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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.Podkopay 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

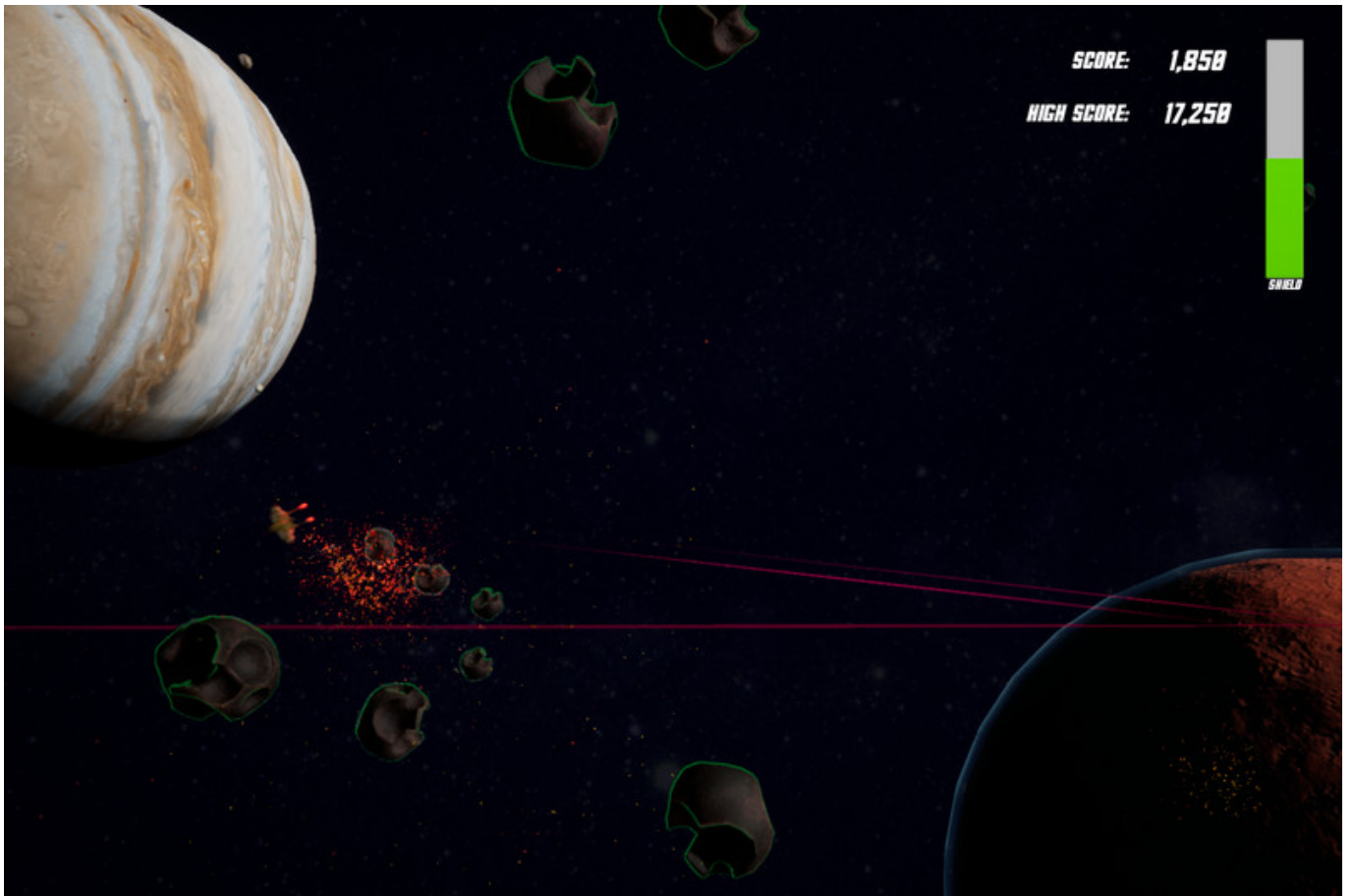
Graphics: AMD Radeon 7570/nVidia GeForce GTX 650 1GB

