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&lt;p&gt;of Okinawa. Japan - Call&lt;/p&gt;  
&lt;p&gt;&lt;/p&gt;&lt;p&gt;About game &#171;Age Of War&#187;&lt;/p&gt;  
&lt;p&gt;&lt;/p&gt;  
&lt;p&gt;Well, to be honest, the name of the newest Age of War game, whose main  
objectives &#128737; are to defend your own kingdom and vanquish the opposition  
, is very lame. Let&#39;s attempt to explain our reasoning. The &#128737; answe  
r is straightforward: after beginning the battle, we got so engrossed in it that  
we spent an hour or so &#128737; working to solve the puzzle. What drew us in  
so strongly that it was challenging to leave. The first is &#128737; enjoyable  
since it introduces you to amusing characters who are struggling to survive. The  
second is that we gradually moved &#128737; into the era of knights after the  
battles of primitive people with the aid of everyday weapons like sticks and &#1  
28737; riders on dinosaurs, then there was the era of musketeers, the era of co  
mmon warriors with machine guns, the era &#128737; of tanks, and the final era  
- space warriors!&lt;/p&gt;  
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