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## About This Game

Sid Meier's Covert Action - A Techno-Thriller From the Case Files of Max Remington.

In the 1990's our national nightmares are haunted by wild-eyed political extremists, greedy and ruthless drug lords, and lunatic military dictators. For too long we have felt powerless to stop them.

But now, award-winning game designer Sid Meier takes us around the globe with super-spy Max Remington to challenge these threats and neutralize their shadowy schemes of terrorism, smuggling and extortion. A seasoned veteran of modern, hi-tech undercover operations, Remington always obeys the two main rules of Covert Action: 1. Use your intelligence. 2. If Rule one fails, use your other weapons.

### Game Features:

- Intelligence: Recognize Faces, Break Codes, Unravel plots and sub-plots to determine how sub-plots fit together in the larger scheme, Decide which leads to follow, which to ignore
- Weapons: Guns, Fragmentation grenades, Stun grenades, Remote-control bombs, Tear gas
- World travel: 3 Continents, 50 cities
- Variety: Work for CIA, Mossad (Israeli), MI5 (British), Unlimited number of cases to solve

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- Realism:Crucial decisions international agents face every day, cases based on today's headlines.

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Title: Sid Meier's Covert Action (Classic)

Genre: Adventure, Simulation

Developer:

MicroProse Software, Inc

Publisher:

Retroism, Nightdive Studios

Release Date: 1 Jan, 1990

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**Minimum:**

**OS:** Windows XP / Vista / 7

**Processor:** 1.0 GHz Processor

**Memory:** 512 MB RAM

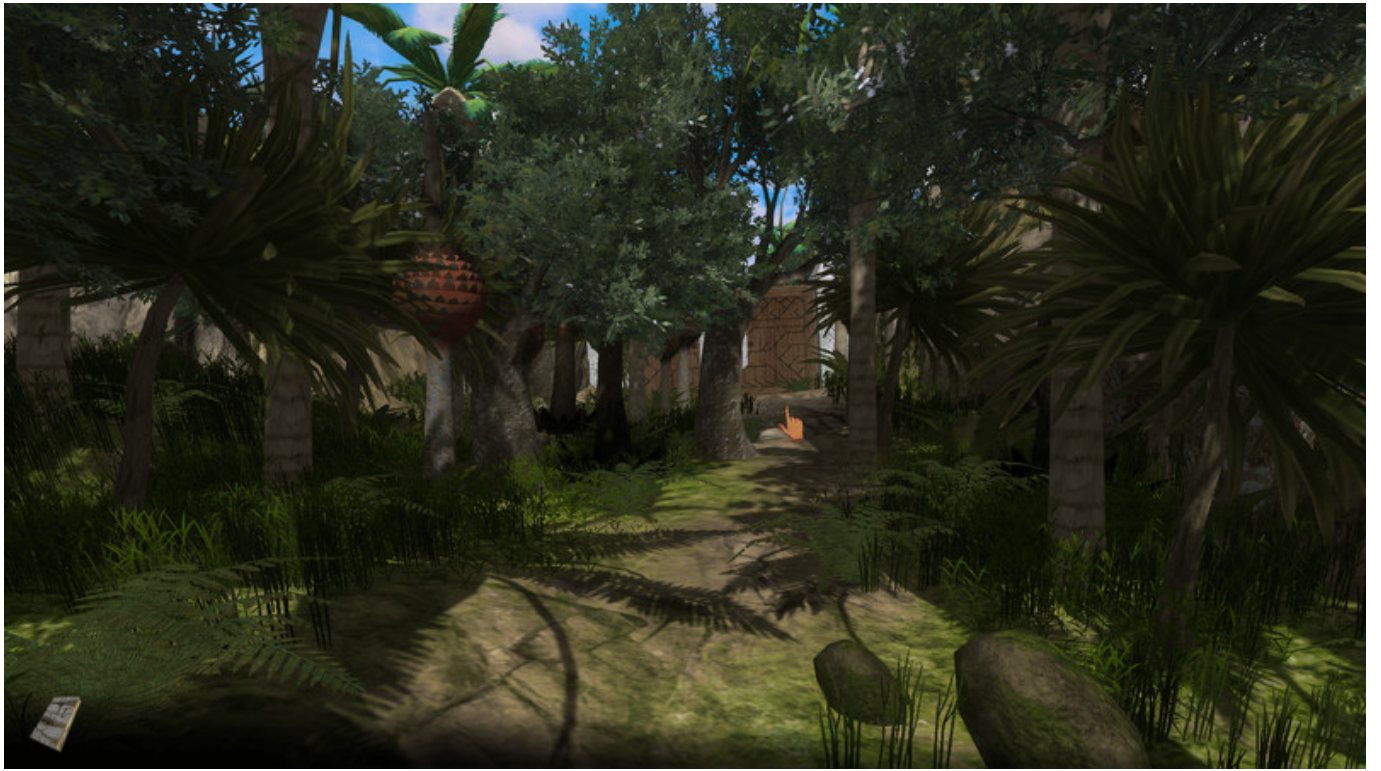
**Graphics:** 100% DirectX compatible graphics

