
Pacific Storm Xforce

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About This Game

Description

On December 7, 1941, a major part of the U.S. Pacific navy stationed at 5d3b920ae0

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

English

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I find the gameplay and interface too clunky. If you are comfortable with the interface of Theatre of War then you will be fine with this game, otherwise just buy Battlestations: Midway/Pacific.. The nay-sayers for this game/sim are probably not old enough to remember the glory days of naval and aircraft simulator/games of the early nineties, but I'm not. "Great Naval Battles", a series that was loved by players, and undermined by critics, has finally reared its' head above the dust and waters in

this game. Specifically, "GNB 2" which centered on the naval battles and activities centred on Guadalcanal. "GNB 3" expanded to include operations in and around Guadalcanal including carriers. Sure, the ships were 2D digitized representations and you could only observe carrier operations (black sprites buzzing around the 2D ship) but they were so involving that hours would pass without notice. You became so involved in re-supplying the Marines and engaging Japanese supply columns and fleets that the poor graphics went by unnoticed. Then came Microprose's "1942" and its' sequel "1942:PAW" which both immersed you in the same campaign(s) but with beautiful graphics (the Battle of Savo Island at night with searchlights, tracer and fiery explosions was a sight to behold) that held the player hooked. There were downsides (taking over a gun-station to fire at enemy ships was dodgy) but noone really complained. Dynamix had by then also entered the fray with "Aces of the Pacific" and the world was yours. So, to "PS". For me it has brought back those days of the "GNB" series and "1942". "AOP" would be better left in comparison with "Pacific Fighters" so I'll leave that there. What "PS" has done is re-ignite the fires of the previously mentioned games, expanded the AO to include the whole Pacific War and then thrown in a whopping dollop of "Hearts of Iron". Not content, they've added the arcade side to things by bringing in elements of "Blazing Angels". And they've done incredibly well. It was an ambitious notion to begin with and, according to most critics failed by doing so, but taken in context of past games it comes out gleaming. If you think the AI is dumb and useless, try "1942" where your US and Australian ships zigged and zagged all over the place seemingly oblivious the pounding they were getting. Thing is, that's what HAPPENED. Read any book on Iron Bottom Sound (the straits of Guadalcanal) and you'll be amazed at the naval carnage that occurred there. The Marianas Turkey Shoot, Okinawa, Sunda Strait.the list goes on. At the heart of the game (no pun intended) is "Hearts of Iron" and "Axis and Allies" to busy the player with the sheer magnitude of running this AO. It's deeply involving and not meant for a "quick-fix" session. They've included the Tactical engagements for that, and the Arcade elements are just a delicious cream on top. Sure it has bugs. All games do. Look at "Joint Task Force" which requires a whopping 200MB patch to make it playable from the get-go. Modders are already hard at work on this title and the Expansion Pack "PS:Allies" is said to fill in the gaps that critics have pointed out. The graphics are absolutely acceptable for a title of this magnitude, and don't even pretend to be Oleg Maddox. The intensity of a firefight between 2 opposing fleets is well portrayed and deeply engaging (pun intended). This is a game that will take effort and persistence to fully understand and implement. With the expansion coming to "fill in the blanks", I have high hopes for this title. And being half the price of most recent releases, I'd say you're getting a bargain. Just beware, this is not "Blazing Angels", so if you are looking for an easier game to master and play quickly look elsewhere. I thought the many hours I spent with the "GNB" series were just fond memories (not for my "computer- widow-wife", though). Now there is a new kid on the block. And this one is loaded for bear! REVIEW EDIT 7th March '07: This being the review of the Australian release, it has come to my attention, following months of misleading promises, that there will be NO patch 1.3 for the Aust. version. There is simply no excuse for this blatant disrespect for the Publisher's Australian buyers. I will leave the score as is, but give the product an overall rating of 5/10 based on the product including an inexcusable lack of customer support. 'nuff said! 8.5/10. I played this game before Steam started tracking gameplay hours. Rest assured, I gave it its second, third, and fourth chances. I can safely say that this game is a piece. Of.u2665u2665u2665u2665u2665u2665 Buy this only if you want to hear the words "FIYYUHH" over and over and over and over and over again.. I find the gameplay and interface too clunky. If you are comfortable with the interface of Theatre of War then you will be fine with this game, otherwise just buy Battlestations: Midway/Pacific.. This gem is one of my all-time favorite games. It brings me back to PTO II on the NES system. It can be a little overwhelming for beginners, but once you immerse yourself in the challenge, you won't be able to turn it off. Grab some redbulls and enjoy.. I really don't understand why this game was not more popular when it came out. This game has more unique aspects and additions to what is losely a grand strategy RTS then any game i can think of. It's a dated game, very dated.but it's a risk sized grand strategy map, where you deal with battles on a RTS scale, with very realistic combat, nice graphics and the ability to take personal control of the units. This makes it sort of a grand strategy/RTS/Plane&ShipSim all in one. Seriously.why the hell did i not know about this game earlier?. I played this game before Steam started tracking gameplay hours. Rest assured, I gave it its second, third, and fourth chances. I can safely say that this game is a piece. Of.u2665u2665u2665u2665u2665u2665 Buy this only if you want to hear the words "FIYYUHH" over and over and over and over and over again.. This gem is one of my all-time favorite games. It brings me back to PTO II on the NES system. 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