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About This Content

SOVIET COMMANDER: ANTI-INFANTRY TACTICS

Kill or drive off your enemy's infantry forces with short-range shock troops, artillery and flamethrower tanks.

- **FEAR PROPAGANDA ARTILLERY**
Airburst propaganda leaflets make targeted soldiers question the morality of their actions.
- **INCENDIARY ARTILLERY BARRAGE**
Areas of the map can be bombarded with incendiary rounds to burn infantry and deny access.
- **KV-8 FLAMETHROWER TANK**
A KV-8 Flamethrower Tank can be ordered in to the battlefield.
- **RECON OVERFLIGHT**
Available planes will fly a high speed loiter of the targeted area.
- **SHOCK TROOPS**
Special Command Troops can be deployed to the battlefield. Click and select location to deploy.

This DLC is already included in the Digital Collector's Edition.

Title: CoH 2 - Soviet Commander: Anti-Infantry Tactics
Genre: Strategy
Developer:
Relic Entertainment, Feral Interactive (Mac), Feral Interactive (Linux)
Publisher:
SEGA, Feral Interactive (Mac), Feral Interactive (Linux)
Release Date: 24 Jun, 2013

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Minimum:

OS:Windows Vista 32 bit

Processor:2Ghz Intel Core2 Duo or equivalent

Memory:2 GB RAM

Graphics:256MB Direct3D 10 capable video card (GeForce 8800GT or RadeonHD 2900XT)

Other Requirements:Broadband Internet connection

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

MIKE'S ISLAND IMMERSION EXCURSION: FORMATION OF THE HAWAIIAN ISLANDS



The eight islands which are known collectively as Hawai'i were formed when the floor of the Pacific Ocean, moving very slowly to the northwest at a rate of about 32 miles every million years, passed over a vent, or "hot spot," in the earth's crust. Lava exploded upward, and over millions of years, the first islands in the present-day chain, Kauai and Ni'ihau, were gradually created.

● RETURN TO MENU ●







This soundtrack collection excludes some of my favorite tracks from Milestone 1 and 2, but still provides an exquisite array of the varied elegance and fantasy-sci-fi arrangements that present themselves throughout the series. At least one variation of each style common to the series is available: jpop vocals, rpg-styled battle themes, choral, strings/piano, and its unique sci-fi/synth-based tunes of ethereal chords. It is consistent with what Fault is: a game that meshes human progression in both magic and physics.

Memorable songs like "The Regal Ninth" will instantly take you back to that first pivotal moment, while calmer tracks like "Sasary" will evoke nostalgic emotions. Given its price, the omissions due to licensing are negligible. The soundtrack provides quick access as opposed to popping the games up and listening through their respective galleries which, in itself, I found worth it. If you need inspirational fantasy songs or an incentive to try the games out, this is a decent option.

. What the hell did I just play?

So you play as a little lizard girl who goes to a castle with her lizard aunt or whatever to see the king for some reason and he starts rambling about how his sons took their horses to the bus stop so that they could take a bus to a nudist lizard person colony two yards away from the bus station. The three boys talk to the nude doctor and fetch him a mushroom so that he can make them drugs for their papa. Some naked lizard runs out before they leave though and ask them to look for her naked lizard daughter in the forest, the boys say they'll help but one of them is just trying to see what the inside of a cloaca feels like. They go to the forest, skip some rocks and pick some shroom, run into a sick fox that can't talk and nurture it back to health. The boyz then find the little girl's skirt in the bushes, give it to the fox and he helps them find the little lizard. They find the naked little lizard and end up having to fight a pig with a dull sword to save her, they ask if she wants her skirt back and she says no cause she wants to be naked and the mother lizard's main dude is perfectly happy with that! He then can tickle, kiss and hug this naked girl, turns out he wasn't only trying to get into momma lizard's snatch but lil baby lizard hooaha too. After returning to the village with the mushroom and girl the lady lizard is super happy that you saved her child and kisses the main dude, he then tickles her and asks if he can stay the night some time, but this adds that he wants to spend the night with the little girl too. Either this is the dencest ser who has ever lived or he's trying to get some mother daughter action going with a minor and a lizard. Anyways they get the potion from the hippie flower eating naked lizard dude and then take the bus home. Did I mention that they're royalty taking the bus to a village for medicine for their sick father? Are there not servants to do that and do none of them have a car? How does this society work anyways, they dress medieval, have horses, coexist with lizards but take the bus? Anyways story over, king's sleepy or some and the little kid and aunt go home, why did they visit the king of their land to listen to a two minute story? Why are they lizards? Did Steam actually allow a soft core lizard/pedophilia game on its market? I don't know because I'm not buying the DLC

Overall this game is magnificent. Could not suggest this game more, always love a good especially when it takes somebodies time and dedication to make, I spent more time writting a review for this game then I did playing it but thats just how much I enjoyed it. I give this game 5 out of 5 cheese wheels.

