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About This Game

Jagged Alliance Back in Action is a contemporary remake of the latest title in the much-loved Jagged Alliance series of turn-based mercenary-themed strategy games.

Designed from the ground up to offer a modern gaming experience, Back in Action showcases an updated isometric 3D look and interface, highly detailed character models and a variety of new gameplay features.

Back in Action takes players to the fictitious country of Arulco, where a ruthless dictator has seized power and only a small group of rebels stand to resist her. Tasked with freeing the island from the dictator's iron grip, players will command rebel and mercenary forces while using tactical, diplomatic and economic tools to keep troops supplied and ready for the next flight, all while commanding them directly in nail-biting battles.

Back in Action's innovative "plan & go" combat system combines real-time strategy (RTS) with turn-based elements to guarantee that the intricacies of tactical warfare are rendered in dynamic, exciting gameplay. This challenges would-be commanders to master not only strategy and tactical combat, but also to maximize their team's capabilities through RPG-like character advancement.

Key features:

- Unrivaled mix of combat (tactics), roleplay, business and strategy
- Innovative "Plan & Go" combat system combines RTS gameplay with turn-based elements

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- Realistic war setting with authentic-looking firearms
 - Laptop/computer menu as a central anchor point for the player
 - Assemble your own unit of mercenaries from numerous unique mercenaries
 - Simultaneous control of multiple squads using a strategic map
 - Convincing characters who interact with and comment on the game events
 - All the dialog has audio
 - Acquire resources by capturing mines and encampments

Title: Jagged Alliance - Back in Action

Genre: RPG, Simulation, Strategy

Developer:

Coreplay GmbH, Bigmoon Studios

Publisher:

THQ Nordic

Franchise:

Jagged Alliance

Release Date: 8 Feb, 2012

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Minimum:

