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About This Content

On the morning of February 20, the 11 CD 6 gds CC received the order to attack Ordivka and Bulakhi farmsteads, but did not accomplish the task, and by evening withdrew to fst.Klyuchevodsk where it was on the defensive until February 20-21. And 83 CD conducted battle for vlg.Borki for two days, positioned on the heights north of the village. But by the evening of February 20 was dislodged from the heights to the north, and entrenched in the forest. The next day, the cavalrymen attacked Borki again, but were able to capture it only by the morning of February 22. The same day, 11 CD reached fst.Podkopy and fst.Homenki again, and attacked in the direction of fst.Ordivka and fst.Bulakhi. Units of the SS LSAH division took defense here.

- Two operations of 10 turns for each of the parties (fst.Bulakhi, February 23-24, 1943).
- Area of over 48 sq.km: farms, windmills and extensive gullies.
- Historical organizational structure of units at the time of the offensive.

Title: Graviteam Tactics: Under the Cruel Star

Genre: Simulation, Strategy

Developer:

Graviteam

Publisher:

Graviteam

Franchise:

Graviteam Tactics

Release Date: 9 Jan, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 8.1 (64-bit only)

Processor: AMD FX-8320/Intel Core i3-4160

Memory: 4 GB RAM

Graphics: AMD Radeon 7570/nVidia GeForce GTX 650 1GB

DirectX: Version 9.0c

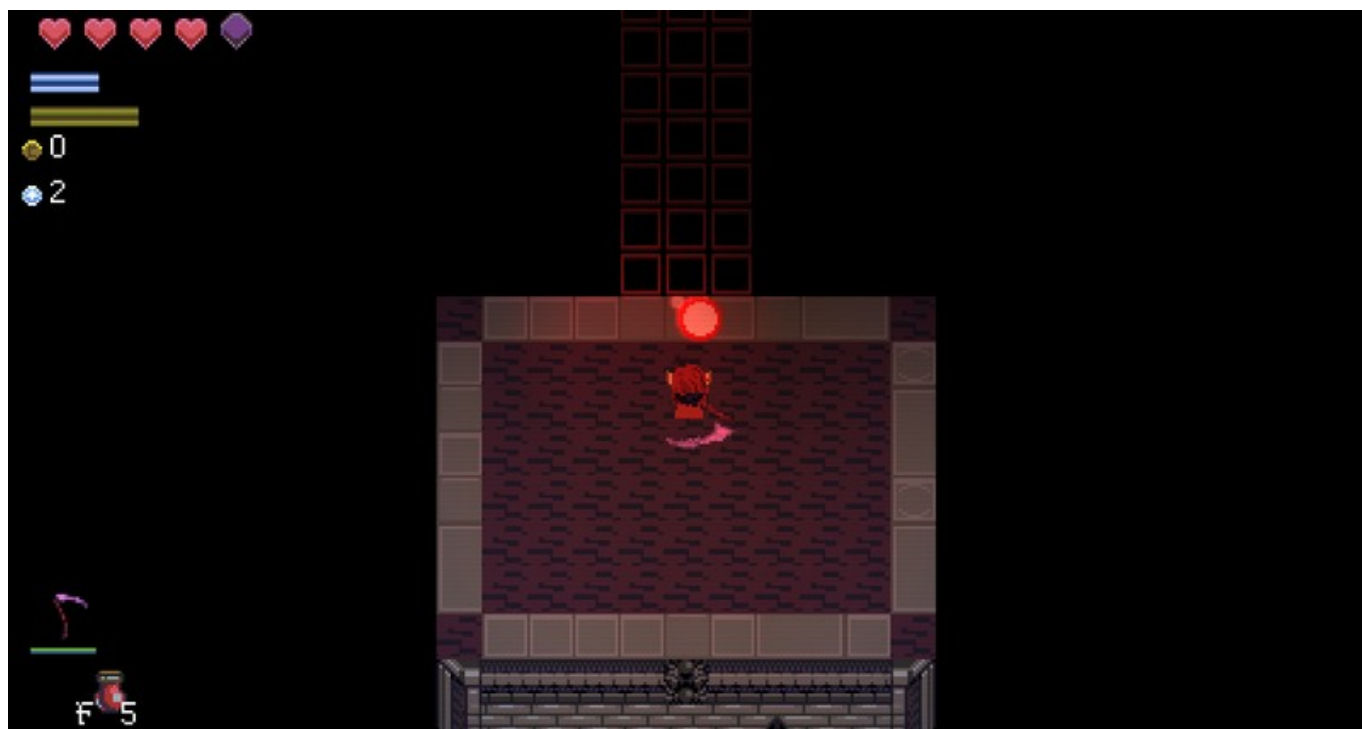
Storage: 2 GB available space

Sound Card: DirectX 9 Compatible

English,Russian







At this time I do not recommend this game.
It has potential maybe if it ever becomes stable.
Played many hours of new games/updates and each and every time
I get a hard crash. I consider it unplayable.
I use Intel HD Graphics. Makes no difference
which graphics mode is used.
I truley feel ripped with this particular game.
I am a long time gamer and can tell you for an RPG
it is the most aggravating game I ever played because
of its unstable nature and all the updates probably top
some record in history.. It looks nice, and runs well enough, kinda like Starcraft 1.

However gameplay-wise it's a pain due to horrible path-finding (cars will happily run into trees) and the unpredictability of how a car will move and where the map will allow it to move. That is compounded by the cars tending to want to approach enemies on their own, resulting in one of them deciding to ram a fence when you tell it to drive down a road. Lastly, moving groups is a pain because they always try and keep the same distances as when they started moving, and there doesn't seem to be a way to tell them to move closer together.

