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About This Game

Theatre of War 2: Africa 1943 covers the events of 1943 in Tunisia, North Africa. Recovering from their losses after the crushing defeat and subsequent retreat after the Second Battle of El-Alamein, the German Afrika Korps - reinforced and now supported by the Italian Army - prepare once more to put steel against steel with the Allies. The Axis forces, under the command of the legendary General Erwin Rommel, have an all too brief opportunity to seize victory from the clutches of their earlier failures. Players will lead Rommel's Afrika Korps in their last full-scale military campaign and command the English and American armies as they try to push the Axis forces out of Africa once and for all.

- House to house urban combat
- Animated hand-to-hand fighting
- Anti-air vehicles and stationary anti-aircraft mounts to control

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- Smoke screens
 - Different types of trenches, sand bags, road blocks and barbed wire emplacements are now available (to defending units only) and can be placed by the player before the battle starts
 - Advanced unit formations control
 - Improved soldier A.I. (e.g. soldiers will independently search for cover and share heavy weapons ammo)
 - Improved complex infantry damage system
 - New advanced visual spotting system accounts for observation angles and smoke screens
 - Online Game Server Browser
 - Improved visuals and sound, with new soldier and vehicle models, new sounds and music, and all new explosion effects and animations.
 - 15 missions in three campaigns – German, American and British - including famous battles such as Kasserine Pass, Sidi Bou Zid, Sbeitla and Tebessa.
 - Mission Editor to create your own scenarios
 - Interactive Tactical Battle Map
 - Over 50 different vehicle types
 - Over 30 new unique buildings

Title: Theatre of War 2: Africa 1943

Genre: Simulation, Strategy

Developer:

1C Entertainment

Publisher:

1C Entertainment

Franchise:

Theatre of War

Release Date: 24 Apr, 2009

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Minimum:

OS: Windows XP/Vista

Processor: Intel Pentium IV 3.0 GHz

Memory: 1 GB RAM

Hard Drive: 3.5 GB HDD

Graphics: nVidia GeForce 6600 or ATI Radeon X800

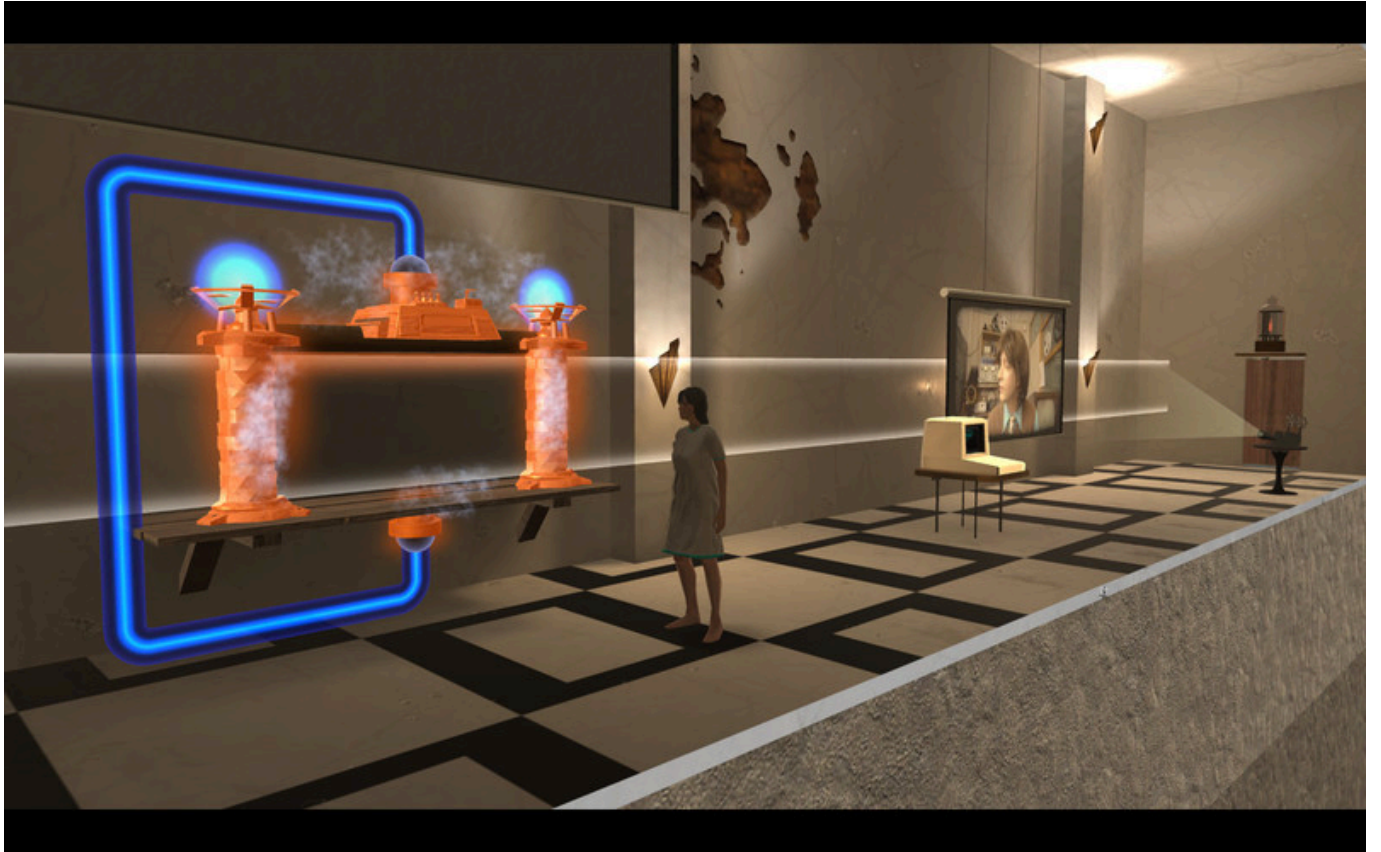
Sound: DirectX 9.0 compatible sound card