**Storage:** 100 MB available space

**Sound Card:** 100% DirectX compatible card or onboard sound

English









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Dead. No servers.. Download size: about 750 mb

Playtime: around 10 hours

Aquanox is close to 15 years old, so you've seen a lot of the game's features in other better games, most notably the Freespace series. That being said, the graphics aren't "too" bad when you keep in mind how old it is. The game's settings allow some manipulation of Level of Detail, and at max settings it looks better than the old Half Life 1 game, but still worse than Half Life 2. The cutscenes however, are of horrible quality and honestly I'm not sure if it was done that way on purpose. (Super cloudy and low res visuals accompanied by a voice over).

The game's story is extremely complicated, and even an hour or so into the game I had the itching feeling that I had accidentally started Aquanox 2 before playing the first game. Both games were part of a semi recent bundle, so it was a legitimate concern. You get dropped right into the story as the character Emerald, a sort of freelance fighter pilot who goes from city to city kicking♥♥♥♥♥and making money. There's a whole backstory about global warming covering the Earth in water and various factions fighting for domination. The game's opening cinematic talked a bunch about genetically engineered dinosaurs and stuff, but I haven't seen any, just enemy subs.

Aquanox is a first person underwater fighter simulator, but something to note is that you don't control "thrust." You press forward and it goes forward, press back and it goes back. It's not like a lot of other simulators where you use +/- thrust and momentum, in fact movement is kind of like a 3 dimensional first person shooter (no momentum, and you can circle strafe). Combat is quite simple, where you use your gun (you can only use one gun at a time) and missiles to destroy enemy subs in dogfights. Missiles are much more powerful than guns, but you buy them individually so if you want to save money, just rely on guns with their infinite ammo. There's also an EMP type weapon if you don't want to actually destroy your enemies. This is really only a story based feature and most of the time it's easier to just blow people up. It's not like you get to salvage their ships.

Speaking of salvage, your compensation in the game doesn't seem to take into account how many enemies you blow up. And you don't get experience either (this isn't an RPG) which means that sometimes you can just complete objectives and run from the enemy and not be penalized. Between missions you spend your time in "cities" which are basically just hubs where you can buy upgrades for your ship and talk to people to get your next mission. One thing I noticed about ship upgrades is that you seem to be able to sell weapons for the same price you bought them for. This means you can experiment with the different weapons and see which ones you like without losing money, except for the missiles of course, which are bought 1 at a time and you should probably just save those for blowing up big enemies.

Another thing to note about city hubs is that there is only one exit called "dock" where you start the next mission. When you're talking to people in the city you can start optional missions by going to the dock immediately after talking to the person. If you keep talking to different people the game will override the side mission with the next story mission, and you'll lose it forever. I didn't realize this until about half way through the game and I have no idea how many side missions I missed out on. When you

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go to the dock it doesn't give you options of which mission you want to play, it just sends you out into the water.

Pros:

+I really enjoy games where you get to earn money to upgrade your vehicle (especially weapons) and customize your ride according to the levels' requirements. There's not too much customization in Aquanox, but I still liked it.  
+In fighter simulators, it's always nice to go up against larger ships, not just enemy fighters. The big bombers and frigates in Aquanox can be a challenge unless you unleash the missiles.

