
Tank Battle: Pacific Activation Code [full Version]



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About This Game

Ask most historical strategy gamers about World War Two and not many would have thought there were any tank battles in the Pacific Theatre of World War Two. They did happen, and they happened often, but they never matched the scale of the Western Theatre. Starting in China in the 1930's the Chinese engaged the Japanese using Russian T26's and German Panzer I's. The Japanese fought the Russians in 1939 and 1945, the Soviets with the one of the world's greatest generals, Zhukov, in command! In 1941 the French in Vietnam briefly fought the Japanese with World War One era tanks. In Burma and India, British Commonwealth forces regularly engaged in battle using equipment that would have been considered obsolete on the West Front. Finally the titanic struggle between the Japanese and United States of America resulted in dozens of tank engagements. Even the Island War battles saw some engagements with over 30 Japanese tanks in a single mass assault. Tank Battle: Pacific attempts to create many of these battles with a mixture of historical battles and themed scenarios that capture the experience of being a tank commander in the Pacific Theatre in World War Two. Fight battles between Japan, France, China, Russia, British Commonwealth and The United States of America. The game has a wide range of features from the tank battles of Northern Manchuria to the battlefields of Burma and the landings on the Pacific Islands. The game even includes a what-if scenario for Operation Olympic, the invasion of the Japanese homelands.

Key Game Features:

- High Definition World War II era graphics.
- 15 Missions to play through, including 2 large-scale beach invasions.

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- Play as the Japanese in the 8 Mission 'First Strike' tutorial campaign, concluding with a full-scale mission.
 - Play as the Chinese versus the Japanese in the 'Bonus' Campaign (1 Mission).
 - Play as the Japanese versus the French, then Chinese, the Americans in the 3 Mission 'Rising Sun' Campaign.
 - Play as the Americans versus the Japanese in the 3 Mission 'Eclipse' Campaign.
 - Play as the Japanese versus the British Commonwealth in a 5 mission 'Empire' campaign.
 - Play as the British Commonwealth versus the Japanese in a 5 mission 'Commonwealth' campaign.
 - Play as the Soviet Union versus the Japanese in a 3 mission 'Red Bear' campaign.
 - Over 123 unique units!
 - Specialist units such as LV'Ts (Landing Craft Tank), LVCP's (Landing Craft), Engineers and the ubiquitous LVT (Landing Vehicle Tracked)
 - Japanese bunkers and other fortifications.
 - Japanese Infiltration units.
 - Japanese 'Nikuhaku' anti-tank suicide units.
 - High Definition grassland and beach terrains.
 - Four troop classes; Raw, Average, Veteran and Elite.
 - Other Game Features; detailed combat analysis, flank attacks, strategic movement, indirect fire, mounting and dismounting from vehicles, multi-level hills and minesweepers.
 - Hours of game play.
 - Map zoom.

Title: Tank Battle: Pacific
Genre: Strategy
Developer:
HexWar Games
Publisher:
HexWar Games
Release Date: 27 Jul, 2017

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Minimum:

OS: Windows Vista/7/8/8.1/10

Processor: Intel Core 2 Duo or AMD equivalent

Memory: 2 GB RAM

English



SOUL CARDS
TRIGGERED WHEN YOU TAKE DAMAGE DIRECTLY

YOUR BATTLE GRID
WHERE YOU DEPLOY YOUR UNITS
UNITS IN THIS ROW ATTACK IN HAND TO HAND.

TIME DIAL
KEEPS TRACK OF MORNING, NOON OR NIGHT

ACTION MENU
CHOOSE ATTACK, REST, MOVE, OR A SPECIAL SKILL
ATTACK
RANGED UNITS IN THIS ROW CAN ATTACK "OVER THE HEADS" OF THE FRONT ROW

OUT OF GAME

CEMETERY

DECK (AKA CARD FILE)
YOU CAN PLAY ANY CARD FROM HERE ONCE PER TURN

YOUR AVATAR
WORTHING
LV 300
RP 2100 / 2350

LIFE POINTS
WHEN YOU RUN OUT OF LP YOU LOSE THE GAME

SPELL POINTS
SP IS YOUR BASIC RESOURCE

SPHERE LEVELS
YOUR POWER LEVEL IN EACH OF THE 4 COLORS



[Return Replay](#)

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Awesome software.

It's my first owned VR-game - and, actually, after the first 4 levels I don't regret buying it in the slightest.

Really, it's a really fun, and quite fast-paced, experience.

The bots are flying around, gun (or guns) blazing, power-ups and all the needed stuff.

And the bosses - they are really fun.

