
Special Tactics Activation Fix



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About This Game

ST brings the most intense, tactical-action experience to Steam through killer gameplay, streamlined controls and carefully crafted maps. Select your custom loadout, plan out strategies and accomplish your objectives. Earn gold and trophies to unlock custom weapons and attachments! SINGLE PLAYER, MULTIPLAYER, SURVIVAL...TACTICS FOR ALL.

ST is very accessible but with immense, tactical depth:

- **Finely tuned and innovative combat system**
 - Combat system is designed from the ground up to allow many types of engagements and tactics
 - Offensive and defensive balance such that pros and cons for both
 - Promotes peeking and intelligence gathering
 - Carefully designed and tuned "time to kill" and damage model
- Complex underlying code and tracking to expose the most simple and intuitive combat interface to player
 - Simultaneous Turn-Based Tactical-Action
 - Intense Single Player Campaign
 - Epic 1 vs 1 PvP
 - **Create Squads of 2 with your friends for 2 vs 1 or 2 vs 2**
 - **Create Custom Match Rules with your friends** (ie Snipers-only, hardcore mode, etc.)

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- Addictive Survival Mode
 - **7 Maps: Construct, HQ, Rail, Rush, Gallery, Iceworld, Fall**
 - 5 main classes: Sniper, Shotgun, Assault, SMG, Shield
 - Custom Weapons and Attachments
 - 6 Equipment: Smoke, Frag, Flash, Fire/Incendiary, Sonar Detector, Throwing Axe
 - 4 Boosters: Armor, Range, Damage, Speed
 - Carefully Designed Maps
 - Collect trophies to rank up from Recruit->Masters
 - Replay Analysis System
 - Innovative Controls
 - Custom Engine Built from the Ground Up

Intense Single Player Campaign

- **You start to work for Vector Securities as the tactical overwatch. You then start to unravel the motivations and extremes the company goes to for profit.**
 - Puzzle-like take down missions (take down all opponents in under N turns)
 - Defense missions where you must survive incoming enemies while protecting a hostage
 - Hostage saving where you must take down opponents before the hostage is executed
 - Assassination missions where you must take out a specific target
 - Escort missions where you must protect a hostage while completing an objective
 - Stealth missions where you must eliminate the targets without them firing a shot

Epic 1 vs 1, 2 vs 1 and 2 vs 2 PvP

- Select your specific weapons for each class (i.e. Silenced AK47 for Assault, AWP for Sniper)
 - Pick 4 soldier classes (i.e. 2 Snipers + 2 SMGs)
 - Either plant the bomb or defuse
- Each match is done over a real-time connection with 50 secs per turn (simultaneous)

Addictive Survival Mode

- The bomb is planted in a random location each round
- Based on the location of the bomb, pick 4 soldier classes
- Defuse the bomb before it blows up while encountering enemies
- Complete the round challenge (i.e. use all Shields or kill 2 enemies with one sniper shot) for 2X points
 - Each round enemies are smarter and higher in number
 - Your run ends when you fail to defuse the bomb

5 main classes: Sniper, Shotgun, Assault, SMG, Shield

- Assault: Medium range, slow movement, large field of view, weak damage
 - SMG: short range, fast movement, large field of view, high damage
- Shotgun: very short range, fast movement, large field of view, very high damage, splash damage
- Sniper: very long range, slow movement, narrow field of view, very high damage, splash damage
 - Shield: fast movement, 50 degrees of coverage, can melee

Custom Weapons and Attachments

- Each weapon has its own strengths and weakness
- Silencers hide your position when firing but have decreased damage and/or range
 - Foregrips allow for higher fire rate but slower time to first shot
 - Sights allow for longer range but smaller field of view
- Weapons are unlocked through Gold earned through Multiplayer and Survival

4 Boosters: Armor, Range, Damage, Speed

- Select one booster per turn to give to a soldier... Choose wisely

6 Equipment: Smoke, Frag, Flash, Fire/Incendiary, Sonar Detector, Throwing Axe

- You get 2 each per game in which any soldier can throw them
- Smoke can change the battlefield in significant ways by blocking line of sight
 - Flash can blind and stun multiple soldiers
 - Frags are used for focused splash damage
 - Fire can slow and block movement paths
- Sonar can detect enemies within a radius through walls
- Throwing Axe requires precision aim but is very lethal

Carefully Designed Maps (more coming!)

- STO_CONSTRUCT, STO_HQ, STO_RAIL, STO_RUSH, STO_GALLERY, FY_ICEWORLD, STO_FALL,

Collect trophies to rank up from Recruit->Masters

Innovative Controls

- Controls and soldier combat AI built around **Focus Points**
- Setting a **Focus Point** when moving a soldier will have him aim down sight and move slowly while rotating around the point vs sprinting
 - Using **Focus Points** you can peek around corners without committing:
- Focus Points open up complex tactics with simple controls such as strafing, throwing grenades around corners, moving one way while looking another way, back pedaling etc.

