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About This Game

The Matrix version is the Gold Edition of the Original Strategic Command: Blitzkrieg and Weapons and Warfare combined. It also contains the Pacific Theatre and Patton Drives East DLCs

Combining the ease of play, accessibility and addicting gameplay, Strategic Command Classic: World War II adds tons of features in a single game.

Weapons and Warfare (the expanded & enhanced version of the original Blitzkrieg)

Rewrite history with 6 full length, open ended campaigns beginning at key stages of World War II. Begin the war from the historical invasion of Poland in 1939, Denmark and Norway in 1940, Russia in 1941, Stalingrad in 1942, the invasion of Sicily by the Allies in 1943 or the epic beach landings of D-Day in 1944.

Five additional mini-campaigns included, North Afrika, Kursk, D-Day, Market Garden, and the Battle of the Bulge each with clearly defined victory conditions and turn limits.

Also includes the brand new mini campaigns: 1941-42 Battle for Moscow, 1944 Operation Cobra, 1944 Petsamo-Kirkenes Operation

This version with Weapons and Warfare with Blitzkrieg incorporates a huge list of features covering multiple units, terrain types, land and naval combat and a powerful editor with the ability to add in scripted Image and Sound events and much more.

Pacific

For the first time, players will be able to wage war across the massive expanse of the Pacific Ocean. From British occupied India, Tibet, Nepal and China in the West to Pearl Harbor and the West Coast of the US and Canada. WWII Pacific Theatre

features the largest map yet in the series at 198x82 tiles in size.

Command the forces of 5 major and 23 different minor nations. 20 different unique unit types are portrayed and modeled with up to 30 different characteristics and stats.

To add historical flavor and replayability, over 150 different in-game events are now depicted including the Doolittle Raid, Mirill's Marauders, Japanese Midget Sub attacks on Pearl Harbor and even the decision to drop atomic bombs on Hiroshima and Nagasaki. 8 mini-campaigns feature various operations including Midway, Macarthur's struggle in the Philippines, the defense of India by General Slim's courageous and outnumbered 14th Army, the Allied liberation of Burma, the island assaults of Okinawa, Iwo Jima and Pelelui plus the entire New Guinea campaign.

Also included is a full "Mega-Campaign" which covers the entire conflict beginning with the December 7th 1941 surprise attack on the US fleet at Pearl Harbor and playable until the middle of 1947, in case you need that long to gain ultimate victory!

Patton Drives East

Patton Drives East allows players to explore the historically possible what ifs of WWII such as:

- What if the Western Allies and the Soviet Union went to war after defeating the Axis?
 - Could America liberate a Europe subjugated by the Axis?
- What if the Western Allies had accepted a surrender from Germany and together they would fight against the USSR?

Among the features, it is worth mentioning:

- New and bigger game map, now 172x46 tiles in size
- Much larger North American map area, stretching from Florida and the Gulf of Mexico all the way to the Rocky Mountains
 - Enhanced and unpredictable AI via new decision events and global variables
- New unit graphics to reflect updated equipment and technologies that would become available post WWII
 - Exciting new post-WWII Allies vs. USSR campaigns

Features

- This is the enhanced Gold edition of the original Strategic Command: Blitzkrieg
- The Gold Edition allow players to play:
 - Blitzkrieg + Weapons and Warfare
 - Pacific Theatre
 - Patton Drives East
 - Powerful Editor
 - Hundreds of in-game events
 - Fight all over the globe, leading the forces of all the nations involved

Title: Strategic Command Classic: WWII
Genre: Strategy
Developer:
Fury Software
Publisher:
Slitherine Ltd.
Release Date: 28 Apr, 2006

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English



Owner of a Lonely Heart

Yes

0%

Heart of the Sunrise

Yes

0%

Starship Trooper

Yes

0%

000 9:30 1971 E STANDARD

I've Seen All Good People

Yes

0%

SELECT A SONG

Favorite CTRL My Path SPACE Tools ESC Back ENTER Select

SEARCH
FIND A SONG... SHIFT
SORT BY
RECOMMENDED TAB
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FAVORITES ALT

Back

Sisi & 'The Last Emperor'

GROUPS

 18 Points +2 FRANZ JOSEPH I SISI	 14 Points +2 MARIE LOUISE NAPOLION I	 12 Points +2 LEOPOLDINE PEDRO I OF BRAZIL
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- All -










