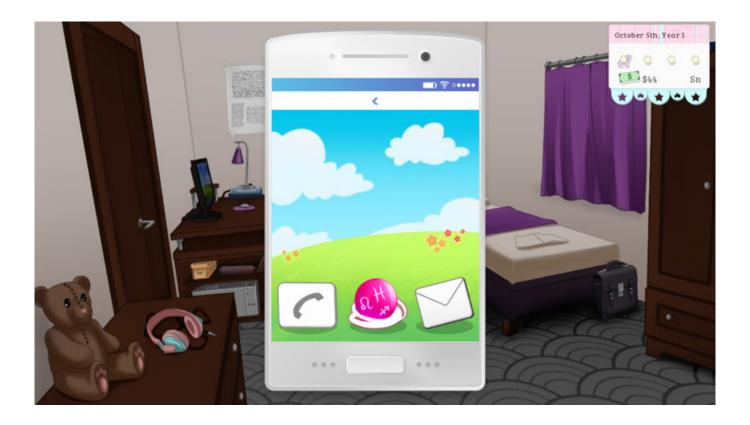
## Special Tactics Download For Pc [FULL]



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## **About This Game**

ST brings the most intense, tactical-action experience to Steam through killer gameplay, streamlined controls and carefully crafted maps. Select your custom loadout, plan out strategies and accomplish your objectives. Earn gold and trophies to unlock custom weapons and attachments! SINGLE PLAYER, MULTIPLAYER, SURVIVAL...TACTICS FOR ALL.

ST is very accessible but with immense, tactical depth:

### - Finely tuned and innovative combat system

- Combat system is designed from the ground up to allow many types of engagements and tactics
  - Offensive and defensive balance such that pros and cons for both
    - Promotes peeking and intelligence gathering
    - Carefully designed and tuned "time to kill" and damage model
- Complex underlying code and tracking to expose the most simple and intuitive combat interface to player
  - Simultaneous Turn-Based Tactical-Action
    - Intense Single Player Campaign
      - Epic 1 vs 1 PvP
  - Create Squads of 2 with your friends for 2 vs 1 or 2 vs 2
  - Create Custom Match Rules with your friends (ie Snipers-only, hardcore mode, etc.)
    - Addictive Survival Mode
    - 7 Maps: Construct, HQ, Rail, Rush, Gallery, Iceworld, Fall
      - 5 main classes: Sniper, Shotgun, Assault, SMG, Shield

- Custom Weapons and Attachments
- 6 Equipment: Smoke, Frag, Flash, Fire/Incendiary, Sonar Detector, Throwing Axe
  - 4 Boosters: Armor, Range, Damage, Speed
    - Carefully Designed Maps
  - Collect trophies to rank up from Recruit->Masters
    - Replay Analysis System
      - Innovative Controls
    - Custom Engine Built from the Ground Up

#### **Intense Single Player Campaign**

- You start to work for Vector Securities as the tactical overwatch. You then start to unravel the motivations and extremes the company goes to for profit.
  - Puzzle-like take down missions (take down all opponents in under N turns)
  - Defense missions where you must survive incoming enemies while protecting a hostage
    - Hostage saving where you must take down opponents before the hostage is executed
      - Assassination missions where you must take out a specific target
      - Escort missions where you must protect a hostage while completing an objective
      - Stealth missions where you must eliminate the targets without them firing a shot

#### **Epic 1 vs 1, 2 vs 1 and 2 vs 2 PvP**

- Select your specific weapons for each class (i.e. Silenced AK47 for Assault, AWP for Sniper)
  - Pick 4 soldier classes (i.e. 2 Snipers + 2 SMGs)
    - Either plant the bomb or defuse
  - Each match is done over a real-time connection with 50 secs per turn (simultaneous)

#### **Addictive Survival Mode**

- The bomb is planted in a random location each round
- Based on the location of the bomb, pick 4 soldier classes
- Defuse the bomb before it blows up while encountering enemies
- Complete the round challenge (i.e. use all Shields or kill 2 enemies with one sniper shot) for 2X points
  - Each round enemies are smarter and higher in number
    - Your run ends when you fail to defuse the bomb

# 5 main classes: Sniper, Shotgun, Assault, SMG, Shield

- Assault: Medium range, slow movement, large field of view, weak damage
  - SMG: short range, fast movement, large field of view, high damage
- Shotgun: very short range, fast movement, large field of view, very high damage, splash damage
- Sniper: very long range, slow movement, narrow field of view, very high damage, splash damage
  - Shield: fast movement, 50 degrees of coverage, can melee

### **Custom Weapons and Attachments**

- Each weapon has its own strengths and weakness
- Silencers hide your position when firing but have decreased damage and/or range
  - Foregrips allow for higher fire rate but slower time to first shot
    - Sights allow for longer range but smaller field of view
  - Weapons are unlocked through Gold earned through Multiplayer and Survival

