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About This Game

Men of War: Vietnam is a new game for the critically acclaimed series. The new, story-driven campaign lets you taste the explosive mix of the jungle, Hueys and rock-n-roll in 1968. The US campaign focuses on a team of elite special ops soldiers, and each one of them has a personality.

The unit includes Sergeant John Merrill, machine-gunner Jim Walsh, sniper Sonny Armstrong, grenade launcher operator Carl Dillan and combat engineer Bill Kirby. In some missions they can count only on themselves, while in the others they act together with regular US and South-Vietnamese troops. The North Vietnam campaign tells the story of two Soviet military consultants and two soldiers of the North Vietnam Army who are the only survivors of an ambush prepared by the US troops. The task of getting back to the North Vietnam territory is a difficult one – they have no means of radio communication, no wheeled vehicles, and it's too far to make it there on foot. On their way these survivors get involved in a chain of bloodbath engagements and find themselves in the dead center of the well-known Tet offensive.

Missions range from special operations (rescuing a shot-down pilot, escorting a reporter, etc.) to full scale battles.

Key Features

- There are two sides in every story, so two new story-driven campaigns attempt to show the war from both sides.
- Breathtaking missions including an ambush on the Ho Chi Minh trail, a game of cat and mouse in the Mekong Delta, raids into Cambodia and Laos, bridge defense during the Tet offensive and more.
- New weapons and units: M-16, T-54, M-113, Patton III, M-60, AK-47, M-14, RPG-2, M-72 LAW, RPK and many

more.

- Multiplayer mode – co-op for up to 4 players.

Men of War is affected by the GameSpy shutdown on the 31st of May. You can continue to play the game through LAN, DirectIP and GameRanger.

Title: Men of War: Vietnam
Genre: Strategy
Developer:
1C Entertainment
Publisher:
1C Entertainment, 1C-SoftClub
Franchise:
Men of War
Release Date: 8 Sep, 2011

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Minimum:

OS: Windows XP(SP1), Windows Vista or Windows 7

Processor: P4 2.6GHz (Athlon 3000+)

Memory: 1GB

Hard Disk Space: 3 GB free hard disk space

Video Card: GeForce 6600 (Radeon 1950) 128Mb

CD ROM: PC DVD-ROM

English,German,Italian,Polish,Russian,French







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it's a shame this doesn't have any way of giving yourself money when the game bugs out and takes away your funds :<. So some people have been saying they like this game coz it's a port of the Neo Geo game and if you want old skool Neo Geo then you might like it. I don't know much about them so I'll go off their word, but here's why I don't like it.

My biggest gripe is you can't strafe, you can only shoot forward so you have to be facing the enemy. This is fine with one or two enemies, but when several attack you at once, some shooting multiple bullets/arrows, you can't run and gun. You have to run and dodge and wait wait for a brief moment to turn and get off one shot, two if you're lucky. Then repeat until each enemy is dead and hope you don't take too much damage in the meantime. So common encounters of low level enemies become frustrating, especially as most are bullet sponges taking about 6 shots each.

The controls are slow and lumbering. It feels like even moving out of the way of an arrow is harder than it should be. The combat doesn't feel satisfying at all and I only played level 1 but it was so boring! You just shoot slow moving shurikens against slow moving enemies and the kick is mostly useless unless you can finish an enemy in one go coz any more and you -will- take damage.

The difficulty feels hard not because the game is hard but because the controls are bad. I'm a fan of bullet hell shooters and the like so I don't mind extreme difficulty etc but with this I feel my skill is restricted the slow controls so I can't enjoy the game as I do with others. Just on the first level I felt I had to put much more effort in to get through than it needed. Again this might be coz it's from the Neo Geo and you're used to that or want that and that's fine. But with some extra work it could have been a much more enjoyable game.

TL;DR - it's funny, got lots of pervy stuff, slow/dated controls make it frustrating and boring to play, is a Neo Geo port, can't strafe. This game is simple to play but hard. It's fun. It's definitely worth the four bucks it cost me. It's not the type of thing you play all weekend, but it's great to have for when you want something you can play for a bit and not worry.

Or who knows, maybe it does take forever to win. I never get very far.. Ce film est superbe et je le conseille a tous les fans en meme les non-fans de l'univers du Krosmoz!

10V10

This film is superb and I recommend it to all fans even the non-fans of the universe of Krosmoz!

10V10. I love how the "tutorial" teaches you nothing, It's an old game that didn't age well. Not worth the 10 bucks.. I asked in the community hub if it was worth it and got mostly positive reply's. Its was free weekend so i tried it. And i've bought it.

The Game is big so you bound to walk into a glitch or bug, but i've incountered nothing huge so far. I like the freedom you have in doing missions, the gun custimisation.

So for the 30 euro's i payed i'd say its worth it.