StarDeck

AttackCards

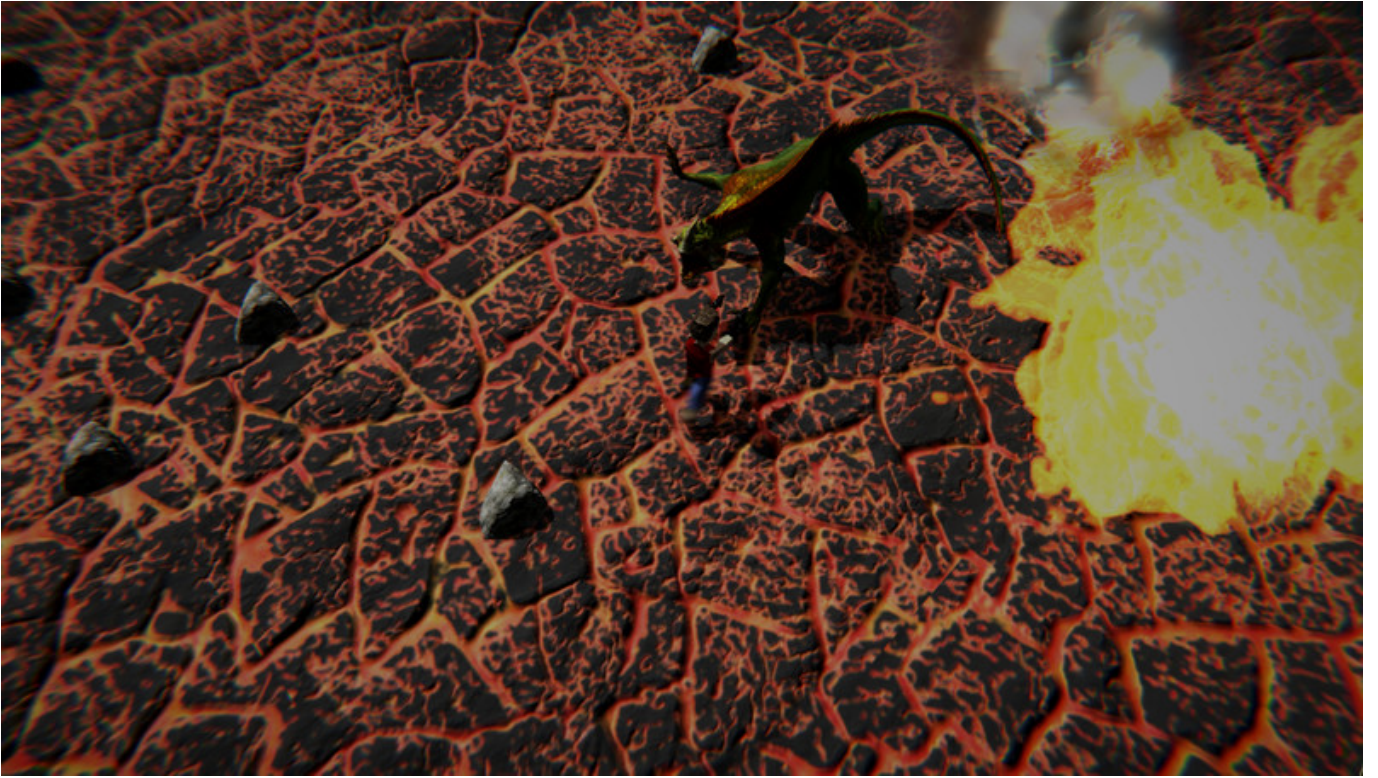
PowerCards

Locations

Spells

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SLIDE ME OR PAN CARDS



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It took me six and a half hours of playtime to completely finish the game, getting all endings. At a certain point, I simply skipped all the previously read dialogue just to get to the choices. All-in-all, it was a rather dull experience.

The personalities of the characters are flat, and easily predictable. The plot was often cheesy, and sometimes the reactions of the characters made no sense. The 'relationship meter' of the character only influences the game in very rare instances. For example, if you get to certain points, characters you have a great relationship to will still betray you/treat you like dirt if the plot demands it. There's only seven plot-relevant characters, the rest of the world doesn't even feature.

The sexual innuendo was especially painful. You are often forced to suffer through all sorts of sentences how 'hot and amazing' some girl's body is or our main hero commenting how he wants someone badly. it came across as a bit immature.

