

TRACKLIST



CIST - Punk-Rock Vpiska
Golova - No one lives forever
Golova - All cops a beautiful
Golova - Fight For Fun
WTB - Do the SKA
Soul Crashers - Skin
Soul Crashers - Pain 1999
X-Change - Street of Rage
X-Change - Dead Hippie
Ultra Petyai - Double Trouble
Ultra Petyai feat. Fox - Sharpshooter
Evgeny Naumov - Horror
Evgeny Naumov - Soul-Jail
Evgeny Naumov - Maniac cop
Katia Bocharova - Red dawn

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About This Game

Strike Force: Desert Thunder is a small First-Person-Shooter game in the style of old, classic Delta Force games. You join 10 intense, large scale missions to prevent terrorist attacks. Customize your loadout, choose between 12 weapons and jump right into the action. Each Mission is large scale (2km²) and open to your tactical strategy.

Develop your own plan to attack the terrorists!

Title: Strike Force: Desert Thunder

Genre: Action, Indie

Developer:

West Forest Games

Publisher:

West Forest Games

Franchise:

Strike Force

Release Date: 25 Apr, 2016

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Minimum:

OS: Win7/8/10 32-bit

Processor: Core 2 Duo E8200 2.66GHz or Phenom II X2 545

Memory: 4 GB RAM

Graphics: GeForce GTX 295 or Radeon HD 5870 (at least 1GB VRAM)

DirectX: Version 11

Storage: 3 GB available space

Additional Notes: The use of mobile GPUs can sometimes cause problems and is not recommended.

English







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Absolute s h y t e.. Just don't. Save your money on something else.. Steam, come on with this A game that's cheaper on the IOS and Android, and even then a game that you probably shouldn't play regardless.

Not fun gameplay combined with glitches and hard to look at graphics, the game reeks of trying to take advantage of those who have a couple of bucks in their steam wallet after the steam sale. This game within the first 10 minutes made me want to stop, but I did put together some gameplay footage with more indepth information here:

<https://www.youtube.com/watch?v=QFgJhpdGcbA&list=UULXbNv80pHXWgqlf9i3oikQ>

[In short, no. Just no.. I wouldn't pay for this, came bundled with the game.. boring, waste of 99 cents, there is really only 10 minutes of content, and its very confusing the first time around. Epic Showdown](#)

[Forgot what the reviewers say!](#)

[This game is amazing.](#)

[The gameplay might not look the best, the graphics might not look the best.](#)

[You have to play the game for yourself, trust me.](#)

[If I listened to what these disgusting reviewer trolls said, and well they're just disgusting trolls.](#)

[They're trying to tarnish this game's reputation.](#)

[This game is so cheap! Literally it's \\$0.99!!!](#)

[This game should be the full \\$59.99 like most TripleA games. You're getting an amazing deal. This game isn't bad, it's just painted to be that way.](#)

[I would right a longer review, however I have to get back to playing the game! It's that good.](#)

[Please ♥♥♥♥ing send help Naloki kidnapped me please. I've been here for four days now.](#)

[They're forcing me to write this send hel...](#)

[.If you like being hit by off-screen enemies and censured female private parts then this game is for you.... I'll start off by saying, dont waste your money. This is a worthless peice of junk that you will play for maybe 10 minutes before jumping into a hole and sitting there for 19 days. Ok so the basics are your a guy who can do one thing. ONE THING. punch. You just start a fight and try to be the final one standing. Which by the way is impossible because](#)

[a. there is no strategy to it](#)

[b. you can NOT win after level 1. Was gifted this game back in 96' or 97' and loved it. It caught my attention so see it here in the store so I purchased it again. It works very well no problems whatsoever and I have to say a very very enjoyable experience. Haven't finished yet and I have uncovered so much that I didn't understand back when I was a kid. I recommend it to anyone who likes mystery games, old liners and anyone who played this before.. graphic are a huge let down](#)

An decent RPG with solid, Paper Mario-esque mechanics and the humor of Penny Arcade- if you find them funny.. My attacks no longer register, enemies glitch out, server issues, leveling up is insanely grindy and switching classes might as well not exist as you need to level all of them from level 1. That is fine but you get most EXP from quests and that means if you used the quests to level shaman, you just have to spend 3 hours as an archer killing the same mobs over and over again. It's BORING. Wish I had more time for gaming, need to put atleast 200 more hours into this beauty. One of the best passion projects I've enjoyed, Arcen humbly stuck by it through thick and thin and provides you with a colossal sum of gameplay for a price that is borderline piracy. These guys and their community that helped them deserve every penny.

Hard is the difficulty you want to stick to in order to really see the beauty of the game and all the enemies at full effect...and "Misery" is aptly named. The difficulty scaling in this game is quite finely tuned so that you can build your skill to the genre and progress. Awesome for them to provide that.

Love the new music tracks and the Paladin/VZephyr. Thanks a lot for the ex-pack.. NOTE: As with all my reviews im not saying dont buy the game, im just giving my opinion of the game in its current state and how i feel about it after playing it as it is now.