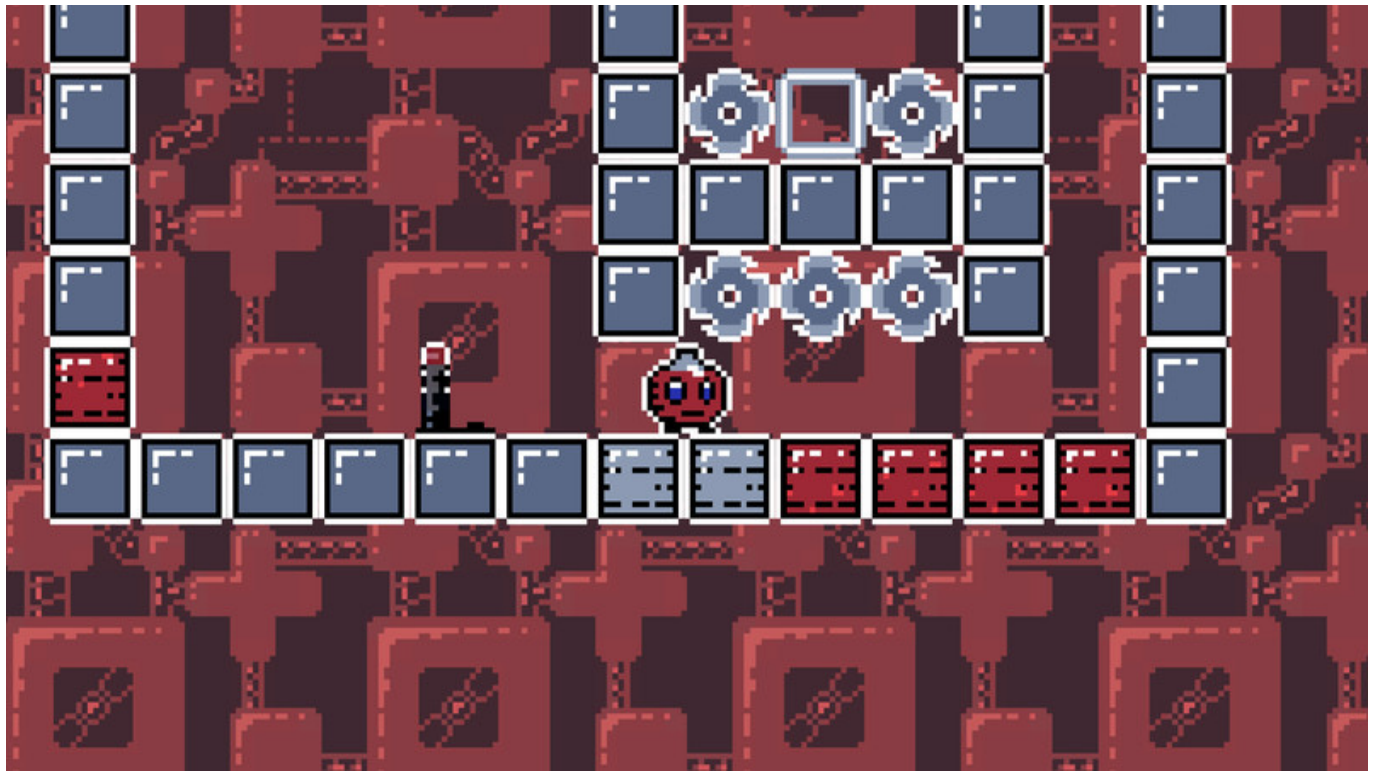
DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: DirectX 9 Compatible

English,Russian







Xionic madness brought me here

<https://www.youtube.com/watch?v=gjRBeEw4JqE>

[I will never forget that deep silver added Exodus on Epic games store : :](#)

[Can't wait Exodus on Steam Feb 2020. Actually quite good. I have played quite a few VN's and they all follow a similar pattern. This one does something different with your personal strength stat and randomization with key plot points. Which means you can play it the same way twice and end up with different endings.](#)

