a focus on strategy during the Napoleonic Wars.

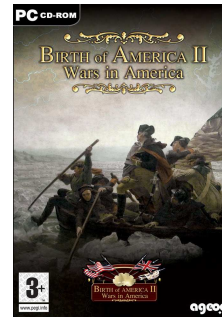
The Wargamer.com: American Civil War, Wargame of the Year 2007

GOLD



The Bronze and Silver may have gone to the games set in the Second World War, but it was **AGEOD's American Civil War – The Blue and the Gray** which was a head and shoulders favorite for best wargame of the year. The mix of playability and detail made for a complex wargame that might daunt novice gamers, but AGEOD struck gold when they crafted it for wargamers, and our readers responded by **overwhelming numbers in voting it as best wargame of 2007**.

Birth of America 2 Wars in America – 2008



 **Cyberstrategie (9/10): "Simply the best wargame on the operational scale"**

The French PC Wargames magazine Cyberstrategie is the first to review "*Wars in America*" with a full 4 pages article by Sébastien Lebourcq, the Chief editor.

Here are some (translated) quotes:

"A deep, realistic and easy to play wargame... what else?"
"Simply the best wargame on the operationnal scale"

Final summary:

Pros:

- **precise and realist simulation**
- **coherent mecanisms**
- **thrilling challenges**
- **easy to learn wargame**


Cons:

- **It's mainly a new BoA edition**
- **No troops recruitment module**

Final marks:

9/10 and Gold Award : If you didn't know Birth of America, don't wait to get one of the best wargames ever.

7/10 and Silver Award: If you already own and master BoA1, WiA will improve your game experience without changing it drastically.

 **Nxgenerationgamers.com (85/100): a fun and fairly accurate romp through early America**

A fine and comprehensive review by Chris Stavro, one of the most faithful AGEOD games reviewer. Enjoy!

<http://www.nxgenerationgamers.com/Bi...%20Review.html>



 **Gamershall.de (7.8/10): A respectable game worth its price**

A German review was just published at www.Gamershall.de: they rated the game with 7.8 out of 10

<http://www.gamershall.de/index.php?o...rica&Itemid=42>

Fazit: Mit Birth of America II – Wars in America legt AGEOD einen grundsoliden Titel hin, der für sich gesehen in jedem Fall sein Geld wert ist. Bemerkenswert ist, mit welcher Akribie AGEOD bemüht ist, die mitgelieferten Szenarien in Szene zu setzen. Besitzer des ersten Teils müssen für sich entscheiden, ob die eingebauten Erweiterungen genug Grund sind, ein Spiel mit gleichem Sujet zu kaufen.

Conclusion:

AGEOD's Birth of America II – Wars in America is a respectable title worth its price for sure. AGEOD's effort in accurately setting up scenarios is remarkable. However, owners of BOA 1 must decide for themselves whether the enhancements are reason enough to buy a game from the same subject.

NAPOLEON – 2007



 **Napoleon's Campaigns - The Wargamer**

Napoleon's Campaigns is that jewel of a game that has a well-defined purpose in mind and executes it in a disciplined but accessible fashion. Some gamers may bemoan the lack of a tactical and strategic level. They miss the point. Bonaparte excelled at the operational level and this game captures the essence and nuances of that level of warfare.

<http://www.wargamer.com/reviews/napoleonscampaigns/>

 **Armchair General (90%): a highly playable and highly addictive game**

"NCP focuses upon the 'grand operational' level of war, with players organizing and controlling units from regimental to army size across a two-dimensional map. Anyone even slightly familiar with traditional board wargaming will feel at home with the appearance and logical play of the game."

"Organization in NCP, much like AGEOD's earlier American Civil War, is the key to success. The right commander is necessary to gain the most from the units, especially in NCP. AGEOD has focused on the complexity of warfare in the Napoleonic era, such as the issue of multi-national forces being commanded by men who did (or did not) have the talents for such."