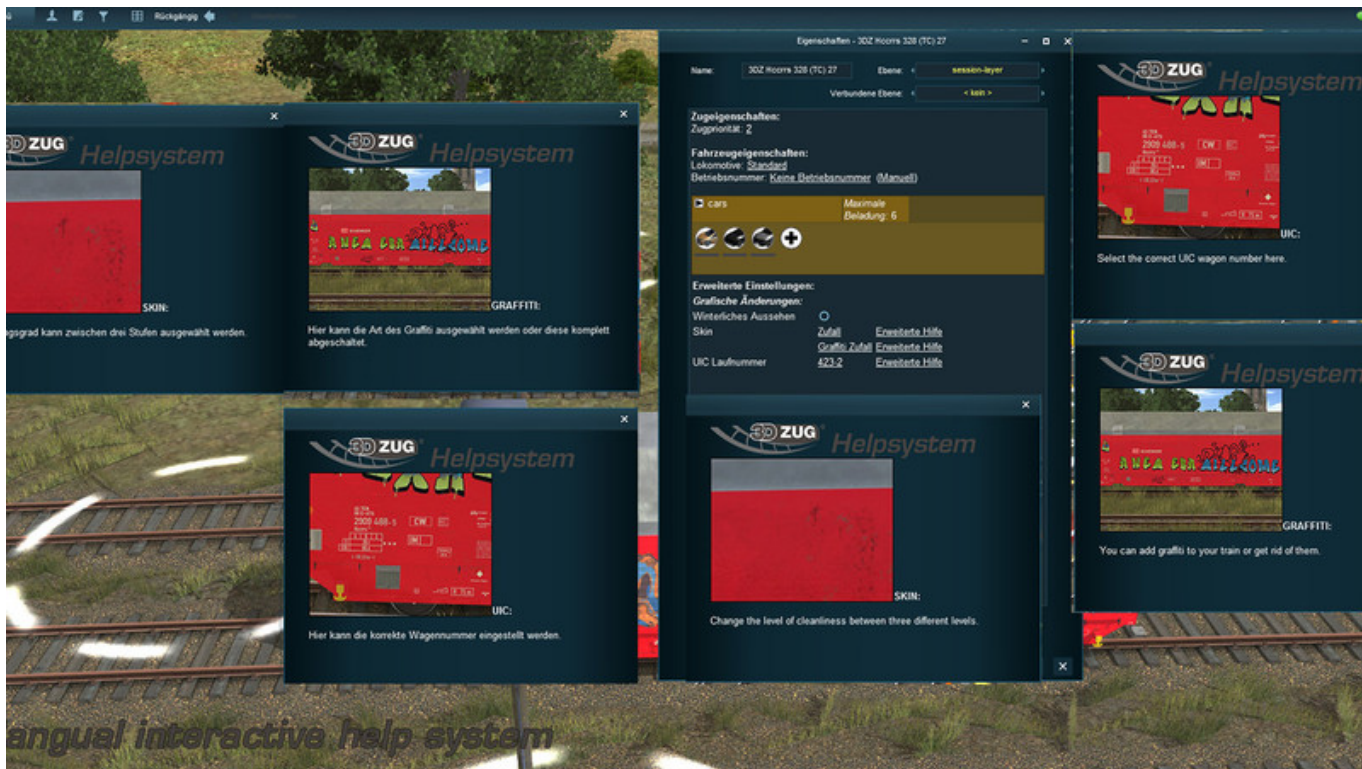
DirectX®: DirectX 9.0c

English,Russian



And there she is, the library girl Mamiko Hasekura.





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I sold a salad for 24 trillion dollars 10/10 would do maryjay out back again.. Kind of short and meaningless but the concept of a self sustained rpg biosphere is really interesting.

The game is hard to balance and develop but perhaps the developer should try further since the idea has great potential.. Great game so far. but holy crap the motion sickness. Yet I do just fine in Elite: Dangerous. I think the main issue for me is that I can't focus on certain UI elements in Battlezone (primarily the crosshair) and that hurts my eyes. Very promising game, hope to see more of it in future ! There is even character customisation even it is not finish right now.

I love how cute and sexy the female character is, that would be cool to see more hairs etc but you can make a nice character now.

Of course the game needs more content and maybe enemies respawning without having to log out the game (so you can gather leather and bones more easily for the craft). Controls feel great, and the game is a lot of fun.. Nice game. Really simply but fine.. As much like MegaMan as this game may be, it is still way too ♥♥♥♥ing hard which would be fine if it was the "challenging but rewarding" kind of "hard," this is more like the "how the ♥♥♥♥ do they expect me to do this♥♥♥♥♥♥!" kind of "hard" and when you finally beat one of the cheap♥♥♥♥♥♥cheating bosses, the game decides to add a ranking system, just to kill your enthusiasm by saying "you finally did it, huh? yeah, well, you still suck". Very mysterious and spooky as hell of course. Reminded me of the Amnesia games with the jump scares but, much shorter.. Mass Effect 2 is one of the best RPGs I've played.It improves on almost every aspect of the first game which I thought could be better like combat, skills and powers and characters. Definitely one of the best games I've played.

Pros:

- Good story
- Memorable characters with great voice acting