The nail in the coffin however is that the writing is utterly atrocious.. Nice tracks. Portugal (Agueda) is my favorite track of the two. I just think that the Bastogne track is to similar to other tracks. I know that it's replicas, but still.
I would recommend to get these by the season pass or the special edition. Wouldn't say that they are worth 7 euro.... This is easily the weakest of the SF + Lost Hirozon games. Ironically, playing this games demo was what made me buy them in the first place, as I really enjoyed the point and click puzzle solving.

There are many complaints I have about this game as I felt very dissapointed compared to the first two. They really took away the good things about the earlier games and tried to drag out this short and unoriginal story the easiest way possible.

The mini-games in this game are tedious and boring. One of these include trying to steer a vehicle that is barely responsive due to the awkward stop-and-go animation. The vehicle has to navigate an area where a single missclick sends it rushing the wrong way and sometimes it's hard to tell how to make it go the direction you want to. The area you use the vehicle is very dark and not always easy to tell where the vehicle can stand.

The second being a random duel where the enemy is drastically overpowered, forcing you to waste time on repairing your own unit. Nothing you do is anywhere near effective as the enemy. The second problem being that attacking and defending is completely random. There is no pattern you can follow, you just click some buttons, hope for the best, then waste some minutes on repairing and going through Nina's whiny dialogue. And what baring on the plot does this duel have? None! It's never mentioned again and quite frankly, the game could have advanced without it.

The story was a huge mess. What I liked about Nina is that you could relate to her because she's just like anyone else. She doesn't have superpowers. She is not some overdramatic contribution to the plot. All she did in the other games were trying to uncover the truth.

In this game, that changes completely. Nina has too much involvement on the plot making her seem like a supernatural creature. It takes away a lot of her character. A big part of the game doesn't even take place in reality, she ends up in some form of dream-reality state where, for whatever reason, she can dream about the past and find out facts which helps her in the present day. It's just very over the top.