# 4 Boosters: Armor, Range, Damage, Speed

- Select one booster per turn to give to a soldier... Choose wisely

#### 6 Equipment: Smoke, Frag, Flash, Fire/Incendiary, Sonar Detector, Throwing Axe

- You get 2 each per game in which any soldier can throw them

- Smoke can change the battlefield in significant ways by blocking line of sight
  - Flash can blind and stun multiple soldiers
  - Frags are used for focused splash damage
  - Fire can slow and block movement paths
  - Sonar can detect enemies within a radius through walls
  - Throwing Axe requires precision aim but is very lethal

### **Carefully Designed Maps (more coming!)**

 $-STO\_CONSTRUCT, STO\_HQ, STO\_RAIL, STO\_RUSH, STO\_GALLERY, FY\_ICEWORLD, STO\_FALL, \\$ 

### Collect trophies to rank up from Recruit->Masters

#### **Innovative Controls**

- Controls and soldier combat AI built around Focus Points
- Setting a **Focus Point** when moving a soldier will have him aim down sight and move slowly while rotating around the point vs sprinting
  - Using Focus Points you can peek around corners without committing:
- Focus Points open up complex tactics with simple controls such as strafing, throwing grenades around corners, moving one way while looking another way, back pedaling etc.

Title: Special Tactics

Genre: Action, Indie, Strategy

Developer:

Beast Mode Games

Publisher:

Beast Mode Games

Release Date: 26 Apr, 2016

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Minimum:

**OS:** Windows 7 and above

**Memory:** 256 MB RAM

Graphics: Open GL 3.0 and above support

**Storage:** 300 MB available space

English







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loving it so far its like a way more arcadey version of h3vr wich is a great idea got a bunch of stuff to do and for under 5\$ this is a damn solid purchase with multiplayer and most important online leaderboards coming soon another cool game with updates to add to your daily steam vr update excitment. I am sure many people remember this game.

It was very popular back on bigfish and deservedely so.

We were spoilt in the early days and this game shows it ! An imaginative story, engaging and gripping; great voice overs, beautiful graphics and LONG game play . The puzzles are somewhat reminiscent of the estimed Mystery Case Files (and of course are by the same developers) so I really enjoyed the adventure. RECOMMENDED.. So boring and a waste of time and money!!. Interesting idea, but not fully realized. So I saw this little number on steam and thought why not?

So, what I got from the story.

A VN where you go through the story as someone that has limited backstory and you meet someone who has a mental condition (?) and you interact with six girls, can't say I had a favorite out of the bunch.

The translation seemed like it was done through a machine, but that wasn't an issue in my case.

Got this on a sale so I could excuse the shortcomings.

Will say though, some scenes and dialogue did make me cringe.

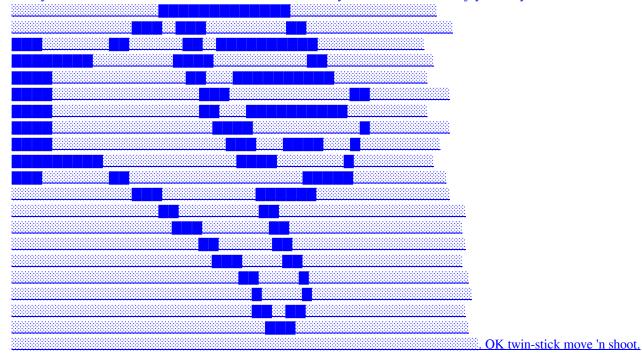
Overall, I would give it a 3.5 out of 5, but as for recommending it? Eh, I would say not really, but I did enjoy myself.

Useless in game but I like it. CRAP THEY MILK YOU FOR CASH, NOTHING ELSE.. Actually a surprisingly unique and refreshing take on FreeCell. I have an inkling that the fact that there's no Undo button and you can't pull cards off the foundation...might just be a deliberate thing on part of the developer. It's a very simple game, exactly the sort of thing that you'd find bundled with an OS or device, which given where this game came from, I'd say the author(s?) absolutely nailed it.

If you're after a solitaire game that won't make you feel bad for losing, where every win is a victory, grab this.

(EDIT) I wrote a much longer review/profile about Shenzhen Solitaire for my blog, Turn of a Friendly Card: <a href="https://thefriendlycard.wordpress.com/2017/02/08/shenzhen-solitaire-2016-steam/">https://thefriendlycard.wordpress.com/2017/02/08/shenzhen-solitaire-2016-steam/</a> - it's not really a \*review\* in that I give it a score, but I do talk about some things that may influence your purchase decision. I do still highly recommend the game, in summary.. It's usefull, especially for those who have experience with more professional art software, this can keep you focused on the small pixely nature of a sprite versus the more artistic flowing freedom of a bust graphic, or face graphic. Kind of kerjiggering an MV base into it to work on some MV stuff, but this is definately a helping hand with keeping things together.

WARNING: The biggest resource this has, is its own tools and layout systems. Do not buy if your expecting to use this primarily as a generator using the included parts, you will be dissapointed. But please do take some time to look at them for inspiration, they can help with your designs, especially if your new to spriting. A fun game, slight lag but for 2 dollars you'll get your moneys worth and then some.. Took me 78 hours to beat every level flawless and I enjoyed every minute of it..



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