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## Panzer Corps: U.S. Corps '42 Download Youtube



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### About This Content

It's been almost a year since Germany and Italy declared war on the United States: plans have been made and now General Eisenhower is ready to launch Operation Torch and enter the North African theatre. By landing on several spots in Morocco and Algeria the American army plans to cut through the forces of the Vichy regime and then head eastwards, where they will face the remnants of the Italo-German army in Tunisia. It's time to chase the Axis out of Africa forever...

The first instalment of a mega campaign covering the entire African and European campaigns of the United States. Carry over your troops to US Corps '43 and US Corps '44-'45!

#### 16 Scenarios:

- Formation
- Achnacarry
- Casablanca
- Oran

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- Djebel Abiod
  - Tebourba
  - Morning Air
  - Kasserine battle
  - Spring Wind
  - Sbiba Pass
  - El Guettar
  - Hills
  - Enfidaville
  - Mateur
  - Bizerte
  - Tunis

**US Corps '42 is an expansion for Panzer Corps and it requires Panzer Corps to be played.**

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Title: Panzer Corps: U.S. Corps '42  
Genre: Strategy  
Developer:  
Flashback Games, The Lordz Games Studio  
Publisher:  
Slitherine Ltd.  
Release Date: 26 May, 2016

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**Minimum:**

**OS:** Windows XP/Vista/7/8/10

**Processor:** Pentium 4 or equivalent

**Memory:** 1 GB RAM

**Graphics:** 64Mb video card

**Storage:** 100 MB available space

**Additional Notes:** If you use a newer OS than Windows XP, you will need at least 2 GB of RAM

English,German,Russian





Fire Starting Lens  
Nibbled Apple  
Piece of String

Sealed Letters  
Credentials  
Tea Cup

Candle  
Journal  
Button

Knife  
Pistol  
Pipe







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panzer corps us corps 42

Except music and maps which are really nice and challenging there is nothing. It's cheap though and on sales even cheaper so if you enjoy the game then you should be happy with the dlc.. Great game with spooky atmosphere.

. Liked the red atmospheric section.

Overall, nice demo.. Good game but wouldn't pay more than \$1 for it.

. Love the benz black series and all the skins for the cars. only get it if you really want it.. I've never seen such disregard for a game from the developers. I heard rumors that the devs set this up in early access for a quick cash grab and moved on to another game, identical in all aspects; to release again in early access. That being said, I can honestly believe it now by how poorly managed this game is... with zero support. This game should not even be in early access or steam anymore, but thrown back in the garbage in which it was pulled from.

shame on steam for allowing these types of developers to run rampant and clearly take users money with no return on investment. This game will never leave EA and is disgusting that there is even a premium subscription for such an under developed and forgotten game.

it is not even worth my time to do a proper pros and cons review.. Pro's:

It's Match-3!

It's Hidden Object!

It's got some Combat!

There's stuff to buy!

Has Puzzles?!

Con's:

Limited power-ups from matching (additional can be bought but they're random spawn)

Simplistic Design for Hidden Object (no real challenge)

Puzzles aren't so much puzzles as they are just something to break up the monotony.

System matches don't reward power-ups, only player matches do.

Game isn't balanced:

The game rewards specific monetary amounts per level/challenge, yet at the end you'll have \$7k+ with nothing to buy.

You will complete ALL achievements before you reach the end of the game (yep, not even an end game achievement)

Game does not get anymore or less difficult as you progress (including combat) (could be a Pro too I suppose...)

At certain points, there are obstacles that block the way, but you just single click and it's cleared, kinda undermines the levels leading up to the challenges; seems like there was an opportunity to put a challenge or mini game there, that was missed.

No real replayability, after you complete the game it starts you over (with all unlocks) on board 1, (I really wasn't sure what to expect, but it definitely wasn't that).

Voice over is pretty poor as is the overall story, there's nothing that really makes you feel like you understand why you're doing what you're doing (other than to return the dragon eggs).

Suffice to say, this one felt like it was rushed to market before it was properly vetted.... I'm more of a wannabe developer than a hardcore SHMUP player, but Who's That Flying had me striving to get better. The theme fits the mechanics well. An invincible avatar fends off invaders before they can pass into the populace. It's less about dodging bullets than shooting or bashing through targets. While the special move limitations are explained away with a character flaw, it works.

Options are limited. There is no windowed mode. Keys can't be adjusted within the game. Xbox 360 controllers are supported, but the B button's cancel operation is essentially the Esc button. This hurts during play because it's easy to unintentionally pause or even erase progress in the current level.

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Game showed promise. Short, buggy, uncomfortable in general it still felt a bit somewhat like the great old Clive Barker's Undying. At the end of the game there was clearly a hint for continuation. Then the developer disappeared. The forum's dead, noone's answering. If there's ever going to be the second part, if it will be at least not worse than the first one, this review is gone. Until then-it's an abandonware.. Right now I can't recommend this game..the main thing I noticed was the graphics it's very blurry it is definitely in need of some in game graphics options...some damage would be good also when you shoot the zombies...the locomotion needs to be a bit faster..I think the game could be good with a few fixes and updates...I won't refund at this time because I would like to see where this game goes... Not so much a cash grab as a small developer trying to create a very ambitious game that it can not regularly improve. Updates are slow and still has major issues.

Terraforming is not saved from previous savegames.

Part snapping is an issue.

Can not always build/delete parts due to phantom parts above.

Has potential...but for now, save your money.

. Another great expansion for order of battle. Highly recommended.. Play Leisure Suit Larry instead. This is just another (horrible) mobile-port cash grab.. Nice intro!. This game gets my highest recommendation.

I have played more World War II strategic games than I can count. What Strategic Command does is find the sweet spot between detailed and complicated, and simple and easy. Their goal is for the gamer to have fun, and they succeed.

Every aspect of the war you can imagine - production, technology, diplomacy, military combat, air combat, naval combat, amphibious operation, paradrops, special forces - is contained within. Additionally, built into the game is a very east-to-understand game editor that allows you to tweak existing campaigns in any way you can imagine, or build entirely new campaigns from scratch.

However, unlike games like Hearts of Iron that have incredibly steep learning curves and operate as a sandbox for alternative realities - this game is straight forward, enjoyable and addictive. In other words: FUN!

Additionally, this development team has an incredibly reliable track record for supporting their games, adding to them, correcting any issues that might appear over time. They take great pride in their work, and it shows.

My only warning is this is the type of game that will keep you up at night with a 'just one more turn' mentality.

Great job, Devs. Keep it up.. I think it's telling that the product description details how to turn the effect off.



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