
Pacific Storm Crack Fix



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About This Game

Description

On December 7, 1941, a major part of the U.S. Pacific navy stationed at Pearl Harbor was assaulted by Japanese planes. Japanese fighters were destroying American aircraft on land and in the air, without giving them a chance for a counterattack. The furious battle of Pearl Harbor became the first in the sequence of gory sea combats.

Now you can take part in all major Pacific battles of World War II. Pacific Storm is a mixture of Real-Time Strategy, war-game and simulator. All major and important sea battles of World War II, which took place in the Pacific Ocean, are included and you can play either for the USA or Japan.

Mine the resources (money, iron and nickel ore, bauxites and oil), train various units and retaliate! Sink'em all!

Features

- Engaging WWII action in the Pacific combat theater, viewable in both a strategic map and tactical battleground mode

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- Classic RTS elements such as technology research, unit development and deployment combined with gripping white-knuckle player-controlled combat action
 - Huge variety of historically inspired units with focus on naval and air units, including bombers, fighters, battleships, aircraft carriers and other power hitters of the Japanese and U.S. Pacific fleets
 - Multiplayer LAN gameplay supports both action and tactical play
 - Beautifully rendered landscapes and bodies of water provide stunning backdrops for both in-flight and on-the-ground action

Title: Pacific Storm
Genre: Simulation, Strategy
Developer:
Buka Entertainment, Lesta Studio
Publisher:
Buka Entertainment
Release Date: 29 Sep, 2006

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English



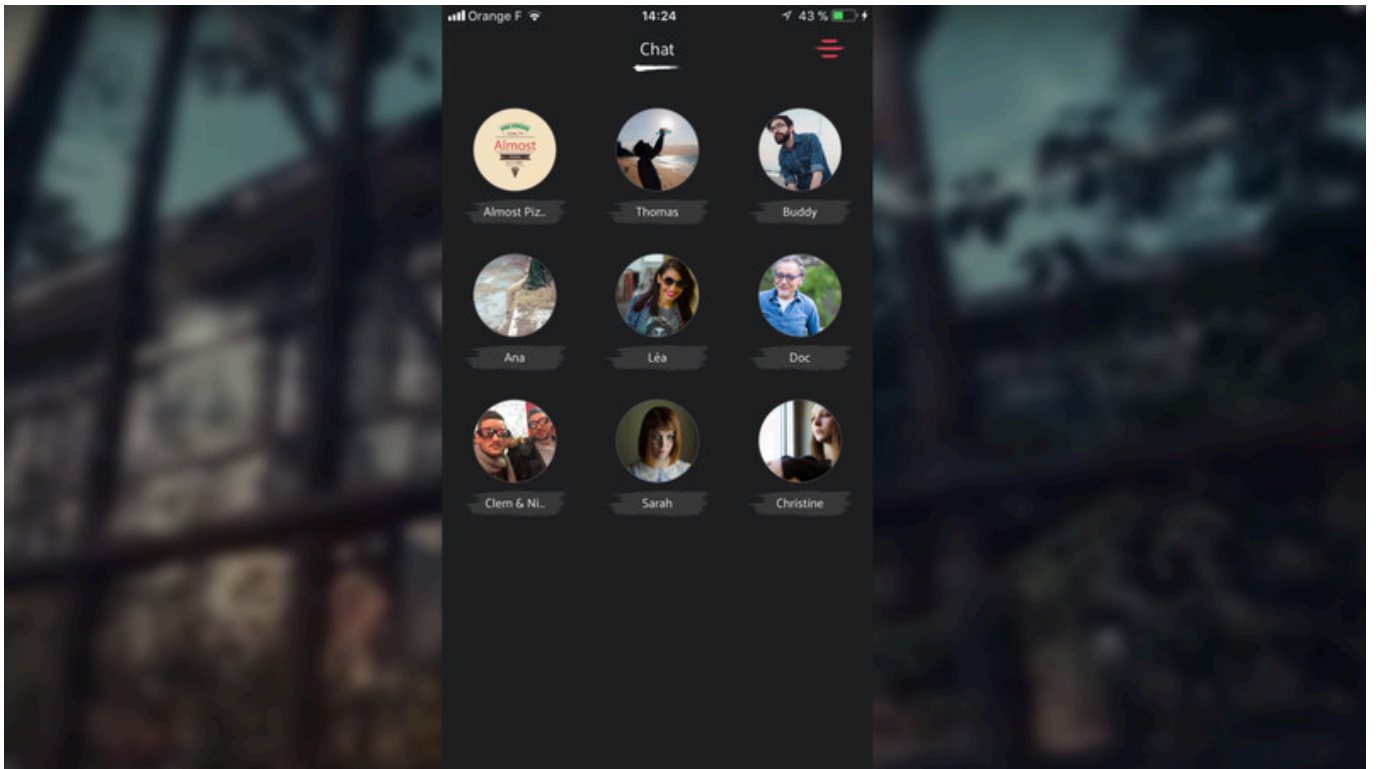
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Standard Results





