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## About This Game

### Atomic Age Brinkmanship

Take control of the United States or Soviet Union and provide technical and economic assistance to guerrillas all over the world fighting for your cause, all while avoiding a direct and open-confrontation with the enemy.

In Precipice, subterfuge is the most important strategy. Safeguard your closest allies and change unfavorable regimes without giving away your long-term ambitions. Every action risks an enemy reprisal, and if nobody backs down from a standoff, we all lose.

Will you be victorious in the Cold War, or will you send us all over the precipice of nuclear annihilation?

### Features

- Face a highly-responsive, unpredictable AI that will attempt to understand your strategy and counter it at every turn.
- Hotseat play and (currently experimental) multiplayer play available.
- World leaders from 72 countries realized as animals native to the region, all pawns in the dangerous game of nuclear chicken.

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- Manage resources from territories under your control to resolve immediate crises or win over future allies.
  - Recreate history, or forge your own path. Put a bear on the moon. The possibilities are endless.
  - Simple, intuitive gameplay that is also difficult to master.

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Title: Precipice  
Genre: Indie, Simulation, Strategy  
Developer:  
LRDGames, Inc.  
Publisher:  
LRDGames, Inc.  
Release Date: 1 May, 2019

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English



# SOVIET UNION

## TURN 1

**SPACE RACE**



20%

CIVIL UNREST

CIVIL UNREST LEVEL  
0

0 FROM WAR FATIGUE  
0 FROM NUCLEAR BRINKSMANSHIP

|   |   |   |   |
|---|---|---|---|
|  |  |  |  |
| 0.00<br>+3.18   | 40.00<br>+2.96  | 0.00<br>+3.24   | 40.00<br>+5.63  |

  

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| 1.60  | 1.20  |



SPACE PROGRAM



ORBITAL SATELLITE

Enemy support for insurgencies and coups are always detected in countries under the satellite orbit.





LUNAR LANDING

Demonstrate your scientific and engineering superiority by being the first nation to land on the moon.




  











**MATO**

UNIFIED FRONT ●●●●

MAJORITY ●●

# FRANCE

**TURN 1**

|   |  |   |  |
|---|--|---|--|
|  0.00<br>+3.18 |  40.00<br>+2.96 |  0.00<br>+3.24 |  40.00<br>+5.63 |
|   |  0.36           |   |  0.48           |

**FUEL PROTESTS**



95%

**DEPLOY AGENTS**



100%

**INVADE**



100%

**DIPLOMACY**



10%










**TURN 4**

EXIT GAME

3.16 8.88 15.72 56.89  
3.16 +2.96 +3.24 +5.63

**NATO**  
UNIFIED FRONT ○○○○  
MAJORITY ○○

**WARSAW PACT**  
UNIFIED FRONT ○○  
MAJORITY ○

**ARAB LEAGUE**  
UNIFIED FRONT ○○○○  
MAJORITY ○○○

**SUB-SAHARAN**  
UNIFIED FRONT ○○○○○  
MAJORITY ○○○

**SOUTH AMERICA**  
UNIFIED FRONT ○○○○  
MAJORITY ○○

**SOUTH ASIA**  
UNIFIED FRONT ○○  
MAJORITY ○

**EAST ASIA**  
UNIFIED FRONT ○○  
MAJORITY ○○

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This game isn't ready for release yet. I'm all about early access and have several games that are still in early access. But this game was sold as a full game out of early access, but the game still has LOTS of errors (even basic ones like mixing up the sides or reporting where your secret agents are to the other player making them useless).

To his credit, the developer is working hard to fix these issues, but that's what early access is for. Not "completed titles" like this.

If the game fixes the issues and gets things working as they should, I will change my review. But for now, it's time to refund and wait 6 months or so and see what the game becomes.. I really wanted to enjoy this game. I played Balance of Power a few years ago and loved it. The only downside was that it was so short. So I was really excited when I saw this game. I like the art style a lot, and it's a lot easier to get around than Balance of Power ever was.