OS: Windows XP (SP2), Vista or Windows 7

Processor: Core 2 Duo Processor (1,8 GHz or better) or similar AMD

Memory: 2 GB RAM

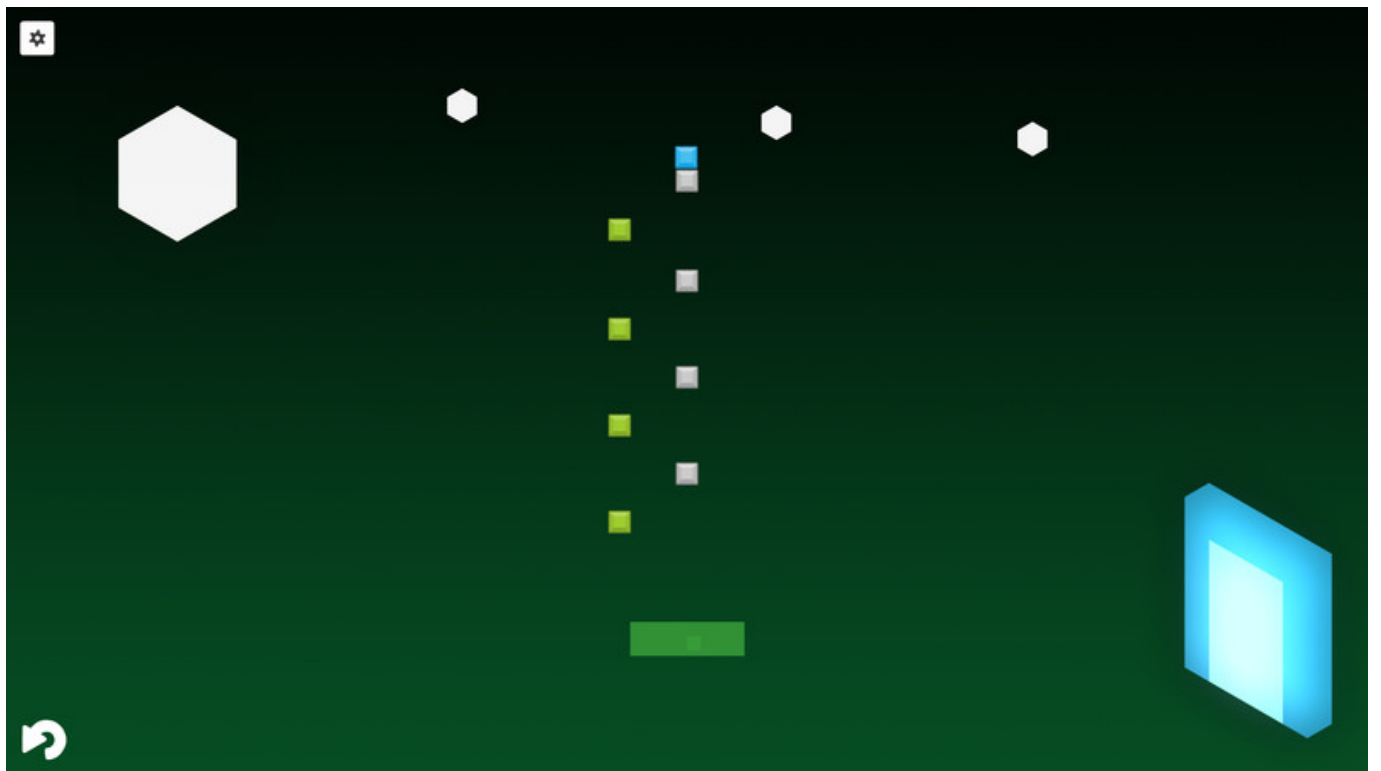
Hard Disk Space: 3GB HDD Space

Video Card: Shader 3.0 compatible graphics card (Ati 2600, Geforce 8800 or similar) with 512 MB RAM

Sound: DirectX Compatible Sound Card

Known issues: Visual artifacts could be displayed when using the following visual cards: AMD Radeon HD 6000 or GeForce 8800 GT.

English,German,French,Italian,Russian,Polish,Czech







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I dont reccomend it for your main animation software

somehow many bugs in timeline like you can copy the keyframes but you can't paste it. if it happens you should restart the program.

another problem appears if you want to add new bones and image slot somehow if there already some keyframes it will not detect as you want, you must re-setup your animation because they need to read to all keyframes that you already made.

its fair for the price but my opinion take another software like Spine or Live2D you wont get any stressed from making the animation. Err, can someone check the video titling, I think the vids are mixed up.. A great turn based fantasy dungeon type crawler.. Simple concept, but very polished and with a surprising amount of gameplay depth. This is a must-have for anyone with the Vive. One of the best VR experiences I've had so far.. So at the time I am writing this review I have 8.3h and this is my experience and opinion about this game.

So I started off quite recently and I went in to this game with basically no expirience. So when you start, you will be placed in a coastal city. That's where all the fresh spawns start. In the southern and eastern beginning areas players are more friendly and more looking into teaming up. If you come across a player they probably won't shoot on sight. Now you will need to get basic gear before you travel more to the middle of the map which will contain better loot. I recommend getting a friend who has a lot of expirience with a game to make it easier for your self to understand, but it's okay if you want to solo. I recommend an app called iZurvive. It's an app that has a map online days with all locations marked. You can call it cheating in a way as it gives you advantage of map knowledge without needing to find a map in game. Also i recommend to also learn how to read Russian because it's important if you want to learn to read signs to which city your leaving or entering. I didn't encounter any glitches maybe some di-sync but that is pretty much that for it. Game is fun solo or group. If your buying, watch some tutorials for basic things for a game. I like this game and it can get addictive. I recommend it. It's kind of like a love child between the F-zero and WipeOut series. Lots of speed, racing, and battling on track, although a majority of the time you'll spend trying to swerve onto the boost panels to retain any sort of speed. Not a bad game for the price. Controllor support is always nice.. Audience:]===