-Side note, this game has trading cards and you can bet your I'm collection every single one.. now I can finally be anime. Tried it and couldn't get past the problems. Game is not finished is what I can say. Its another vr with alot of potential but is rushed out the door. More time spent could have made this great. It definitely has the vibe of alien isolation which is awesome but again its just not finished. A.I spawn random in front of you for immediate death thats unavoidable and have to start over. Clipping through walls when locomotion because I hate teleporting. Bad textures unless you use ultra settings. Dont even try anything below like many have said its super blurry without it making it almost unplayable or enjoyable.

Again more time spent and these coulda have been a great vr title.

Were all craving vr content but we all don't need a bad game too.. Ok so where do I begin, this game is one of the few early access titles that actually mean it when they say early access. The game is incomplete and needs a lot of work. The amount of

content seems to be ok for only having 2 devs, but the quality of the gameplay is just lacking in every department. Controls are stiff and clunky, sometimes you'll get input locked for no reason, enemy AI is whack, enemy attack patterns make no sense, and the english translation is worse than google translate. Those issues along with the numerous bugs in the game just makes for an overall unenjoyable experience. The game shows a lot of promise, and the ideas behind the mechanics are pretty good, it just has a very poor execution as of right now. So while I can't recommend getting this game in it's current state, I'll be hanging on to it for a few weeks to see if the devs take some immediate action towards improving the game. Depending on their attitude towards improvements, this review may change to a thumbs up. For now, however, don't get this game unless you want to play a very broken and incomplete game.

P.S. for those of you who are currently playing, single sword basic attack is the strongest attack in the game as the first hit in the attack combo can be spammed endlessly with pretty simple timing.. Pretty Fun! Even Though I can't find certain things, playing the game and finding all the secret endings is fun!. Very nice game. Puzzles are well designed and really mind demandant. Had to crash my brain very often to accomplish the goals. Really entertaining, I recommend this game.. Very good, the tutorial has built-in excercises from the software. Should only take you about 4-5 hours.

You're a cute magical girl, you ride a magic rocket... broom. Now go... I dunno save the world or something, just puzzle platform while you do it

Psst... the mouse is superior, suprisingly enough. Great iteration of Boulder Dash. I've played the mobile versions as well, and like to finally be able to play on a keyboard and controller - best experience. Always wanted to take a shot at building levels for a game like this, and so far, the built in editor seems to do the job pretty well. Glad to see classics like this get a present day update that's still fun to play.

. Bought this DLC but it gave me a special code that i have to give when the game ask's for it, beena week and it has not ask's me, feeling like i got scammed.. Advertises steam cards to get the attention of collectors like me.

Spoiler alert: it's false advertisement.. A fun, bust frustrating game sometimes. I recommend it, but I got irritated many times in later levels. It's the wall jumping levels. When you jump, the character already has his own momentum, and the tight wall levels don't fit with this momentum. Counteracting the momentum by holding the opposite way you're jumping is finnicky at best. I died countless times even though I knew how to solve the puzzle and did all of the right inputs, but the time you have to react feels like milliseconds. If you hold the button just a fraction too long, you overcorrect and land in spikes. Undercorrect, and land in spikes. There is no room for error.

Other than those levels (there are only 2 or 3), I really loved this game. The colors mechanic is very interesting and mind boggling at times. It's a great concept. I completed everything in 2 hours and some change, but it doesn't feel too short or overstay its welcome, and for its heavily discounted sale price, I definitely think the game is worth it despite the few unfun levels.. Absolutly loving this game....it took me maybe about 6 restarts to get the hang of how this game works but its awesome! For a E.A. game it runs great and there seems to be a fair amount of mechanics in game, well worth the \$10

Looking forward to playing more and future updates

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