The voicing was... alright. The female protagonist was voiced by someone with either a bad mic or its an intentional effect to make her sound inhuman. Some others just sound really bad. The music has really strange cues and often ruins the mood. Not to spoil the story, but a tense scene where some people are about to die is suddenly overlaid with 80s porn music because they confess their love to each other. It was like a fist to the nose, mood-wise.

In the end, I didn't care for the characters, nor for the story. It was a bland, featureless experience. Alright to pass time, if you take it during a Sale, but don't expect to spend more than 6 hours on it.

Winter Wolves has the tendency to spit out Visual Novels like mass produced, pre-packaged goods. Check out their other games, judge for yourselves. As someone who often played and enjoyed Visual novels, I can warn you that this one is in the lower tier. Albeit I applaud the effort they made to voice the characters. That is about all that stands out positively. I was sadly fooled by the number of positive reviews in comparison to the bad ones.. Play this whenever you are in the mood for a real proper HOG.

Sure, it has neither story cutscenes or puzzles unlike current HOGs/VHOPAs.

But what it does have are solid HOG scenes, think Where's Wally. Sometimes, old school is still the best.. this game is absolutely amazing, it is a great party game but i wish it had online multiplayer. 10/10 would play instead of do homework. Fun game that is a good introduction to those new to deckbuilders.. love it, great game 10/10. PSA: Please, do NOT speedrun this game. Similar to Accounting, if you skip over hilarious dialogues and interactions to just "see the ending", you will be ruining your own experience of the lifetime. If you're not proficient in English and cannot understand very well, this game is probably not for you. But if you speak English & have a sense of humor, please, please - do not take any actions in game that might progress the story unless the animations/dialogue start to be repetitive(at which point the game will give you hints and push you towards advancing the story anyway).

This has been one of the best VR experiences ever, and I'd hate to see anyone ruin it for themselves by rushing to the ending. Just buy the game & play it without spoiling yourself with internet reviews. I believed one guy that said "stop reading reviews and go play it", and I'm so glad I did as he said.

P.S: I'm not kidding about the English part, although non-english speakers won't be able to understand this review anyway. Out

of total 7 negative steam reviews(subtracted 1 negative review for technical issues) on this game, 3 were written by non-english speakers. Let that sink in.. This game appears to have been created with Mobile in mind; that being said, it is much better than other games targeting the same market because the icons make sense and the options aren't as limiting as most other; ie you have a music slider, sound slider, invert thrust option, resolution setting and fullscreen toggle but there is not an option for borderless windowed which should be included (I use a separate app to enable it on most games called Borderless Gaming although it is bugged being it won't save favorites on any version I've tried from 8.1 and up to 8.4). I won't be judging this game as harshly as other mobile games because of the extended options, high quality graphics, clean ui / menu and overall quality of code and lack of bugs (as of right now I have yet to experience a bug in the game).

Solar Flux is a Space Puzzle Game with limited physics in place (space craft thruster, no friction, no gravity pulling you into an orbit, etc... if you launch directly at a planet you will enter orbit which I'm not a fan of; with suns you will crash into them and you can not orbit them unless you enter planetary orbit which is orbiting the sun.. all of the orbiting is on rails). I wouldn't identify it as strategy because solving puzzles often requires thought

The aim of the game is to refuel dying stars, or remove excess energy from stars that are pulsing (plus actions I have yet to experience; believed to be destroying asteroids, etc...) by using no fuel or as little fuel as possible and ensuring your shields are not damaged (self-replenishing after delay) or damaged as little as possible.

The controls are simplified; Click and Right click. Right click will let you aim a space station to launch your vehicle and click with activate thrusters (HOLD) which can be toggled to invert (thruster adds velocity towards your cursor) or default (away from cursor).

The graphics are quite nice. The background is multi-layered so some stars appear closer than those in the bottom-most layer. Shadows also appear and look good when they appear; some levels revolve around using them (either for aiming rebounds or to hide to prevent solar flares or bursts from affecting the craft).

In terms of how long it'll take to beat the game, here's an idea of how many levels there are:

There are 4 galaxies: Helios with 6 sectors and 69 possible stars (3 per level = 23), Oceanus with 3 sectors and 54 possible stars (3 per level = 18), Hyperion unknown, Cerberus unknown - haven't unlocked unknown yet so this review is will the first galaxy completed (doesn't take long) and the second only partially looked at (I, at first, thought there'd only be one type of sun, the yellow star like our planet Earth, but there are different types and they're beautiful).