Cant recommend this game due to constant crashing. Also and this is not a reason not to buy the game but it is ridiculously hard in some spots there are lots of things in the game that can one shot kill you at which the narrator constantly drones on when you die the same three or four phrases over and over then a loading screen. Then you may have to play through a large area again with no checkpoint. After about the 900th time dieing this becomes a little maddening.

There is at least three different areas that the game crashes constantly ive came across so far that need to be patched. Which is why i cant recommend the game at present. If this gets fixed even though its insanely hard id still recommend it because im sure some people enjoy that sort of challenge. Apparently as ive gotten older i am NOT one of them lol.

The game itself is not that bad and the artstyle looks really great the game is actually fun but theres some frustrating portions in it. One is where if you die in this area where the ceiling is falling down on you, you have to watch a cutscene over each time until you get through the area. Theres also quite a few other areas that its like the game is not that hard but it becomes hard when youre having to play through a whole area again because theres not a checkpoint there. The story is pretty interesting, the controls are decent, still not exactly "spot on" but theyre tight enough that you can do most of the jumps with no problems. The main thing im talking about is when you go to jump in the air and trying to guide yourself back down to get coins etc it feels a little wonky. Hard to explain like theyre almost too tight if that makes sense. I feel like there should be a little bit more of a dead zone when in the air. I was playing this with a controller btw. Also theres skins in the game you pick up i had no idea how to even apply or what they were for, i found no information on this.. Good game, but need more levels because it's the same thing over and over again.

If you like bowling and zombies this is a must have.

7 out of 10 because i had a good time playing this weird game. I enjoyed this game, but I want other to know exactly how it runs on my Win 8 so as not to be disappointed. Not sure if the upcoming patch fixes the issues, hope it does, I was able to finish the game, but at the end was not able to see the final cutscene or whatever was supposed to be there as the game crashed. Again. i clicked next maybe that was the mistake. Queueing tasks is confusing and resulted in me clicking until smth got done. Moreover, none of the 2 available achievements worked for me, but I understand these 2 are just for test and the real achievements are coming with the next patch; however i've finished the game and it does not make a difference for me as I am not playing the game again just for the sake of the achievements.. Very Classic <3. Techwars Online 2 is a rather barebones game that has some amazing potential to be a great game in the future. The concept is nice as I'm a fan of the action movement of WASD compared to something that would be point and click. The tutorial I would say could use a bit more explanation on the concepts of the Mechs, as I was placed in a Russian mech and played with the US Mech and had no idea what my skills did.

Also the matches seemed to last for a while, but I guess that's due to confusion of what I was really supposed to be doing, but I still had fun shooting enemies (when I could aim...lol) and taking over points and vibing to the catchy music. Hopefully I can upgrade my computer soon, so I can see what this game looks like on the highest settings possible.

Hotfix Patch 1.0.11 [Dec 12, 2018]:

Hotfix is live !

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- Oculus Touch controllers should be displayed correctly in the tutorial.

Sorry for the inconvenience, and thank you for understanding.. **Update 1.1.0 [Dec 24, 2018]:**
Update is live !

New features :. Ash of Gods: Redemption Factory Coin Mining Diorama Battle of NINJA 3D Subject 264 **Hotfix Patch 1.1.2 [Feb 3, 2019]:**
Hotfix is live !

Bug fix :. **Subject 264 is available now on Steam for all Kickstarter backers!:**
Hello everyone,

We are happy to announce that the game is finally finished!

It wasn't easy but we worked very hard for this game and we hope you will all have fun playing Subject 264!

The game will be released for everyone on September 25 2018 but is already available right now for every backers.

We tested the game from start to finish many times but it is possible that we missed a few bugs (although there shouldn't be any game breaking bug).

If you want to play now keep in mind that the game is still in beta and you may encounter bugs, please report any bug you see on the Steam Hub here : Steam Hub.

You will receive your beta key in the next hour by email or directly on Kickstarter depending of the informations you provided.

Some informations on the game if you want to play now :

The game will autosave after each puzzle, if you quit in the middle of a puzzle, you will have to start over again. If you encounter a bug that breaks the puzzle you were doing, you can go to the menu and walk in the door "continue", this will restart the puzzle.

If you lose your savegame because of a bug, report it to the Steam Hub and we will give you a savegame of the puzzle you were doing.

There is no obligation to play the game now, you can wait the official release on September 25, but it would help us a lot if you help us fix any bug that could still be in the game.

The game is very hard, some puzzles are easy but you will probably be stuck on a few of them, if you need help for a puzzle you can ask us on the Steam Hub, we might add some tips for the release date depending of your return.

As always, we want to thank every one of you, thanks to your help we were able to deliver a game miles better than what we planned at first, we hope you will like it!

And to finish this last update, a new trailer!

<https://www.youtube.com/watch?v=MGR4kw67VpE>

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