But I just can't get into it. It feels like a step backwards from the 30 year old game that inspired it. Resources, armies, and actions all feel so game-y and simplified. 30 years ago I could specify the exact amount of foreign aid I wanted to send, the number of troops I wanted to send, and so on. Nations acted on their own and independently. You didn't get influence points for arbitrarily having a certain number of countries on your side. Why does getting that one last country in a region have such a disproportionate boost?

Most frustrating of all is that the AI seems to entirely lack the sense of fairness that it did in BoP. The Soviets invade someone in my sphere of influence, they'll refuse to back down, but if I try the same thing, they'll also refuse to back down. Do they have a death wish? It seems like I can't get past the first few turns without either being browbeaten into abandoning my allies or ending the game. There seems to be no spheres of influence, the AI just considers everything fair game and seems to know that I value my time and energy more than it does.

And on the topic of ending the game, I'm really surprised that anything inspired by Balance of Power actually portrayed a nuclear war. What happened to not rewarding failure?. Precipice fills a niche in the strategy genre which to my knowledge has remained unfilled since Balance of Power came out in 1985. The challenge of the game is to not only be winning, but also not winning too much, lest you push your opponent over the brink. The developers have also been working consistently on improving the game in small ways since its launch, which is nice. That said, if multiplayer is your preferred mode of play you may want to hold off since there's not enough to deter human players from "flipping the table" if they're going to lose currently.. The Multiplayer is a bit buggy but a fix my friend and I tried was leaving the game open and having him join via the server list on the right. Hope this has helped anyone. The AI is very poor but the road map says that this will be changed. I have enjoyed this game with friends and its honestly a great game.. A great experience to play with alone or with a friend. Especially for the price. If you like a thought provoking game, I would highly recommend the title.. Have played a few hours of this game and am really enjoying it. I have only played single player - the AI is in my opinion pretty good, and an enjoyable game can last 30 mins to an hour which is perfect. I'm probably going to buy this game as a gift so I can send it to my friend so we can play multiplayer.. The game is well put together and is in general good, however it crashes alot on my pc so be careful.. Great game, I believe that once they rework the way that multiplayer works this is be one of the most interesting and fun 1v1 games out there. I personally had an issue with multiplayer but a lot of other haven\u2019t. I will be waiting until there is a fix and not refunding the game because it is worth it.

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Nice game, the animals add a very charming touch, however, I am shocked that Portugal is not shown on the map, it was an important country very affected by both the soviet union and the united states.

Anyway, if you like animal people, mutually assured destruction and spies, it's a gud game. Did you ever have that maniacal desire to shape the world during the Cold War? With the fate of billions hanging in the balance, do you think you could tip the scales of world opinion in your favor and survive?

Precipice is a very entertaining game. It's like a cross between poker and chess, you plan out your moves, and if challenged, try to see if your opponent is bluffing when he threatens you with his missiles.

I like the idea of not waging war to win, and that war is a no-win scenario in this game, subterfuge and playing nice are keys to winning this game. I think the penalties for backing down are a little too tough, but all-in-all this is a really good game.

Read a full review at the [Loner Strategy Games web site](#).. The game is still very young, the Ai is hard, its a good strategy game for multiplayer, but its hard seeing to play this game on singleplayer, as the ai will literally bully you into ending it in nuclear war, of course you can back down, but you'll lose loyalty. I can see this becoming a hit in Multiplayer, but for now. Its a no for me. Yeah I enjoyed this game plenty despite this game being kinda far out of my wheelhouse. It's also been fun playing so close to release since the devs keep tinkering with the AI but unfortunately that would probably just be an experience for myself and the other early buyers.