Your friend Albea passed away recently and her husband, Grendel, asks you to come to him. He reveals that he's haunted by her ghost. However, Grendel is killed mysteriously while you were seeing Albea's ghost. You're arrested by the police and escaped custody. It's time to investigate the mystery around Grendel and Albea.

I never completed the game before because of a big problem that I will explain later. However, I wanted to review it, so I replayed it and I can say that the plot is interesting. Them - The Summoning is the first chapter of a more complex story - I didn't check if it was the only game or if there are more. Anyway, there are several twists in the story.

The gameplay is purely an hidden object game, with an inventory to complete items or to find others. In other words, you will be given a list of items to find. Some of them are hidden in drawers but they're not signaled. And if you want to unlock the extras, you have to find 10 bonus objects. You don't know what they are, in other words, click randomly to find them. And to top that, the items are very very small or sometimes, you're asking yourself if it was really visible. If you play in Standard, you don't have any chance to have a hint. In Easy, at least, after some minutes, it's blinking or being shown. And the HUD is also on hidden objects by moments. You're not really enjoying the hidden objects scenes. The puzzles are just anecdotic.

The graphics are acceptable, however, the HUD isn't making justice to the them and is completely impersonal. The drawings in the cutscenes are also very good. The soundtrack is also good. But it's not really enough. When you see the menu, the old school buttons don't give you any envy.

In other words, Them - The Summoning isn't that bad. However, I didn't really enjoy the hidden objects scenes. I'm convinced by the story but as it's disserved by many problems... My conclusion is that Them - The Summoning cannot be recommended unless you're an hardcore hidden object gamer.. It's not a "real" HOG, but is't fun and interesting :). What happens when you take Satan, an adorable cat, scary maze game and infomercials from the '80s? This game. And it's fun. Very fun. But also very anger inducing at the same time. So, be ready for that.. Col: zfreek <-> Empire: ALOHADANCE. Sonic 3 & Knuckles is the game you get by combining S3 and S&K and can be seen as the true Sonic 3. Let me explain.

Sonic 3 was being made by Sonic Team. The game was too ambitious and it was decided to split it into two games, wanting to get the first part out by the Xmas time. Sonic The Hedgehog 3 was out in early 1994, missing Xmas anyway. Featured Sonic and Tails, had the first 6 zones with final zone made harder. Included competition mode, saving up to 6 slots. 16 Megabit.

And then they released Sonic & Knuckles by the end of 1994, 16 Megabit cart. Just Sonic and Knuckles in remaining 5 proper and 3 not-so zones.

But that's not all, as game had Lock-On Technology: you could insert another cart on top of it. Sonic 3 would give access to everything game had to offer, even upping save slots to 8. It did some changes to Sonic 3 levels, moving the disappointing S3 final boss to Knuckles only.

You also could insert Sonic 2 and play as Knuckles in S2 levels. Sonic 1 gave access to procedurally generated Special Stages from S3. Putting other game carts worked same but you were given access to only one stage.

There was a native PC port but it replaced music with MIDIs. Yew!

The game that you have here is nothing more than emulation of Sega Genesis version of S3&K. While I am happy that people get to play Sonic 3 the way it was meant to be played, there should be ability to choose just S3, S&K or S2&K.

Now, technical part about Sega's emulation here:

The Sega Classic games that you purchase on Steam count as DLCs for "Sega Mega Drive & Genesis Classics" game that should appear in your library.

It has Bedroom HUB which is the one with many features yet lags for many and Simply Launcher which lacks Workshop and Online but at least it works just fine for everybody.

However, Simple Launcher has it's fair share of glitches as well. It can crash. And it does the second time you go to main menu, so always quit after saving there so it doesn't crash when you want to save next time!

Emulation itself, mostly sound, isn't that good but it does it's job. Also, yes, emulator supports quick saves.

As alternative, you can use external emulator to run games that you purchased. Sega kindly placed in all games that you purchased in "uncompressed ROMs" folder that program itself doesn't use, just change file extension to ".bin" or so. The file for

this one being "Sonic_Knuckles_wSonic3.bin".

I also demand you to read digital manual of this game first. You can find it here on store page or go to "manuals" folder of game root and open "14 S3K_PC_MG_EFIGS_US_v6.pdf".

Has online (in Bedroom HUB only) and local multiplayer.

And yep, this game includes saving. In-game saving, not emulator one. Bedroom HUB works fine but Simple Launcher one is buggy:

You have to remember, you have to close emulator in proper way, otherwise it will not have them actually saved in files. That means that you have to avoid crashing it or closing in different way.

Even more, if you load emulator-side saves, the emulator will not see in-game saves and will not be able to do in-game saves either. Even if it makes look as if it does.

Death Egg from S2 crash landed onto the flying Angel Island, pushing it down to the sea. Knuckles, the guardian, has believed Robotnik that Sonic is coming to steal the emeralds. Time to finish Death Egg!