Title: Special Tactics
Genre: Action, Indie, Strategy
Developer:
Beast Mode Games
Publisher:
Beast Mode Games
Release Date: 26 Apr, 2016

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Minimum:

OS: Windows 7 and above

Memory: 256 MB RAM

Graphics: Open GL 3.0 and above support

Storage: 300 MB available space

English

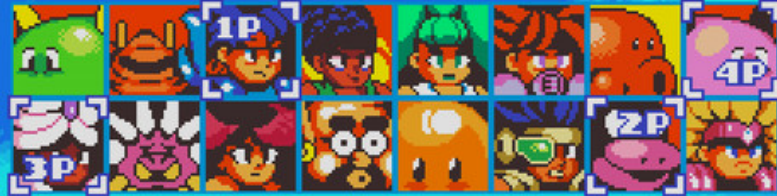


BATTLER SELECT



Speed ★★
Power ★★
Jump ★★
★ dash

Speed ★★
Power ★★
Jump ★★
★ stronger



Speed ★★
Power ★★
Jump ★★
★ telekinesis

Speed ★★
Power ★★
Jump ★★
★ blobby





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Jogo muito interessante. Muito mesmo. Há muitas possibilidades devido à aleatoriedade da criação dos sistemas solares. Recomendo fortemente.. Has a certain charm most games of the genre just miss. Plays excellent, pleasing music, beautiful artwork and I love me some Black Jack. Beheading an enemy is satisfying just don't accidentally take your girl's head off.. Awesome and relaxing spy-like 'jazz' music.. Amazing graphics. Amazing music. Very good sound effects. Great overall atmosphere. Appalling voice acting. Minimal storytelling, and virtually non-existent gameplay. And, perhaps worst of all, NO FRICKING FLASHLIGHT...

In Lex Mortis, you play a mentally-challenged young man who felt the urge to leave an island community because he couldn't quite "fit in", and it's no surprise considering he's so unresourceful that he insists upon searching abandoned houses in near-darkness whilst never picking up any of the numerous, functioning light sources scattered throughout their rooms. Being a slightly backward and childlike individual, he also likes to run at ridiculous speeds when he is out in the sunshine, and crawl about at snail-like speeds when indoors after dark (my guess is he scares easy). He also doesn't speak - correction: MUMBLE - very good English, in spite of the fact that it appears to be his first language. Well, I'm assuming it's his first language, because most people don't tend to talk to themselves in a SECOND language they're only semi-fluent in...DO THEY?!

This game has soooooo much potential, and I would have so much hope for it if only the words "Early Access" appeared on the Store page. But alas...it would appear to be allegedly "finished", and updates are seemingly few and far between, so not much is liable to change between now and the end of Eternity. For the time being, I'll officially declare it my "Number One Tech Demo of 2015", and maybe check it out again in several months in the hope that it evolves into a fully-fledged "game". So near, yet so far...near to WHAT, exactly, I don't quite know, but I'd sure love to play it once the devs sort their\u2665\u2665\u2665\u2665\u2665out...

Verdict: 6.5/10.. It's intersting for the concept alone but the clunkiness of implementation is sometimes frustrating.. I love the changes and additions since Train Valley. It makes it even more puzzle-y. It's early access, but feels like a fully finished game!. This game starts off easy but gets very hard very fast. It is a real challenge. It has intuitive controls and retro 8-bit art.. I need a Ziro
I'm holding out for a Ziro 'til the end of the night
He's gotta be strong
And he's gotta be fast
And he's gotta be fresh from the fight
I need a Ziro \ud83c\udf1f\ud83c\udf1f\ud83c\udf1f\ud83c\udf1f. I just really need pushing "E" is opening the door.
I've been trying to open those damn doors for 30 min and get nothing.. 3 Good challenged campaign missions. Worth DLC

I'll get this out of the way. If you are into games that is: Live -> Die -> Retry, to get that better score. This might be a game for you!

For me it's a lot of fun also with friends, & very addicting. When I bought this game, I was a bit choked how fun it could be, even more fun when I played with my friends, & they even got addicted to the game.

Well here is some pros & cons about this game.

Pros:

- addicting
- Very Fun
- Friend/Family friendly
- Up to 4 players
- Fun game modes

Cons:

- Can get boring if you only play this game
- Very bad sound track / music
- The exit code atleast for me aint working. So it takes some time for me to close it! (around 20 sec). Ok, so you can't really play up to 6, only 2v2 + 2 AI, and you have to re-setup after every match, and it's hard to tell who is playing who when you begin a match, and there is only one type of robot, and there are no settings to change things up, and the developer seems to have fallen off the face of the earth after this game was released in 2016, but I paid \$0.82 for this game during the 2018 xmas sale, played it with family and had a blast. So I'm giving this a solid YES.. Nice big hitboxes and easy to play. disappointing after the really good Vol.1.

The story DLC is cool, but extremely short. The Blackjack thing seems pointless. Jack's 55th Birthday is a fun little minigame, but nothing more. If this was under 10€ I would recommend it. Or with the Season Pass, IF the real story DLC that will come later as part of the season pass is worth it.. A profound masterpiece. A work of art. SERIOUSLY - I'm not just being dramatic. The game is so pretty that it makes you want to throw up. I've never played anything close to it. It's like playing a live album cover from the 70's.. This is probably the best VR Zombie shooter at the moment. The gameplay is fairly simple, you have a gun and a melee weapon, the gun has a 1-button animated reload. You get money from killing zombies and get to use that to shop for new weapons at the end of each round. It has unlimited mags, just limited ammo in each magazine.

There are only a few things about the game that I didn't really like. I absolutely love the low-poly artstyle of the weapons, but I wish the map and zombies had the same artstyle. I also wish the rifles had more realistic sizes, the AK was probably twice the size of a real one and it felt very unsettling. Other than that, this game is extremely fun.. n worth every penny i swear

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