Shock Tactics License



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About This Game

Your team are the trailblazers for the first wave of Free Space Pioneers exploring a newly discovered alien planet. While searching the hostile world for alien technology you lead your team into tactical combat against pirates, alien creatures and the troops of the Imperial Consortium. Set up outposts and dig sites to exploit the secrets that this new world holds, in order stand against the incoming invasion. Everything is out there for the taking, but nothing will come free.

- Challenging squad tactics combat:Lead your strike team against smart enemies that employ a large array of tactics. Know your enemy, build a strategy, rule the battlefield.

 Strike team progression: Harness the power of the alien artifacts to upgrade your base, built new weapons and armor and train your soldiers with different abilities to fit your playstyle.
- Full Control: Action Points allow you to move your soldiers with full control and the interrupt system enables long sprints, that are stopped when new enemies are spotted, so you can assess the situation and spend your remaining Action Points accordingly.
- Aggressive Tactics: Always drop right into the action and bring the fight to the enemy before he can reinforce his positions. Play fast tactical assaults on time sensitive objectives and stay in full control.
- **Hostile Planet:** The procedurally generated world map leads to different strategic situations in each game session. Fight in three different environments of Hephæst to claim the alien artifacts.

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Title: Shock Tactics Genre: RPG, Strategy

Developer:

Point Blank Games

Publisher:

EuroVideo Medien

Release Date: 11 Apr, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 8, 10 (64-bit)

Processor: Q9650 / AMD Phenom II X4 940

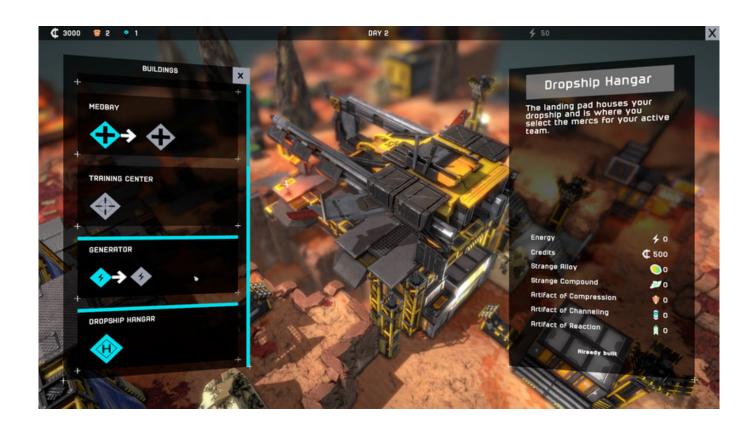
Memory: 8 GB RAM

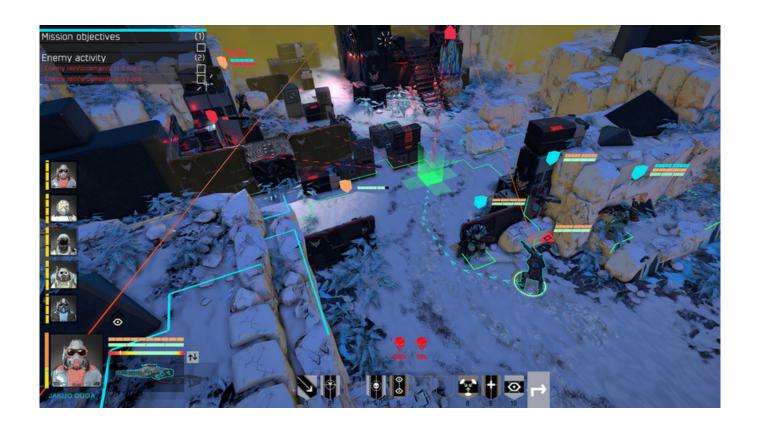
Graphics: GTX660 / Radeon 7870 / 2GB

DirectX: Version 11

Storage: 15 GB available space

English, German, French, Russian







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Worth exactly the \$2.5 I paid for it... buggy and not polished at all:

- Line of sight is really awful
- Camera is buggy, stuff that doesn't bring any value to the game gets in the way of seeing other things (transparency???)
- On enemy's turn, the camera moves in a chaotic way, just leave it...
- The sniper is worthless, misses more shots that it makes even when having a 79% chance to hit
- Elevated position does not bring any advantage
- Line of fire is sometimes blocked by own cover
- Point blank misses
- Cannot equip secondary rifle?
- Soldier is in team but invisible in the Landing pad
- Absolutely no variance in weapons / equipment at first, it kills the joy of playing
- UI is not polished
- Loading times take longer than play time

Too bad, it could have hat a lot of potential

do not recommend for more than \$2.5.... The game WAS fun, the little i did get to play it. It had sever issues of crashing and I got to do 3-4 maps after the tutorial before the problem became to much for me to even bother anymore. Perphas this issue will be fixed later, but as it is now it is horrible and makes the game unplayable which is sad, otherwise it would be a thumb up.

The game it self is a Old school X-com/jagged alliance type of tactical game, and that in it self makes it something I would pay for, the graphics are not to far off from UFO - Afterlight. The game is about a mercenary group attempting to carve out a small piece of an alien world, you earn credits, resources and soldiers from missions to improve on your base, build weapons and armors as well as train your soldiers. What I did see was soldier classes somewhat similar to the new X-com enemy unknown/enemy within and X-com 2. Breacher, Heavy, Marksman and a hacker type soldier that is only with you for a short bit in tutorial and i did not get far enough to recruit one again before the constant crashing made me abandon any hope of suffering through this game.

Again the game itself isnt so bad, but the bugs that cause constant crashing ruined it compleatly for me. I hope that in the future this gets solved, i might attempt to play it again.. This game is bad that even OBS cannot stream it:). This is a good turn based combat game, Grapics and playablity are very good for the price of this game. If you like the good old classics like X-Com, Fallout Tactics and the UFO games then this is another game you want to add to you collection.. Good Alternative to Xcom.. Need little optimization but for price its fun. Reminds of tabletop game i have called Deadzone.

It's a "deja vu" feeling, and i'm a fan of tactical and dungeon crawler but this game i don't know, story mechanic, univer, interface all is average.. Shock Tactics is a low-budget clone of XCom 2. Weaker graphics, voice acting, environments, effects, UI, sounds, etc. But I'm generally OK with that. For example, I played a lot of Xenonauts, which also has poor presentation values, but the underlying gameplay was interesting. I found Shock Tactics to lack the tension and depth that either of those games have. The XCom series thrives on its careful balance between abilities, cover, technologies, etc. With Shock Tactics I felt all that really mattered was if I was in cover or not. If I was in cover, the enemies would waste all their shots on 1% attacks while my other units would just fire away. There are different unit types, but the abilities aren't that interesting, such as the sniper having a bonus to hit chance and one bullet instead of 3, but the same range and plays fundamentally similar.

I didn't play enough to write a long and detailed review, I just got bored and couldn't take it anymore.. The Developers abandoned the game.

Still very buggy.

It had good ideas but in the end its a worst XCOM 2 to be honest.. Better ways to spend your money, better ways to spend your time, unfortunately this game is mediocre at best.. Absolutely in love with this game.

Can't write a full review yet, but right now it's a flawed masterpiece. I don't see anything changing that.. Combat feels clunky and boring. And the camera spins, man... holy ♥♥♥♥ the camera spins all the time

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