"The result is a game much more focused on grand campaigns, ala the 18th century, rather than with the issues that shaped the Napoleonic era and the rest of the 19th century—the levee en masse was just as important, if not more so, than the 'French' method of winning battles, such as the manoeuvre sur les derrieres."

Bob Mackey

<http://www.armchairgeneral.com/index...&page=1&cat=59>

Out of Eight (7/8): yet another can't-miss title in AGEOD's line-up

"Napoleon's Campaigns has one of (if not the) best looking maps of any computer game ever made. The level of detail is outstanding in all areas of Europe: cold mountain peaks, sprawling farm land, dense forests, and bustling cities are all rendered exquisitely (amount of bustling may vary)."

"The amount of research that went into Napoleon's Campaigns is very impressive and I doubt anyone will argue against the game's historical accuracy."

"Instead of offering one giant grand campaign (which would take a lot of turns to complete), Napoleon's Campaigns comes with a long Spanish campaign, three year-long campaigns, and a handful of short battles that typically span several months. This is enough variety and spans pretty much the entire extent of Napoleon's exploits."

"The AI has been improved (like the game needed to be any more difficult) so you need to try even harder than before. Overall, Napoleon's Campaigns feels more like a complete game and it will appeal to fans of the series or the genre."

James Allen

<http://jaguarusf.blogspot.com/2007/1...ns-review.html>

PC Gamer UK : 79%

Elegant complexity. Another winner from AGEOD.[Apr 2008, p.75]

Absolut Games: 80% (Ru)

Отечественной войной.

8/10 chez www.eurogamer.fr

Meristation: 7/10 (spanish)

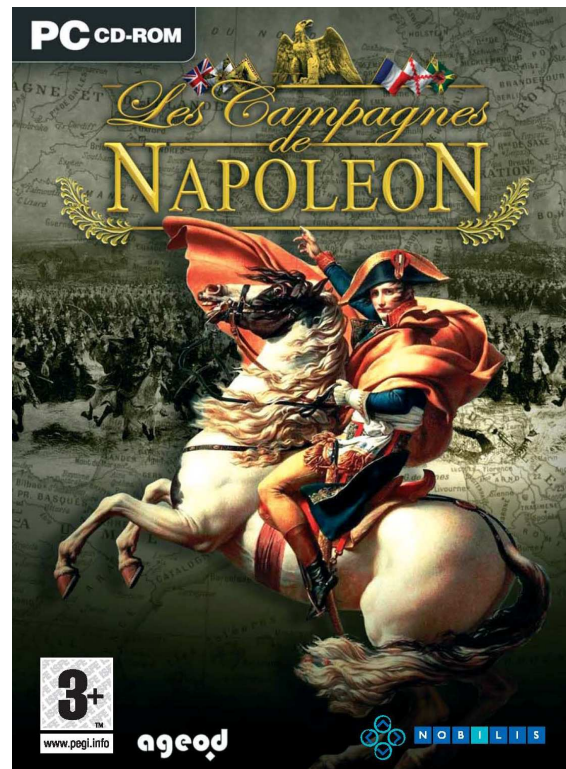
The Sunday Times Magazine

Nx Generation (90/100)

**"Anyone that wants a good war game...
.... should not miss this title"**

8/10 on Joystick

8,5/10 chez PC4WAR



AMERICAN CIVIL WAR – 2007



Gameshark: AACW, Editor's Choice



"American Civil War is a **brilliant** mix of simplicity and depth and is one of the very best Civil War games around. " - Troy S. Goodfellow

http://www.gameshark.com/reviews/2927/p_0/American-Civil-War-The-Blue-and-the-Grey-Review.htm

War-Historical: AACW, Wargame of the Year 2007



AGEOD's American Civil War has just been voted Wargame of the Year 2007 by the Newsgroup War-Historical. Here is the top ten results :

War-Historical's Wargame of the Year 2007 :