[The Characters are better than your stereotypical "ignorant of others feelings" protagonist and the decisions you need to make are pretty tough.](#)

[The only bad I noticed was that mid/late game there were hardly any events happening and it felt like one of those repetitive dating sims. It could be that I had just unlocked a lot of events early in the game through sheer luck and ran out of them but it's worth mentioning.](#)

[It can be short... but so are the other VN's available on Steam. Replayability is high and that should make up for it a little.. Always The Same Blue Sky is a difficult game to say whether I recommend it or not, since it does have good and bad qualities in almost equal measure. Let's start off with the positives - the visuals are quite pretty, some of the plot elements introduced are truly intriguing, and the music is decent. However, where this game fails is in the execution of the story. While I appreciate it being advertised as a story that gets right to the point and ranks a 0 on the pretension meter, I believe that this same attitude that hurts the overall experience. Yes, it is nice to cut out the excess nonsense filler the plagues many games like this, but so much has been cut away that only a bare-bones structure remains. A little extra time to bond with our solitary \(!\) love interest would have been nice, with the added bonus of a little extra depth and get a sense of who she truly is.](#)

[Personal taste for fluff aside, what isn't cut out of the game is severely underdeveloped. Crucial twists and plot points are touched upon exactly once and then never brought up again \(glass dolphin, anyone?\) Also hurting the game is the use of the dual endings. Unless you answer the choices in a very specific way, you get the bad ending. Just wow. No gray area at all, eh? I don't know if all VNs work this way or not \(I've only played a couple before this\), but it drives me crazy when games stack the odds against the player of getting a satisfying ending. It doesn't help that some of the choices are absolutely ridiculous \(announce your name proudly or shyly? Really?\) and give you little to no feedback on how each choice changes the way Kira feels about you.](#)

[Finally, the writing. Oh boy, the writing. It isn't something I'd exactly call terrible, but I'd place it somewhere between "Internet fanfic written at 3 AM after one too many glasses of wine" and "\\$5 paperback romance novel gathering dust at Wal-Mart." I've always said that a thesaurus is every writer's best friend, but this game's authors suffer from going a touch overboard with it. A little rosiness in the narrative and dialogue is nice, but it would benefit greatly from a little conciseness as well.](#)

[In terms of my recommendation, what it all comes down to are two questions: Would I play this game again? Would I recommend this to anyone else? In short, no and no. I wrapped the story twice in 50 minutes and got 2/3 of the achievements doing so. With one love interest and only two endings, I see no point in playing this game again. I would suggest this game to hardcore visual novel fans, and even then only in passing.](#)

[Always The Same Blue Sky escapes my thumbs-up, but only just. Honestly, there are worse ways you could spend three bucks and an hour.. This is one of the funest computer games i have played, gets a bit hard at the end of the career, but you feel so accomplished at the end of it.. I understand why there is no Player vs bot play, I would recommend this to anyone who is willing to share a couch or a floor to play this with friends. I hope these game is the first of many cool game like things from all these guys.. I love it! It's not only much cheaper than the competition, but MUCH BETTER too. How much better? This software was made by someone who knows about visual novels. This software WORKS for the intended purpose!! IT WORKS! You can create with it. \u0308\u0304b\u0306\u0305\u0309](#)

[Visual Novel Maker, on the other hand, is a scam from beginning to the end.. You can do this.. I like this visual novel..... And I interest this story, how they will be the friends of Yuri Love.....](#)

[Enough beautiful and cute girls.. This game has the potential to be a great farming simulator. The foundation is there but](#)

Unfortunately, I feel they entered early access a little too quickly. Having more systems in place would have gone a long way to making this a more enjoyable experience. Right now, I sadly can not recommend this title. More updates and continued communication will go a long way to making this a successful and fun weed growing simulator.

For some gameplay and a more in-depth First Look check out my video review here:
<https://youtu.be/iPX1hsQrDiQ>

I'm big fan of tower defense games and this is definitely my favorite TD game so far! Plus music is really great.. thank you, for this amazing game, Michael \u2665. The game lacks it really does. I was excited for this because the trailer was really well made and got me hooked into the idea of a vr hole in the wall.