- ☐ Kids
- ☒ Everyone
- ☐ Casual players
- ☐ Pro players

===[✨ Graphics:]===

- ☐ Potato
- ☐ Really bad
- ☐ Bad
- ☒ OK
- ☐ Good
- ☐ Beautiful
- ☐ Masterpiece

===[\$ Price/quality:]===

- ☒ Full price
- ☐ Wait for sale
- ☐ Average
- ☐ Refund it if you can
- ☐ Don't do it

===[🎮 Requirments:]===

- ☒ 90' PC

-
- ☐ Minimum
 - ☐ Medium
 - ☐ Fast
 - ☐ High end
 - ☐ NASA computer

===[✨ Difficulty:]===

- ☐ You just need 2 arms
- ☐ Ez
- ☒ Easy to learn / Hard to master
- ☐ Hard (first few hours)
- ☐ Dark Souls

===[⌚ Game time/length]===

- ☐ Really short (0 - 2 hours)
- ☒ Short (2 - 8 hours)
- ☐ Few hours (8 - 12 hours)
- ☐ Long (12+ hours)
- ☐ Endless

===[🎵 Story]===

- ☐ It doesn't have
- ☐ Still better than Twilight
- ☐ Average
- ☐ Good
- ☒ Fantastic

===[§ Bugs]===

- ☐ Game itself is one big BUG
- ☐ Bugs destroying the game
- ☐ Lot of bugs
- ☒ Few Bugs
- ☒ You can use them for speedrun
- ☐ Nothing

===[♦ Others:]===

Multiplayer: Yes

Singleplayer: Yes. This is a must play.

Hellblade will take you on an emotional journey with a character that you will get to know on a deeply personal level. If you allow this experience to immerse you, which isn't hard in Hellblade, you WILL feel what Senua feels on her epic personal quest.

First off, the VR implementation is shockingly well done. I was skeptical about a 3rd person view in VR, but Ninja Theory is showing the industry how to do it right. Not once did I experience motion sickness, and the only awkwardness comes when the character obscures the view, but Ninja Theory included options to offset the camera's position to help this and let you customize it to your liking.

It isn't the story of Senua specifically that makes this a landmark experience, it's the execution of the storytelling. I've never played a game where I felt so emotionally tuned-in to a character than I did with Senua. Character acting is legendary and the motion capture is perfect. Seeing these performances in VR is next-level amazing. Senua's presence is intensely lifelike and this enhances empathy you feel for her, which only furthers the experience's greatest strength.

This is one of the few, maybe the only game I've played where combat sequences tie directly into the emotional journey with the character. Senua is smaller and weaker than her imposing opponents and the sense of fear and fury is real. Some do not like the

combat aspect because it's not explicitly FUN, but I don't believe Hellblade's purpose is to be "fun", but rather to be a deeply emotional journey and combat plays perfectly with this.

Sound design is miraculous. I ABSOLUTELY IMPLORE anyone that plays to experience the whole game with headphones, and 3D sound plugins turned off! This is the first game I've played that makes such direct and purposeful use of 3D sound, and the entire industry could learn from this. Sound is a powerful sense that's woefully underused in games, which are so focused on 3D sight. Hellblade is starting to rectify this gaping hole in the narrative video game experience. Genuinely, if you can't or don't want to use headphones to play Hellblade, then opt-out until you can, as playing without headphones is comparable to playing without color.

I can't recommend a game more than I recommend Hellblade. This is one that will be remembered for many years.

Just horrible - I cannot get past the Create a Pilot screen since it will not accept keystrokes when it asks for the pilot's name. Using a gamepad seems like it would work, but selecting mouse in the configuration is pointless since you cannot really click on anything in the game and expect it to work.. Let me say this: If you haven't played the original, go do it. It's free. This game is basically the first game on an extraordinary amount of steroids. The claustrophobic, crushing atmosphere of the first is present here in spades. The first game had a very silly and convoluted "solution" of sorts, but was so drenched in atmosphere that it managed to be amazing anyways.

This game seems to take the silly aspects of the first game and toss them to the side. So all that's left is a legitimately awesome, distilled experience. Let me tell you, this game is pretty \u2665\u2665\u2665\u2665ing hard too. Managing your resources is HARD. You really have to pay EXTREMELY close attention to your resources and take every decision very seriously.