1 - AGEOD's American Civil War - 64 points

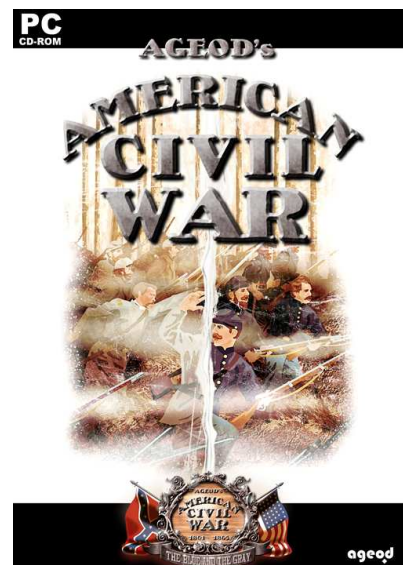
The Silver and Bronze go to :

- # 2 - Advanced Tactics - 47 points
- # 3 - Carriers at War - 40 points

This completes the Top 10 :

- # 4 - AGEOD's Napoleon's Campaigns - 39 points**
- # 5 - Commander : Europe at War - 22 points
- # 6 - Air Assault Task Force - 21 points
- # 7 - Guns of August 1914-1918 - 17 points
- # 8 - Making History - The Calm & The Storm 2.0 - 14 points
- # 9 - Cose Combat : Modern Tactics - 11 points
- #10 - Theatre of War - 7 points

<http://groups.google.com/group/comp....9eed19965a5c8f>





GOLD



In its January edition, the respected French magazine **Cyberstratège** has published its yearly ranking:

Game of the year 2007: AGEOD's American Civil War



*"What if the best studio 2007 was French? With two games released this year, **AGEOD** confirms the excellent impression left by *Birth of America* and establishes it self as the key studio for historical gaming. It's mostly with its very ambitious **American Civil War** that this developer has impressed us. This thrilling, very comprehensive and hyper-realist simulation of the Civil War has successfully avoided the monster game syndrome while remaining very user friendly. The whole thing packaged with top of the art graphics. We eagerly wait for the next product from our Frenchies* friends!"*

* In English in the original

Wargame of the Year 2007:

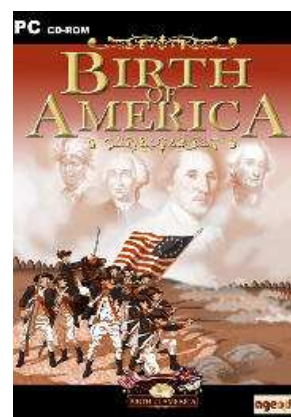
- 1) **AGEOD's American Civil War: "Simply the best strategic reconstruction of the Civil War. AGEOD deeply renews historical gaming."**
- 2) Advanced Tactics World War II
- 3) Combat Mission Shock Force

Gamershall.de: AACW, Silver Award



**AGEOD's AMERICAN CIVIL WAR hat voll ins Schwarze getroffen.
Gamershall.de**

BIRTH OF AMERICA - 2006



Cyberstratège: BoA, Silver, Wargame of the Year 2006



SILVER
Birth of America

War-Historical: BoA, Silver, Wargame of the Year 2006



Birth of America



The Wargamer.com: BoA, Honorable mention, Wargame of the year 2006

[The Wargamer's Readers' Choice Awards - 2006:](#)

Coming in with an honorable mention was a revolutionary war title, Birth of America from the French developer AGEOD. Birth of America gave gamers great strategic level gameplay combined with attractive graphics and set it in an era that saw the birth of democracy on the new continent. It made a strong showing for third place in the voting and deserves recognition as one of the top wargames of 2006.

The Wargamer.com: BoA, Honorable mention, Game of the Year 2006

[The Wargamer Readers' Choice Awards - Game of the Year](#)

There are three honorable mentions for Game of the Year: Birth of America, which also drew an honorable mention for best wargame, and the top two strategy titles of last year, Medieval 2: Total War and Company of Heroes.