Reasons:

-the graphics just don't look right

-the hands are not aligned with the controller the way a average vr game would (it's not set up right) it's like they took final IK and just smacked in the VRIK prefab.

- the feet set up likes to appear far in front of you NO MATTER WHAT, when it should just appear under your cameras position.

- the game lacks audio\sound effect, it's just obnoxious music and sound when you pass or fail a hole. it needs some sort of announcer.

-there is very little introduction you are just thrown in which I would be stumped without the trailer.

- in my first round i saw the same hole multiple times, how hard can it be to make a few more holes? you could make those pretty easily with solidworks

- the buttons on the right when you enter the game ARE NOT BUTTONS they just glow when you put your pointer over it for no reason and have two game modes shown, idk why at all but when you find and hit the play button THERE ARE THE REAL BUTTONS BUT OH WAIT 3 GAME MODES NOW!

I really wanted to like this game i had it on my wish list for so long now, but with only a few minutes i knew this game was extremely flawed and unpolished, please put it in early access or re-work it. because I actually think i could make my own version of the one that is here now, it's minimum effort.

I'm requesting a refund, I'm sorry. i'f this game gets a make over i'd love to try it again because the idea is amazing but the execution was not.

. could be a little bit lower in price, but it's still a lot of fun.

And i love the cartoon-style on this one. There's not much one really needs to say about campaign DLCs for the Total War series. They're always pretty much an elaboration on the same period the initial game is set in, but blows up a specific area (in this case Roman period France and Germany) so you can focus on notorious campaigns of historical figures. In this one, it's Caesar in Gaul, the quintessential campaign for any fan of Roman history.

Basically, if you enjoyed Rome 2, you're going to enjoy this campaign. You get to spend a bit more time focusing on certain aspects of heroes and units while returning to the multiple turns per year model they utilized in Napoleon and Shogun 2. This was a good move in my opinion, as my least favorite part of Rome 2 Grand Campaign is the 1 turn = 1 year.

I give this one the recommendation, and if you're a fan of Total War then you can feel secure in your purchase.. **Some obscure indie games are beautiful gems waiting to be discovered, and some are just too rough. TAROTICA VOO DOO has been developed since 1993 and, unfortunately, it feels woefully underbaked and dated. Everything from the black bars to the unskippable intro just make me cringe. The gameplay is clunky and boring (and glitchy). With three decades of developement - you need to be mindful of the times and make sure to update things accordingly.**

Really, it's the price that is the deal-breaker. What about this title merits ten bucks?

*For those that put more time into this - please let me know if I am off-base, and I would gladly give this another try, but for now it's just not going to happen for me. Reading over the manual should be enough to set off warning signals for anybody. The last paragraph tells you to play the game first. Why wouldn't you state this first? You put the spoiler warning *before* the spoilers.*

This is a hard pass for me.. One of the best DLCs for the game. Not long in terms of track length, but the options for

scenarios are endless with both passenger and freight services with different locomotives, and the scenery is oh so beautiful, maybe the best of any DLC for TS. Combined with the low price, which of course gets even lower with sales, this route is a contender for one of the best routes to ever be released for TS. Most definitely recommended.. Puzzle Bots is a point & click adventure game designed by Erin Robinson (famous for her indie game Spooks and Little Girl in Underland), however this game has much more in common with one of her other games that goes by the name of Nanobots.

You start as Hero, the pick-up bot and are soon joined by Ultrabot (the toughest bot) and soon find yourself exploring the world around you from the eyes of a new-born robot. You'll later be joined by a whole host of other robots who each have their own special abilities, which will come in handy as you explore further into the world.

The graphics are cute and the illustrations are provided by some famous illustrators including contributions from Harvey James of Kotaku fame.

Some of the music tracks are really good, but where the game really excels is in its voice-overs; something you should by now really ought to expect from Wadjet Eye games.

To finish then, the game is about loving cooperation, and is yet another gem in Wadjet Eye's growing IP archive.

If you're interested, here's my video review:

<http://youtu.be/V5Nnp3QHO68s>

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