Each level can be solved anywhere from a few seconds onward depending on how well you time the bursts to ride on, of which you ride the tangent. Some levels are based on time where the longer the level timer progresses, the lower the energy of the dying sun falls or the higher the energy of a sun going into supernova expells until you either succeed or fail by supplying enough plasma or anti/negative-plasma to the sun or by not having enough plasma or anti/negative-plasma to launch into the sun left on the level and in your spaceship.

My game-time isn't accurate as I left the game open to write down the information below (achievements, menu design, etc...) etc...

UI / Icons and meaning along with achievements list and statistics list (for those interested) will be posted as a comment...

U rotated left 90 degrees with arrow on top leg = Back (displayed top left when on menu-screen other than main menu)

Cog = Options / Settings

Trophy = Achievements (Savior = Restore sun to 100% equilibrium; Hopper = Surfed between 2 planets without thrusting; Solar surfer = Rode 3 flares in a row without thrusting; Nice shot = Used plasma to collect and deliver other plasma; Convernationist = completed a mission without using any fuel; vampire = completed a mission without taking any shield damage; Scavenger = Delivered 90% plasma in a single shot; Victorious = Saved all of the main sectors; Bonus bounty = saved all

of the bonus sectors; Training Sector Star = Completed all tutorial missions; [NOTE: Following = won all 3 stars in their respective missions or zone]; Ignition Sector Star; Voyager Sector Star; Solar Prism Sector Star; Evolution Sector Star; Beyond Sector Star; Asteroids Sector Star; Force Fields Sector Star; Orbital Sector Star; Abyss Sector Star; Meteors Sector Star; Mines Sector Star; Ricochet Sector Star; Cronus Sector Star; Flux Sector Star; Dark Stars Sector Star; Odyssey Sector Star; Void Sector Star; Helios Galaxy Hero; Oceanus Galaxy Hero; Hyperion Galaxy Hero; Cerberus Galaxy Hero; Galactic Champion = Won 3 stars in all galaxies)

Graph with arrow climbing then falling then climbing = Game Statistics (% completed, tie played, galaxies / sectors / missions completed, achievements / bonus sectors unlocked, helios / oceanus / hyperon / cerberus missions attempted, plasma collected / delivered, fuel expended / refilled, shield damaged / recharged, distance traveled, time spent in light / shadows / orbit, suns saved / lost / extinguished, novas, slingshots, solar surfs, biggest surf chain, ships destroyed, meteors destroyed, mines detonated)

Winners Podium (1, 2, 3) = Leaderboard with: My Rank (you in list with others ranked near you if you've played yet, otherwise top players), vs friends, and top players 1 - 16

Circle with F deleted / transparent is the only one that doesn't make sense = Credits

X = Quit with confirm dialog

Center of screen is an attention grabbing PLAY (> filled icon) with circles "orbiting" in opposing directions on top of the sun which means play.

Background consists of a Sun at the center with solar flares coming off, an eclipse above that, scrolling stars / universe and dust clouds.. This game is terrific! Reminds me of Star Control 2 for the Sega Genesis. Very fun and challenging.. Really good for this price

Do not purchase this game. I was lucky I only paid less than a dollar when it was on a major sale but the game crashes to desktop when you break a wall with a pickaxe. I Googled the error and apparently this has been the same bug the game has had since 2014 and nothing was done to fix it. I don't care how cheap it is, it is a waste of money if you cannot play it past a certain point.

I don't know if anyone else got it to work but I could not. Too bad because I may have given it a better review if the bug was ever fixed.. This is a good example of where the developers put all their chips on the multiplayer portion and basically♥♥♥♥♥♥♥♥♥♥on the campaign. I finished two stages of the campaign on normal, checked my progress and found that I was halfway done. The primary gun shoots like a funnel and unless you are not moving and crouching don't expect anything to hit the enemy. On the subject of enemies, I've shot a couple in the head with a high powered rifle only to see them jerk their head slightly and keep coming at me like a terminator. The "drones" or RC cars are more of a gimmick than a useful tool, most are just a kamikaze bomb. The icing on the cake is apparently the multiplayer servers are down for good. So what are you buying? Three hours of gameplay.. nice movie - but the pictures are crap; one of the "hackers" had opened a WordPress-webside manager?!. Essentially, this game is capture the flag but it's in tanks.