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A great idea and beautiful theme with interesting back story is let down by an incredibly small amount of content. I thought this was going to be some kind of adventure game like *Pirates! with a story, trading and light roleplaying. Perhaps even a bit of piracy and freebooting. Sadly not. What you see in the store pics is the entire game.*

Instead what you get is a rail shooter that consists of half a dozen linear missions where the ship flies itself and you have exactly three options: shoot incoming aircraft, fix damaged parts of the ship (the Icarus) to prevent it crashing or jump over the side and accept your fate. You can literally finish the entire game in about half an hour.

There is not much to see, no scenery just different weather not that you have time to sight-see as you frantically run from station to station trying to keep the Icarus in the air.

The shooting part is great but it's really annoying moving around the ship, you can slip off stairs (no handrails, OSHA), trip over ledges (some kind of clipping issue) and intensely frustrating when you don't quite fully repair something before moving, meaning you need to start over from scratch. When you're under fire and probably on fire as well this is pretty annoying. There did used to be multiplayer which would make it more fun, allow teams to work together and give Into the Breach a point but it has been removed, presumably to drive traffic to the newer online version.

The ending is also pretty unsatisfying see as you will always die, it's only a matter of time. The End. There isn't even a leaderboard to aim at. This was not the future you expected, eh?

There is some replayability in choosing different routes and getting different equipment, loading out the Icarus different ways but it's pretty limited. It would be nice if like Tower of Guns you could unlock things with each completion to kit out the ship more and more, seeing as the final level Into the Breach is hard as nails.

A bit of steampunk-themed blasting fun but seriously overpriced for what you get. Worth a couple of bucks on sale to fill in a Sunday afternoon.. When a friend of mine posted a screenshot of this game, I knew I needed to play it. It looked hilarious. This game inspired so many headlines for me I just need to state them all to get them out of my system:

"Jaws is no longer the only threat...."

"There's a reason why you shouldn't overfeed your goldfish"

"Jaws is scared of goldfish now"

This game was a lot of fun, if a little disturbing to see a giant goldfish inhaling cruise ships and aircrafts. The game play is repetitive but its so fun! The soundtrack is cheery and fits the game perfectly. My children love it and beg me to play it so they can watch a giant goldfish, dolphin, and shark eat everything. What is funny is that there are a couple of characters that look like they came from Finding Nemo. This is a fun little game thats great for the family.. Cons:

No Manual

No service pack even though Feel There purchasers have had it for 3 weeks

No future business from me, Dovetail!

Pros:

LOL. I liked it. It's kinda slow. More of an art than a game kinda. I do think that if it was more of an RPG or FPS it would be better? But for what it is it's okay.. Fun game, and an easy 100% for achievement hunters ;)

I just couldn't believe it when I cracked open the Velocibox...how in God's name was I to cope?

Then, distant suppressed memories of that sadist Cavanagh's Super Hexagon floated to the forefront of my mind and I remembered that all it takes is time and adjustment.

In saying that I've still only got to the start of level 2 in this insane Twitch, RageQuit genius of a game. Too many dimensions for my tiny mind to cope with. Watch and enjoy the faux rage as it turns to the real deal.

<https://www.youtube.com/watch?v=O5PnwdoQmBI>. Lazy, spontaneous review incoming:

DMC4 is a mixed bag for both longtime fans and newcomers alike, and for legit reasons. DMC4 has multiple flaws ranging from annoying enemy AI to backtracking, but at the same time offers what I think is the most complex and rewarding gameplay in the genre.

Here are a few major pros and cons many have with this title:

Pros

-Amazing Gameplay.

It doesn't take long for one to be a decent DMC4 player as it's much more lenient than its predecessors. However, the meta of this game has been developing for more almost 7 years, with no sign of stopping, and if you intend to keep up with it, you'll end up crying and wishing you'd play DmC:DmC:DE instead. Combo videos and tournaments show how far the gameplay has evolved.

-Efficient Port.