Losing as it were is not a very big deal. It sucks to lose of course, but part of enjoying this game is learning from your mistakes. I don't want to call it a roguelite (it's very much NOT) but this game is not meant to be completed in just a few attempts. You will \u2665\u2665\u2665\u2665 up and die, but each death will teach you something valuable.

I spent probably a good 20 hours with the first title, and I haven't had that much time to play with this game, but I can already tell you this game will consume me when I get the time to properly sit down and digest it.

tl;dr: Go play the first (FREE) game. Enjoy it? Then get this. This is the first game x100.. stupid special ops...

good game. The table tennis part is quite good and runs nicely i've not yet tried it without the "FUN" mode but i'm bad at table tennis anyway so if u want this for table tennis its a great game

The normal tennis side though runs like garbage barely going over 45fps and the physics simulation is tied to the fps so the ball constantly speeds up and slows down when the game keeps bouncing between 45 and 90 fps

i got a gtx 1080 and an ryzen 5 cpu so it shouldnt run this bad when the game barely scraps 30% load on either part.

TL;DReview: Definitely the bad apple in the Pixel Puzzle bunch.

Bugs: Crashes on exit; No save date lost. Puzzle alignment is off.

Achievements: 100% completion possible by solving all puzzles without using any power-ups (and using them to launch the rockets instead).

Final Verdict: 3/10

The designs are a bit uninspired, the NASA logos are blurred out, and the jigsaw alignment is slightly off to the topright which can cause some annoyances when trying to place side and corner pieces. The difficulty is easy for all puzzles but takes a steep jump up at the final puzzle.. Prositives:

- The main menu was a puzzle & not some tedious task such as killing zombies.**
- The side of the board game took little to no time extra to complete & was not intrusive.**
- In my opinion the most impressive pictures so far of the series.**
- Your options save & don't reset every time you load up the game like in previous titles.**
- You get to play a puzzle with zero mess & effort.**

Negatives:

- There was no button installed that let me deliver a pizza to my house, like in WOW.**
- When I yelled "That's one small step for a man" into the mic the game did not respond with "One giant leap for mankind"**
- Life is short & death is inevitable.**

Hope you enjoyed the review & have a nice day!. The bundle is only really worth it's price when on sale for 50% off. I got it primarily for the 25,000 galatic standards. However you actually also save a lot of credits not having to pay to increase the size of your warehouse, so that's nice. Bonuses for the synergy and loyaly vouchers plus extra fleet strenght means less grind. I've learned that the premium ships are better to use if you wanna grind out some synergy because they give 20%free synergy and extra income plus they are a lil more OP than the standard ships.

The stickers can't be removed so make sure you think carefully before applying.

To maximize your galactic standards you should wait for sales which pop up frequently. Stuff like the spatial scanner go on sale for 50% off, same thing with destroyer part bundles, premium ships and synergy transfers so be patient.

Only major letdown on this is I really wish it came with a premium license given most other ships for sale provide you with several days of premium license.

Don't forget to apply your new title of Elite pilot that the bundle provides!!!. I can tell work went into this, the fact that you can upgrade your sperm is neat, the general concept is amusing and the tagline is borderline genius. But the sperm handles like a wallowing buffalo, and it's almost impossible to tell what's actually going on. Also, while I understand that the game needs to strip you of your cash upgrades in order to stretch its replay value, there is a reason most games don't do that.

Honestly though, if it handled better, it would be worth it on sale, but it constantly feels like I'm fighting against the keys to move the way I want. Since I don't know how a real sperm handles, I can't say if the developer is going for accuracy but it just made it a lot less fun that I had hoped.

I like my sperm zippy, I guess is what I'm saying.. It's super cool. Very mysterious. Nice japanese voice acting, if you like it. Pretty good translation to english. I like the art also, but the mysterious nature of the game is what gets me the most.. Its so good

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