
Graviteam Tactics: Tielieketi Incident Activation Code [serial Number]



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About This Content

In the summer of 1969 the situation worsened significantly in the Kazakhstan sector of the Soviet-Chinese border, defended by the Uch-Aral border guard detachment (near Dzhungar Gates area). On August 12, border guards at observation posts of the "Rodnikovaya" and "Zhalanashkol" outposts (BOPs) spotted movement of individual groups of PLA soldiers on the Chinese side of the border. General-Lieutenant Merkulov, the Chief of the Eastern border guard district, suggested the Chinese side to have a meeting to discuss the situation, but there was no answer.

On August 13 night, using favorable terrain, the Chinese covertly concentrated a group of up to 30 soldiers on their territory near the border opposite ht. "Kamennaya". Two more groups of 30 people each were stationed on the flanks of the disputed area: one - opposite 39th, and the other - opposite 40th border marks, and the reserve group of up to 60 people - at the BOP "Terekty".

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- Two operations for the USSR border guard and the People's Liberation Army depicting a most realistic version of events.
 - One operation for the PLA showing the Chinese version of events.
 - Precisely recreated area near Zhalanashkol lake on the Soviet-Chinese border, 36 sq.km wide.
 - Historical organizational structure of units at the time of the incident.

Title: Graviteam Tactics: Tielieketi Incident

Genre: Simulation, Strategy

Developer:

Graviteam

Franchise:

Graviteam Tactics

Release Date: 22 Jun, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 (64-bit only)

Processor: AMD Athlon 2000/Intel Pentium 2.4 GHz

Memory: 2 GB RAM

Graphics: AMD Radeon 9500/nVidia GeForce 6600 256 MB

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: DirectX 9 Compatible

English,Russian







Nice graphics, good story. A nice game for a casual player a free evening. My Planetbase experience can best be described with one story.

I started out in a nice area, got a nice colony going. We were basically self-sustaining and growing steadily. Then, a miner got injured. Nobody would heal him. Then another miner got injured. Nobody would heal him either. Eventually most of the workforce was injured and nobody would heal them. Without metal, we had no spares. Without spares, we had no way to repair our windmills or solar panels. Then we ran out of power and the entire colony died a slow and agonizing death by gradual suffocation, all because the doctors wouldn't do their job. Ooh, what's this, a prioritize feature? Yayyyyy, now the doctors go from ignoring their patients all the time to ignoring their patients all the time :DDDDD. Hi

First i must say, that i was really sad to hear that the Developer of the First Game run out of Money and quit the Servies for the last Game and so i think that never anything new will see the Light of Day. But now its there. A Brandnew Part and i love it soooo much. Honesty its a other Typ of Game. The First was Puzzle the second is a Hack'n Slash. Its a small Game, but its full of Passion and Love of the Developer. So much Things to see and to collect.

I am very happy, this Game is now out.

And i am proud to support this Project with my Money. Thank you ^^ . Go right. Shoot dudes.. I've looked a long time for a good cooking game. I finally thought I found it when I discovered Overcooked. But I soon realised OC is primarily based on a good 'fun with friends' coop title. Which is fine n dandy dandy n fine but missin certain aspects I wanted to play in a cooking game.

The description on the Store page of HP convinced me that some (not all) of my desired missin aspects were fulfilled. So I purchased this ridiculously cheap title. Now it's my game of choice ATM in this genre. (Until of course, another game tops it or the Devs fail to keep HP fresh & interestin) whichever first.

ATM HP is buggy. Graphical glitches here n there, equipment appearin, disappearin & lackin optimisation. But in sayin that its very playable.

The time aspect is good. You first av freetime - Use this as preperation time. A few things are involved in prepin. Then openin\closin time (automatic) - business as usual. Followed by more freetime. Again use for prepin, orderin, cleanin, etc. You can cut the day short after closin time but that can glitch the game. So ATM let it run its end.

The managerial aspects challenging. Buyin, sellin, upgradin. Serving everyone is too. Lackin meats or veggies? Then cook only the most expensive dishes with wot ya got. You can even prepare ingrediants for the day comin & store them in the fridge boxes. The machines are good. They could use a little more animations here n there but still good.

Wrappin it up.

For the price its well worth it. The playabilitys good. Managements good. Just needs bug splattin.. Great DLC and the frieght car sounds that come with the G11 coal hopper BUT,the ES44AC is kinda glitchy,sometimes i apply the break and it takes it about 1minute to finally kick in.And sometimes you put the brake on 13% and in the end it ends up stopping the whole train even after i have released it.Also with the ES44 is the long time it takes for the train loco to get moving,but over all a great additon to your ts game if your looking to add some realism to it.. I really enjoyed the game, it has a interesting story and world,beautiful desight and overall im looking forward to the next chapter.. Good game. However, seating on tables isn't symmetrical\clean so it hurts my head while I play. Makes me wanna kms

jk. this is a kind of short wiki with a 3D image instead of a 2D one. there's no global map. refund here

Probably one of the best "survival" type games on VR right now. Constant updates, great developers!. By far my favorite skin in the game! It adds to the whole glass cannon thing that Aurora already is. It helps you upgrade alot easier and it is very nice looking. Paired with the heal ability you get from buying the Light Aurora Pack and you get one badass girl who looks fabulous and is VERY strong. I love this and you should buy especially if its on sale!. Please don't buy this game as it is incredibly short and boring. It's way too overpriced and you could simply go online to play a free flash version. Don't even bother buying it for a child, either.

(I only reviewed this for a badge :P). Creat naval tower defense game. For some players it is good game but for some this is not. Still it is up to you to decide if you like it or not for me it is good tower defence rts game. Since i like it i recommend it but choise is yours.. Good music and visuals but boring as hell and has terrible controls.. disappointing . . .

Looks good at first but lacks:

video codec support

subtitles support

common playlist files support. Easily one of the best game soundtracks out there. Up there next to Hotline: Miami and Portal 2. Even includes one of my all time favorite songs, HOME - Resonance.

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