- Much better combat and skill tree system than ME1(in my opinion).
- Has many interesting and unique side quests many of which actually have a good story behind it.
- Core decisions made in the ME1 carries over to the game and the decisions you make in the game impacts the game and also has a major impact in the next installment.
- Great graphics for a 2011 game and never encountered any bugs.

Cons:

None. Great game already despite just entering early access. I can't wait to see what this one becomes.

I know this program is still in it's early stages, and coding is no easy feat, but my only true complaint is the character customization. We've run into the same issue with PSHome, where we are limited on how unique we can make our avatars. Clothes and accessories, while abundant in variety, is pretty cool, but I have to say that the fine people who develop these worlds possess an awesome amount of talent with which an improvement in customization can be made. I know they are busy with other projects to keep the ball rolling, but it certainly wouldn't hurt to do some revision on certain aspects of the game that would bring more excitement to the experience!. Grandpa Bill lays down some punishment and *may* have embellished the story a little bit. A great wave shooter with many stages, weapons, and a whole lot of character.. its really fun i can spend hours play it 100V10

. It is basically Bomberman for pc

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10/10. I love the crafting system.. A perfect intellectual game! Depicts the epoch very good, Absolutely necessary to read the manual, though.. so as im not youtube famous were i get paid thousands to say good things about games i guess ill just be honest. this game getting better with every update . i have played this game since the first release and it was♥♥♥♥♥♥to be honest not a lot to do on it now we are here and its come on leaps and bounds and the potential of it is huge. i hope ten tree games push it as far as they can (and donate me a awesome pc so i can keep up)

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