Seriously, this game can run on a toaster powered by Homer Simpson's brain. I ran this on an i5 with integrated graphics (HD4000) and it ran anywhere between 50-90fps at medium settings at 720p. With my new laptop, I can run it at 120fps (the game is capped at that framerate) at 1080p with everything maxed out. However, recording gameplay is strangely demanding/inconsistent. I assume most of you have PCs powerful enough to not notice a thing.

-Graphics

Sure, compared to games of today, the graphics are below average, but for its age it holds up well. Especially if you consider it ran at an average of 60fps on consoles, and should be better looking when DMC4SE comes out. A minor point as this game's strength comes through gameplay, but still worth pointing out.

Cons

-Backtracking

Its horrible, about half of the game consists of backtracking. Granted, some areas have been changed significantly, and virtually all enemy waves are altered, but it's still backtracking.

-Nero as a Main Character

A lot of the backlash of this game was the replacement of the series' main protagonist, Dante, with a younger character called Nero. He takes more than half of the game for himself, and Dante backtracking Nero's missions doesn't help. He's an amateur and cries a lot for my liking.

His gameplay is also more shallow in comparison to Dante's, but to Nero's credit, still has enough for veterans to experiment with (seriously, I play Dante much more than Nero, but I can still appreciate the skill and creativity players display with him, I enjoy playing as him myself).

This is more of a con to longtime fans of the series.

-Annoying Enemies

DMC4 has the best gameplay I've ever seen in the genre, but paradoxically lacks good enemies. Don't get me wrong, a good fraction of the depth should be attributed to the enemies and how their physics and AI work. But if there's one thing I hate, it's unfair attack cues.

Certain enemies have attacks that are downright cheap. The time between the attack animation's start to when the attack hits can last less than a 5th of a second, which can be avoidable if you were doing nothing else but standing, but in a game like this, odds are that you were in the middle of an attack, in a room filled with enemies. Certain enemies like Chimeran Assaults and Chimeran Scarecrows attack the player even if they're stunned, with almost random attack patterns with no attack cues. You basically have to play it safe and use quick long ranged attacks that contribute to boredom. Unfortunately, around half of the enemies have at least one cheap attack, which is sad considering there wouldn't be any problem if it wasn't for that 1 or so attack.

There are enemies that do not have unfair attack cues, but have something annoying about them. For example: Mephistos can go through walls, and often times take their time there, significantly slowing down gameplay.

-Story

The series never had a strength in story, gameplay and style always came first. This may or may not be a good thing for you. For me it certainly didn't matter, but there are some newcomers that believe every game should be a hollywood movie. The game is arguably a downgrade in story quality when compared to DMC3.

TL:DR:

If you're into stylish gameplay that will keep your attention for years, I highly recommend this game.

If you intend to play this game only once, it can be hard for me to recommend you this game. Especially if you're into the CINEMATIK XPERIENZ. It's a good game, but when i go into a battle and win it freezes up and crashes.... learn japanese -the kanjis not showing properly though, maybe u've to chg ur windows language/local setting but i didn't do it... Cute graphics and funny puzzle gameplay. 15 bunnies from 10. Gotta admit that I didn't finish the game. I got bored.

At first I liked the game, but the more I played it, the more I disliked it. The battle system was interesting, but player couldn't change or upgrade the deck and that was a downfall for me.

I also didn't like when you have to fight alone, yet the magic card still came. It was annoying.

The story and character development was ok though.. exactly what i wanted. A maybe would be the most appropriate rating. Take note of my in game time.

I feel as though once you have about 1-2 hours of game time, you've pretty much seen what the game will be like 10 hours in. It's mostly comprised of running missions ad inifitum until you "win" (if that's even a case) or you die; a rogue-like of sorts. The only problem I can see is that most runs are going to run more or less the same; you'll run the same mission types again and again with little in the way of variety. There are different weapons, and upgrades, but I wouldn't say you'll see anything in the way of Binding of Isaac when it comes to builds and variety that keep the game interesting.

I almost feel as though Auroch could have saved themselves a good bit of money by NOT buying a licence from GW, and simply skinned this as a Mad Max-esque car shooter in the vein of Road Redemption or Convoy and few would have really noticed. It's missing some of the fun nuances that the table-top game has that you'll notice if you've ever played it before.

IT would almost be like taking Star Wars Armada, the pretty fun table-top game, and making a digital version of it, but a RTS with Pause. It could be a serviceable game, undoubtedly, but not quite what a fan of Armada was looking for.

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