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About This Game

Jagged Alliance Back in Action is a contemporary remake of the latest title in the much-loved Jagged Alliance series of turn-based mercenary-themed strategy games.

Designed from the ground up to offer a modern gaming experience, Back in Action showcases an updated isometric 3D look and interface, highly detailed character models and a variety of new gameplay features.

Back in Action takes players to the fictitious country of Arulco, where a ruthless dictator has seized power and only a small group of rebels stand to resist her. Tasked with freeing the island from the dictator's iron grip, players will command rebel and mercenary forces while using tactical, diplomatic and economic tools to keep troops supplied and ready for the next flight, all while commanding them directly in nail-biting battles.

Back in Action's innovative "plan & go" combat system combines real-time strategy (RTS) with turn-based elements to guarantee that the intricacies of tactical warfare are rendered in dynamic, exciting gameplay. This challenges would-be commanders to master not only strategy and tactical combat, but also to maximize their team's capabilities through RPG-like character advancement.

Key features:

- Unrivaled mix of combat (tactics), roleplay, business and strategy
- Innovative "Plan & Go" combat system combines RTS gameplay with turn-based elements

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- Realistic war setting with authentic-looking firearms
 - Laptop/computer menu as a central anchor point for the player
 - Assemble your own unit of mercenaries from numerous unique mercenaries
 - Simultaneous control of multiple squads using a strategic map
 - Convincing characters who interact with and comment on the game events
 - All the dialog has audio
 - Acquire resources by capturing mines and encampments

Title: Jagged Alliance - Back in Action

Genre: RPG, Simulation, Strategy

Developer:

Coreplay GmbH, Bigmoon Studios

Publisher:

THQ Nordic

Franchise:

Jagged Alliance

Release Date: 8 Feb, 2012

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Minimum:

OS: Windows XP (SP2), Vista or Windows 7

Processor: Core 2 Duo Processor (1,8 GHz or better) or similar AMD

Memory: 2 GB RAM

Hard Disk Space: 3GB HDD Space

Video Card: Shader 3.0 compatible graphics card (Ati 2600, Geforce 8800 or similar) with 512 MB RAM

Sound: DirectX Compatible Sound Card

Known issues: Visual artifacts could be displayed when using the following visual cards: AMD Radeon HD 6000 or GeForce 8800 GT.

English,German,French,Italian,Russian,Polish,Czech







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Flappy Bird styled gameplay with centipedes and Drum and Bass.

Oh boy, what a potential mix for epic failure. But there's none to be found. Instead the devs put a LOT of care into the idea and created a stellar execution. This seems to be the first title from Dark-1, so extra credits!

Odium is an audio-visual experience that's very trippy, but you get that from the screen\vids alone.

What you don't see from the videos is that the gameplay and the button presses you make are pretty much in complete sync to the music. When done correctly, it's easier to get the orbs and dodge obstacles.

Due to the drum and bass tempo it's a very fast game. There's leeway in the first few levels but at 10+ there's so much obstacles turning only visible in close proximity that you can't really dodge by reaction alone. The key is to have faith in the beat and get the right angle to flow through the tight obstacle course.

The music and different breaks in speed work really well in the game and it's fun to see when your little eye moves very slowly to slow parts and quickly accelerates when the music gets going. The level design gets an interesting pacing with this and can lead to dramatic chase sequences. Really well done, there's a lot of creativity to be found.

The downside to the high tempo, it's very hard and exhausting. I think I died 90 times at level 10. So be prepared for a challenge! (Thanks for the 100 death achievement! I think I won't have problems on the 1k death if it exists)

The visual noise is sometimes a little excessive, making parts harder than they should be. Having played the BIT.TRIP series a lot I'm used to these things and kind of filter it out after a while but if that's not your thing the later levels could be less enjoyable for you.

. I've been playing the Nancy Drew games since the very first, Secrets Can Kill. They are always delightfully fun. I've noticed the following things since I started playing these games. As more of these games are released, the puzzles are becoming a bit harder, but the games themselves are shorter.

Shadow at Water's Edge was no different in this respect. If I sat down and really played it, I could have completed it in less than a day, easy. However, like the other games, certain events are triggered by being in a certain place at the right time, or by doing something else first. In this title in particular, those triggers were a little harder to find. In addition, I didn't exactly understand the point of grading the students' homework in Nancy's schoolteacher role, other than perhaps getting a trophy for it at the end. It seemed like a pointless little thing to do.

This is the first foray into the actual "horror" genre for Nancy Drew Team, if one does not count "The Curse of Blackmoor Manor," and they did pretty well with it, highlighting all the points of "typical" Japanese ghost-- watery footprints, trying to come at you through a mirror, locking you in a room, etc. The puzzles were, at times, a little challenging, but completable. The voice acting was perfect, as usual, and I actually really enjoyed the Bento making minigame. [Although, I personally would have preferred it to be actual sushi instead.] Overall, I would recommend this game to lovers of mystery games, search and find/point and click games, and adventure games.. Horrible graphics, zero fun.. The game is simple. You hold the D to go forward and select a few dialogue options.

I was really excited about the intensity of feelings it evoked using that simplicity.

And there was The Epilogue! The game is worth it just for that experience. Try it, preferably over a glass of whisky when it's raining outside.. This game is like Wolfenstein 3D except not completely boring. Level design and weapons are way better.

Also, the enemies fire projectiles that can be dodged. Most levels are horizontal with some having elevators for vertical movement. I haven't yet given hard mode a try, but I am almost done with the normal mode. Seems kinda easy once you learn enemy attacks. I haven't died once. I bought it for the full price and don't feel like I wasted money. Worth every penny.

Very addicting and fun. It just needs music!!!!!!!!!!!!!!!!!!!!!! This game was okay. Very short and a little creepy.. This is an awesome game. It has beautiful graphics, and some awesome vehicles. But, it hasn't been updated in like half a year. I think that if the developers would start adding more it would be a hit, but there is no real story and once you finish all the races (A real challenge), there's not much to do. I liked it, but it needs more gameplay for me to really love it. In reality, this is kinda a half and half thing, but I can't do that, so I have to give this a thumbs down.. This baby popped into my library with a bundle I recently picked up. I only popped in for a few minutes, but had a good time with it! The mechanics and physics seem realistic, graphics are good, the whole thing ran smooth and stable... and dare I say I learned something about fireworks from playing this!? Right now, it's just sandbox, so you set up light individual poppers, set up mortar sequences, or be like me and make the whole warehouse go up in flames... but it doesn't give you any objectives, or things to do other than tinker. I look forward to the career more, with objectives/missions! At it's current state, I'd say it's worth picking up on sale, and once the career mode arrives, it'll be worth the asked \$9.. It starts with me not knowing the menu because the screen isnt meant for max settings, so I had to guess tapping around to get into the settings menu to see there arent a lot of settings, no problem. I can play not lets get to the good stuff!

This is a highly detailed "door opening" simulator. I do not know about you guys, but I love opening doors, especially when every last one of them looks identical. It adds to the mystery of the game. Did they buy all these doors at Home Depot and they aged exactly the same? No additional moisture near the wash rooms that would cause some sort of additional erosion or wear and tear over time?

You can the development team really poured a lot of effort into this.

It will be 2.99 in no time, wait for it :). I like it. Its fun, scary, a run for your life and hunt others down feeling. It\u2019s great shark vs humans game. I also like how the sharks and humans you can upgrade and change skins to- + Some skins and stuff you still have to buy, but its worth the time I think. Also fun to play when Killing Time.

6V10 controls

7V10 Graphic's

6V10 Over All Game

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