[Regardless the game's strategy is fun albeit a little muddled at times, since it's hard for me to figure out at first what actions are best used on what countries and when. After that hurdle it's just fun playing chess with the AI and cooing at all the cute animals. I haven't played any mode outside of the standard real-world mode but I'm sure that variability is there for someone.](#)

[It's good enough for me at least. Good recommend once you get past the 'oh God what do I do' hurdle.. I liked this game pretty much. The only issue is that because nukes are always an option there is really no reason if you are losing the game to stick with it. If I was playing multiplayer and I was surely going to win the other person would just make sure we both lose. I get thats a part of the cold war vibes, I just couldn't enjoy that part. I really liked the game though. Great Concept. I'm sure someone else would not care at all or maybe I just am not playing the game right. Someone will love this game, just not going to be me.. Excellent concept, awful execution. Mutiplayer dosnt work, that was why I bought it. Might revisit it in the future if they fix it.. This is a difficult game. My vast swath of nuclear losses have mostly come from when I try to do something huge two turns in. When it comes to single player, I've learned to expect that in the first three turns, five turns, twenty turns. Reading through some of the other reviews, it appears that the issue that most have with the game is that the AI is a rather arbitrary, hypocritical warmonger who mash the nuke switch anytime you so much glance at their turn. In many ways, I agree. I won't pretend the AI is flawless. But it also isn't stupid. I wanted to write a little bit about what I have learned so far, about how the AI seems to work, and why I think the single player mode is still worth recommending.](#)

[I think many of us approach the game with a bit of historical baggage that weighs down our strategy. I'm a huge history buff myself, and the knife's edge politicking that went back-and-forth during the Cold War doesn't cease to fascinate me. I can pour over maps from the mid-century and ponder how amazing it was that the world divided itself into camps of red and blue. So when I see the big bad USA AI come in and invade my slice of the Warsaw Pact, I immediately find myself jumping into the shoes of Khrushchev and wanting to cable an immediate WTH to the man in Camelot about why he DARES to invade MY sphere of influence. Naturally, the rash digital Bostonian, with no historical fanboyisms weighing it down and knowing that it is not skin off his microprocessor back, doesn't even flinch to escalate my indignant cable to the next level, which of course I cannot ignore because I have history on my side. But this isn't history. The AI doesn't matter what color Bulgaria or East Germany were 1962 Europe. What matters to it is how many pips they are worth on the score board. And I just let the AI trick me into stalemating the game over a one point swing.](#)

[This game is much more akin to a GMT Twilight Struggle than a Paradox Victoria II. "Spheres of Influence" don't really exist. What the game comes down to is regions. You score be either owning more than half of them or the whole thing, nothing else matters, as much as it may hurt seeing Red China go Blue in itself. Nothing else, besides those swings between majority and not, and all and less than all, matter in the end. If I notice that the USA is invading Ethiopia, a government loyal to me, and there is little reason to intervene. There are so many countries required to even get the majority bonus in Sub Sahara, that even risking a spat with USA is foolhardy. Maybe they win, maybe they lose. If you're lucky, you'll be able to prolong the war into a quagmire by aiding the rebels. A move your opponent can't challenge you on.](#)

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What about the other side of the coin? What about that coup I was trying to pull off in the Gulf States? After several turns of patient trade agreement with Saudi Arabia, careful diplomacy with neighboring Iraq, and several wads of AK-47s sprinkled liberally across the surprisingly rebellious, I make my coup attempt. Only a 34% chance on the dice, not quite a moonshot, but still a risky use of 3V5 of your action points that turn. Success! The Bloc Party just scored a Gulf resort for the 1963 Workers Liberation Bonanza. But what's this? A cable from the USA? Do they want to join? No? They want us to UNDO our coup, throwing our entire last turn down the drain? Well, that's a battle worth fighting, wouldn't you think? Maybe. But the AI knows for sure it is. Because if I take the Gulf States, I'll have neatly tied up the whole Middle East, earning a massive score swing.

The AI, as far as I can tell, ain't stupid. The AI would rather end the game in stalemate rather than me walk off to an easy victory. And perhaps more importantly, the computer isn't willing to throw away a shot at winning the game. I have found that the most opportune time to challenge the AI is when they are ahead. Think about it. In a drawn out game against a bitter rival, you'd much rather throw the game so you both lose rather than let him take the W. Spiteful, sure. But humans tend to be and computers can be programmed that way. So going back to my Gulf State coup, I know that if I stick to my guns, I'll find myself having to shoot, 10V10 times. Your opponent's simply won't let you have it easy.