Fun fact: Knuckles is colored pink as NPC and red as playable character palette limits.

It's one of the early games to tell a story without words, another great thing that S3&K has going. But at a cost of the wonderful abstract feel.

Core gameplay stays true to Sonic laws. Once again it's excellent platformer with one of the best physics with slopes. Press Down while running in order to roll as it will increase your speed while moving down the slopes and put you into attack mode too. Ring health system is still there, where you drop all rings on hit and have to recollect it, otherwise you will die on the next hit. There is Spin Dash: hold Down and press Jump once or more to charge up, shooting forward once you stop pressing Down.

This time each character has unique abilities when you press Jump in midair. Sonic can use shield active abilities. There are now three elemental shields with passive and active ability, each good in their own parts. Without shield Sonic does insta-shield that widens your attack radius and makes you invincible for a moment. Awesome pro move.

Tails learned to fly as part of gameplay. What a fox! And swim. Limited but fancy. Just like in S2 you can play a Sonic & Tails coop, where camera follows Sonic and he is the one that can die while Tails is a support, the second player being able to take control from AI anytime. Even better Sonic can now grab on flying Tails! Or Tails player can use this ability to try to ruin Sonic's day as anti-coop.

Knuckles not only can glide and climb the walls and has lower jump. He has Hard Mode campaign that takes place after Sonic and Tails. Same zones with occasional Knuckles route forced on you. Bosses are harder, some are different. Albeit his campaign is shorter.

Levels are much bigger as well. Programmers managed to squeeze in more out of console and each stage has new gimmicks. Two acts per zone and now there are minibosses! Sadly, I feel that each act lasts way too long. Some first time players may even hit 10 minute time limit. The game just doesn't have that arcade quality of beating it at evening that previous Sonic games had, thus I finally understand why some people prefer Sonic 2.

Protip: To pass the barrel in Carnival Night Act 2 jump on it and press Down and Up accordingly.

There are now simple bonus stages. Three of them. Just activate checkpoint with certain amount of rings and jump into stars above. Not a fan of them, pacebreaking, shields or rings are common anyway.

Protip: You can knock signpost around before it lands.

Once again there is the quest to get all Chaos Emeralds. Now you just have to find entrances that are hidden all over the levels. Special Stages are fun. You run around the looping grid without stop where you can turn by 90s degrees. Avoid red spheres and turn all blue spheres into red ones by passing over. What makes it fun is that if you turn borders of blue sphere rectangle into red ones then whole rectangle turns into rings!

Protip: If bounced to run backward just press forward to fix it.

Again, if you collect 7 chaos emeralds, you will unlock super forms unless Tails and thus getting better endings. You activate them by pressing Jump in air with 50 rings without shields. For the first time in franchise you also unlock extra zone if playing as Sonic (& Tails). And then you can collect 7 super emeralds to get even better forms, Tails included, and shinier ending.

It was Sonic Team's magnum opus on Mega Drive, with graphics being totally awesome. Especially new CGI-like Sonic sprites. A lot of use of parallax and special effects. Too bad Robotnik doesn't laugh anymore. Music is absolutely jamming too.

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The game has versus multiplayer. This time you have to run through extremely short looping level 5 times, a race. Chars have different balance from main game. Sonic for max speed, Knuckles for traction and Tails for starting speed and can fly. Sadly, not enough interaction between players, just single trap button in some levels. If you choose to have powerups then it will spawn 2 at the lap gates, immediately used. And objective is so one-dimensional: just get first. Not as good as S2 Versus. Weird physics too.

Match Race is just single level race. Time Attack is obvious. And Grand Prix where you play all 5 levels for the most wins.

Overall, one of the best.. Definitely recommend this game, fun and pretty scary considering i played it, but this is my opinion if you want to see the way the gameplay looks check this link out!

[link:https://www.youtube.com/watch?v=V00wpHVvJWQ&list=UUNr-8iJMUzsCjJKpR2hsf4w](https://www.youtube.com/watch?v=V00wpHVvJWQ&list=UUNr-8iJMUzsCjJKpR2hsf4w). Really liked the idea of another SPAZ. Unfortunately, pretty unhappy with the experience of this one. The graphics are pretty and I like the developments in the lore for the most part, but the gameplay's fundamentally changed from the first. That wouldn't necessarily be a bad thing, except SPAZ 2 has restructured the game in a way that mostly eliminates most of what made SPAZ fun. You spend a lot more time in the system map, directing a little arrow around the screen and clicking buttons, and a lot less time flying your little ship around "real space" interacting with other ships directly. The design of the mothership, due to its modular nature, is also much less distinctive and ultimately less charming.

[It's a solidly okay game, but if you've played SPAZ 1, you probably won't find much of the same things you liked about SPAZ 1. If you haven't played either, I'd suggest you pick up 1 instead of 2.](#)

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