The story is also very short. I ended this game at half the time I spent on the two first games. The game also stalls you at several points in the game. At one point, Nina has to find out where a person goes and the only way she can do so, is using various items to keep up. If she discovers he got lost, she gets teleported back to the very beginning and you have to run all the way back before you can continue. You can't bypass this either, even if you are standing at the very location you want to continue, Nina have to be teleported back to the start after "realizing" she needs to do something else. So you run all the way back there, she completes one step, realizes she has to do something more and gets teleported all the way back again. And you have to do this about five times in a row. Why oh why can't you simply start in the room before? She needs to do nothing in the previous rooms

except run through them. So you are just wasting your time by running back there. And if that wasn't frustrating enough, it is very easy to figure out where to go next. So you spend half a minute in the actual room, but you spend almost five minutes running back to work on your progress.

As for the puzzle solving, I thought that the rooms and clues were too confined. You usually have only 2-3 rooms to work with, as well as only a few items to use. The last part of the game was so easy that I was surprised the game ended so quickly. In the last 5 rooms of the game, I don't recall using more than 2-3 items per room. This is a huge letdown compared to the first game where you were controlling two different characters, using many different items throughout a whole building.

Apparently this game has several different endings. And I ended up with the worst possible outcome. The ending also starts very abruptly. Kind of like watching some generic princess story, where the prince says "I will rescue her!" and then the credits roll, with an announcement that the prince decided to go on a new adventure after rescuing the princess. So the question would obviously be, what happened when he rescued her? Why didn't he stay with her or the happily ever after stuff? Obviously a huge chunk of dialogue and plot development goes missing with such a timeskip. I was left scratching my head as to why things ended the way they did, as that wasn't the implication given just before the credits started rolling. And it literally bummed me out that I had wasted so much time on this plot only to be given a "Whatever" type of ending.

What can I say that is good about the game? Well... the graphics are still nice. Many well done cutscenes and some of the scenarios in the game were fun to solve. I'd actually say that the demo showed the better parts of the game, then it goes downhill after that. The demo had some great puzzle solving and also a lot of tension, which I missed in the game.

This isn't a game I would recommend, unless you find it on sale for very cheap. It's fine to play through once, but I don't look forward to doing it anytime soon. The first game is superior in a lot of ways to this.. PREPARATION GUIDE TO DEALING WITH YOUR CLONE.

My first visual novel I've played. Pleased with how it's gone so far. Great concept, but granted it is a bit repetitive - the skip button is godly. Thanks for this wee gem, Fervent!

9/10.. Right now, it's very early. Literally everything it's prone to change, but I can say, with my little time in it, that it's totally worth it right now. Sure, it's a little bit broken, but I've screamed more than once. The monsters, the colors, the music, the sounds, the atmosphere, everything fits very well, and I actually have faith in this project. Please check it out and support the devs; they deserve it.. Played No-VR expecting some good horror and good scares....the Aliens are buggy and just stand there after they "die" in awkward positions, if there are updates and improvements I can change my review....

In descending order of annoyance:

- Mellow, mumbling announcer. What's she saying?!
- Some annoyingly loud and boring or random music.
- No satisfying weapon hit sounds.
- Actual gameplay not as fast as store video suggests. I recommend F-Zero and SpeedRunners instead.
- Editor lacks zoom, gamepad support, edge scrolling, and correctly defined start area because it won't save your track without one!
- Multiplayer service is down, showing only weird HTML.
- Unbalanced weapons. Some require exact aim and others instantly affect the nearest player anywhere on the map.
- Rocket still plays seeking sound after exploding.
- Engines sound slow, and loud while idle.
- Collision physics are kinda random.
- Border areas deal damage as well as slow you down even more. Super Mario Kart leaves damage to easier, more satisfying weapons.

Good:

- + Old gamepads are (mostly) supported.
- + Lots of vehicles and tracks.. Hey Kid, do you like being forced through the same nausea inducing game mechanic over and over again? GREAT! This is the game for you! See that spinning stone in the pit at the 00:47 mark in the trailer? Get ready to do that barely working nauseating \u2665\u2665\u2665\u2665\u2665\u2665t about 40 FORTY times.. I mean this game is very basic. Arcade game, its fun to play once in a while.. Bought this just to support the devs. way 2 laggy. need to fix the reaction time when moving the mouse so it can run smoothier. the concept is gud and more content can be add to it.

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