But he can't stop you from having it at all.

Eventually, after a few more turns and a couple more scoops of rubles, another coup will get through, one that he cannot trace back to you. Or perhaps they experience a famine, you have just the grain to send to their grateful people. Or maybe even standing up to the USA somewhere else and having them back down will cause the Gulf States to lose some respect. There is more than one way to get what you want. Trying snap up key countries with invasions and coups comes with a high risk. That's why they weren't as common as simple and mundane diplomacy in the Cold War. But the slow game works as well. Even a ripe prize like breaking into NATO can come through steady and careful encroachment, which the USA can only stop by putting its other goals on hold.

In summary, the AI isn't a pushover. It is more than willing to cross the red line if not doing so will swing the balance of power. I won't pretend that it won't make similarly obstinate stands over issues that seem less critical to you, but then you don't know its strategy. That is why I spend many of moves doing the slow game, with diplomacy, Space Race, and foreign aid shipments that my opponent can't challenge. But it would be false to say the AI never backs down, and it won't walk all over you if you don't let it. It seems the more you tolerate its odd invasion of Vietnam, the more willing it is to let your occasional foray into Afghanistan slide. 80% of what the AI does I ignore, and quite often it returns the favor. Don't turn everything into a crisis. Every victory I've had so far has come by giving the AI just enough rope to hang itself with. Let it invade East Germany. It may be the last straw for a war weary American populace who have just about had it with pointless foreign wars fighting Soviet backed freedom fighters. They may just be willing to force their government from the precipice.  
I am a big fan of Cold War settings, but in video games I feel this setting falls a little short, especially in the strategy genre. A couple of years ago, I stumbled upon a 1985 Amiga classic (older than I am actually) called "Balance of Power". I played it with an emulator and immediately liked it, but as the game was so old, I wished for some sort of remake.

Precipice is this remake.

It is obvious that the devs have taken their inspiration from this classic, and they did a fine job bringing it up to date.

What Precipice is about? It's a turn-based global strategy game set in the Cold War. You either play as the US or the USSR and have to extend your influence around the world either by risky business such as intrigue, espionage and military actions or by the peaceful means of providing resources to countries in need, development aid and diplomacy. At the end of your turn, any risky stuff that was uncovered by your enemy can be challenged by them. You can either back down and lose some support world-wide or...you can escalate the conflict to the next stage, demanding your opponent to stand down. But they can refuse again... But be careful and don't push it too far, or nuclear hell will break loose across the earth, ending the game for both parties with a defeat.

If you manage to not end us all in a nuclear holocaust, you can win the game by either having more influence points by the end of the game or by pushing your rival to do so many desperate actions that they will crumble in the face of domestic unrest and chaos.

It's a neat little game and if you're into Cold War diplomacy, brinkmanship and risk-taking or if you ever wanted to experience

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the Cold War on a grand scale, this game is for you. The price tag is appropriate in my opinion.

The only thing I agree with when it comes to common criticism is the weak AI, but since release, the devs have been incredibly active in improving the game and adding new features.

So give it a try and please, try not to unleash nuclear hellfire upon us all.. Early review as I only played a few hours and did not try online PVP yet, but I really enjoy it so far.

The game is harsh and unforgiving, but eventually you understand that you can't poker face your way out of all confrontations, and need to make compromises. Lose influence but avoid nuclear war; then strike back where it hurts.

I lost almost 10 games, some pretty fast, before I finally managed to get a victory by letting political unrest consume my enemy -- right before that of my own faction would soon have me thrown down. Only played the AI so far, but I like that it tries to adapt to my gameplay.

The AI can have a tendency to send nukes a bit too fast right now, but the developers are actively listening to player feedback to improve it. If you're concerned that it might be a pain point for you, give it a few weeks of time and try again.

I'm now looking forward to trying online PVP, as I assume the tension of escalating or not will be quite different.. It's like Plague Inc. but the illness is communism.

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