So, I think it's worth it's cost, totally.. Curator Page: <http://vstore.steampowered.com/curator/v31028489/>

[A solid beat em up wrapped in a beautiful cartoon world.](#)

[OK K.O. Heroes is one of the most visually charming games I have ever played. If you didn't smile the entire time you played this game, their might be something wrong with you. It's beat em up action is simple yet enjoyable, and the collectable card element is a nice incentive to keep on playing.](#)

[For the full video review, check out the link below:](#)

<https://www.youtube.com/watch?v=ajShlhkK3rc>. BFGA is not a simulation of actual units. The only real factors are the appearance and the location of guns on a unit eg. dual turret tanks have the firing point in different spots for each turret.

[What is somewhat generic is the actual guns on each tank. They don't appear to really simulate actual gun variations, but rather light/medium/heavy variations \(with range and penetration varying by gun type\).](#)

[So if you approach it as a non-historical tactical battle, you will be pleasantly satisfied. It looks great, and plays well. Using proper tank tactics is strongly encouraged by the fact that if you don't use them, you will be decimated.](#)

[Cover is important, and line of sight management is vital. If you can't see it, odds are you can't hit it...](#)

[The AI is competent at the tactical level and uses terrain \(and cards\) well. Cards give things such as instant repair of tread damage, recon flights, air strikes, minefields or even extra range circles for one of your units.](#)

[At the campaign level, the AI is weaker and seems to be less aggressive - but this might be just because I have tried playing the Allied forces with the AI being the defensive Axis forces. IT might be more aggressive as the Allies.](#)

[Combat involves moving and shooting your units. Watch the videos to see how movement works, shooting is set angle \(direction\) of shot, select shot type \(AP or HE\), and set range and then fire. Most units get 2 shots per turn, light guns get 3 and heavy artillery gets 2 shots, but must spend 1 turn reloading, terrain can block a shot - hills will absorb the shot, buildings and trees can be destroyed, possibly clearing the line of sight for a second shot.](#)

[Overall, while not historically accurate, it is a lot of fun to play. Tactics matter, and ignore terrain at your own peril.. Game has much potential but very clunky comand structure poor needs to be improved very difficult to give orders needs to be smoother. I was actually really shocked at how awesome this game is. It is a solid defense title, with a quite bit of depth to it.](#)

[I would recommend stats being displayed for monsters and towers and maybe an enhanced tutorial. Im still unclear as to whether](#)

upgrading other aspects of a tower before upgrading it to a different tower have any effect, or if its just a waste of money. Also memorizing the order for building certain towers it frustrating as well.

With that being, I still think this is a great game and have hope that some updates will be made in the future to address some of these issues.

Overall a solid 8/10 in its current state.. +Can be a good addition for Achievement Hunters and Perfect Game Collectors (such as myself).

-The BIG dissapointment is that is HAS NO trading cards, even if the Store Page tells you otherwise.

- From the game mechanics , The Mouse is moving as if it "slides" can't make a short stop which can be pretty annoying while jumping at the moving platforms.

So in the end, well, I wasnt expecting something groundbreaking from an indie platformer, I just installed , got what I wanted and uninstalled it. (Achievements).

Have fun and always bet on black!

Alice W\u2663. Thanks for making and sharing it. Well done.. Fantastic puzzle game for those that also enjoy piecing together a dark story.

nice airport game but it would be better with more airport. love it! would be awesome if we could have voice chat as a option when making a match. Unique and enjoyable puzzle experience.. I played this way back in the day when probably a lot of sprogs on here would have just been a bulge in their father's undergarments but I digress. Yes, I played the original on the Commodore 64 back in late eighties and was pleasantly surprised to see a remake on Steam! I still prefer the cute, humble graphics on the old Commy though but this game has updated them decently enough. There is an odd ragtime piano playing in the background but I suppose it suits the crazy gameplay in a way. The gameplay is so simple to pick up and the puzzles get more devious and devious to a point of frustration but with that "one more go" aspect! My only real gripe is the lack of controller support but if you missed this first time round or just like thinking ahead in you puzzle games then give it a bash. Be warned though, this game defines "trial and error"and there are 144 levels to tear your hair out to!. Copoka is a very pretty game with a great atmosphere. While it was a short experience I found it's story OK and it's art style really unique. You get a really great experience for the price and I can easily recommend it.. Revamped Review.

Its dead. As in really dead.

No one is home.

The lights are off, but they are coming to collect the money left by poor sods who dont read reviews or check info prior to buying.

avoid at all cost.

you have been warned.. This is quite potentially the greatest if not one of the greatest games released on Steam..

ABSOLUTELY AWESOME

In5ane provides the amazing and action packed arcade style sim rally that the Playstation exclusive "Motorstorm" does. It has a seemingly endless variety in gamemodes, vehicles, and tracks. 10/10. I thoroughly enjoyed Lake Ridden. The art and music creates a great atmosphere and the puzzles were interesting and varied. It was an interesting story, driving me forward through the game. Would definitely recommend to anyone who enjoys this genre! :)

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