I'm not really a fan of tank games, so the gameplay isn't really that fun for me.

What IS fun however, is that elements of this games story reminds me of so many other stories.

(The matrix, sword art online, and even 1984)

If you like tank games, go for it, but otherwise, the gameplay just isn't fun.. DONT DOWNLOAD THIS TRASH!!!. It's a great casual game that I really enjoy.. pros

- + good looking and detailed graphics
- + puzzles are enjoyable. you can also collect ingredients and make potions
- + creepy atmosphere. i like Louisiana setting
- + voodoo story is intriguing
- + hidden object elements are fun.
- + hint system very helpful
- + there is auto save

cons

- game could have been longer.
- there are no steam achievements
- game doesn't drop cards.
- abrupt cliffhanger ending is rushed and clearly designed to set up a sequel.. Very nice pack! Great job done by Bossman Games - looking forward to their Black 5! Only snag I had troubles with, the braking (air and vac), found both to be very weak and takes quite a while to bring the loco (with/without stock) to a stand. Other than that I reccomend!. very poor quality lights do not work model is not accurate at all. Too slow for my liking.

Make no mistake: the potential is definitely there. Minecraft comparisons aside, there's something alluring about this strange cross between Minecraft and whatever game first comes to mind when you hear the phrase "farming simulator" (for me, it's Slime Rancher).

I was really sold on the idea and the demos where I saw chainsaw turrets around walls (and kind of like the idea of being able to build walls but not gates). As I played, I liked the idea of the livestock being turned into zombies, for their commodities are far more valuable than the crops on a one-to-one basis. The turrets I liked, even though no one told me the grenade turret can't shoot OVER my makeshift parapet and thus blew up both itself and the lowered wall I'd placed it near.

But, alas, this game moves like an arthritic double-amputee and it drags everything down with it. The slowness does not limit itself to the pacing. EVERYTHING in this game moves like it's wading through molasses: the zombies, the livestock, you, the crops' growth, everything. The crops I can understand, and even get why the livestock might wander around aimlessly (though that feature where everything gets blurry when I pick something up is bloody aggravating). But the zombies move slow and can take about 2 full clips of ammo from both the pistol and the uzi before they go down, making them a chore to kill. The shotgun speeds things up, but the constant need to reload (and the game doesn't let you switch weapons until your spent weapon has bullets in the chamber again) is also aggravating.

There are other things, too: the generators only provide power within a small radius, so I don't feel safe placing them near openings where the chainsaw turrets would go. There's this strange crypt on the first level which spawned a spitter every time I clicked on it, and I'm pretty sure those things can eat more bullets than their Behemoth brethren. On their own, they'd be nitpicks, but collectively each little problem adds to the irritation until it becomes duly noticeable.

Most annoying, and the one thing I refuse to forgive, is the placement mechanic. The object in question is not placed until AFTER the animation is done, and because this game tricks me into thinking it's Minecraft, I'll often place things down because daylight hours are limited and you can't build things at night for some arbitrary reason.

So, yeah, Dead Acres. Loads of potential, but the game needs to move faster and the daylight timer needs to slow down a little. I really, REALLY wish I could recommend this game, but I simply can't. The flaws are too many and too glaring, and that snail's pacing killed it for me.

Update 17: Military Guns:

- Military Guns set (auto, pistol, rifle)
 - Laser Tag tracers now glow with shots
 - + many other changes I forgot about. **Update From Tölva - 50% Off Sale! Other Stuff!:**
- Hello there!

FIFTY PERCENT!. Happy Halloween! The Grimm Troupe has Arrived!:

The Scarlet Clan Descends. **Dev log #3 13th Sep:**

Game Scene:

- Add an oriental scene

We've got feedbacks from communities that suggested us to add an oriental scene to Endless World. So here it is on Artwork~please check it!

We truly value the feedback from you players so feel free to tell us what you think of Endless World. That helps a lot!.

Overcrowd makes Indie Prize final + other updates:

This month we had some great news - Overcrowd has been selected as a finalist in the [Casual Connect 2019 Indie Prize](http://www.indieprize.org) [www.indieprize.org]! This coveted award allows us to showcase the game alongside some of the top indie games around. As part of the award, we've been gifted a stand at the event in London towards the end of the month.

We're super excited to have been picked by the judges, who played an early build of the game before nominating us. If you're attending the event, please drop by and say hi!

Polish and progress

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