Cons:

-It's an old game, with all that entails: Dated graphics (still acceptable), not as much online information (how do I use the heal kit?!?), bad voice acting.  
-I can't help but compare this game to Freespace 2, which I played exclusively for months. Freespace 2 is in my opinion superior in every way.

Don't play this game for the story since it won't really make sense with everything they're throwing at you. It's like they tried to make up their own world and dropped you into it halfway through. They certainly gave it a lot of thought though, as if they based the game on a novel that I haven't read. If you enjoy space fighter simulators such as Descent, Freespace, Wing Commander, you may enjoy Aquanox.

. All of the fun of LSD at a fraction of the price.. This game is addictive and I can't wait for more content. There is a good story in the making and I really want to know where this is heading.. Super fun, fluid gameplay, nice artstyle. Simple but deep. Car traction is somewhat low, but decent grip. You slide around and are forced to slow down at times, meaning you can't just gas down every track. You have to think and execute. Epic. Great Hero's Beard is a fantastic pick-up for its current price of £1.69. I can strongly recommend this game to fans of incremental games (categorised as 'Clicker' by Steam).

I am extremely fond of this game, and I have spent the last couple of days eating toast and pork pies whilst saving princesses. I will keep a very close eye on this game, as its developers continue to do their job very well. I do however feel confused by it lending itself to the term 'Clicker' or 'Incremental', giving it a sort of stigma in the eyes of some gamers and yet doesn't fully lend itself to those categorisations. It falls short as a true incremental game due to a lack of endless progression, I understand that what Steam categorises it as, and what its developers are actually making are two different things.

There are a couple of problems I have with its current state, that being its lack of endless progress as I previously stated and its limitations surrounding 'stat points' and 'skill points'. It also limits the amount of times you can 'prestige' or 'ascend' (60x currently) further limiting my potential enjoyment with this game. That being said, even with these limitations in place I still find myself thoroughly enjoying my time spent in this game.

In summary, I think it has flaws but with a great deal of potential and a solid foundation to build upon. I'm certain this game can become a staple in the market of incremental games across the internet given time.. TL:DR Don't buy before core mechanics have been patched.

I find this game to be a very enjoyable hybrid game.

The RPG elements that have been added gives the feeling that each game counts towards leveling up your character and unlocking new spells.

There are a lot of reviews that describe the game in a lot of detail, so I won't go further into that, except for the one thing that does that I can not recommend the game.

For some reason the game decides in which order you need to move stacks or individual cards (some times).

I have had a lot of instances (almost every match of Free Cell) where I have several free slots, that I can use to put Stacks or individual cards. Say I have two stacks that I want to move to the free slots.

If I try to move stack '1', to a free slot, it is not possible before I have moved stack '2' to a free slot. It makes no difference according to the rules, or according to what I do next, but it makes for a lot of stress. Especially if I can't find all the possible moves I can make, and the one I don't see, is the one the game wants me to move first.

This becomes especially frustrating when there are more stacks involved.

My last game, where I decided to call quits and write this review, I had 5 moves I could make, but the game would not let me



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make any of them. So I used mana to move card after card to the goal area, but still once I noticed a new move I hadn't previously considered, I couldn't make that one either. after my fourth spell a lot of cards got removed to the goal area, and I managed to win, without ever figuring out what move I had missed.. this game has potential but needs ALOT of work. Food for thought.

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Well... First, I have to say that this game is not for me but still it can be very fun experience for somebody else. Buy this if you want retro feel and go to back old pc gaming days. For me these old 3d shooters can be too labyrinthine.

. Shards of Azuria is a action packed rpg with already hours of gameplay. But that's not it, with it's daily system you get new quests every time a day in game passes. However even though it's a rpg you are not stuck only choosing 1 class you can switch between 3 classes at anytime in the game as you like! The game has a great medieval styled pixel art. It's truly a unique rpg game!

The pros:

Beautiful Art

Great Soundtracks

Good storyline

Hours of gameplay

change class when you like

The cons:

controls seem hard at first

It's already such a great game even though it's still in early access. I'm sure the game is only going to get better!

. wow... this game though! so in the game you start off small and insignificant but as you aquire mass you grow into bigger and stronger exoforms. now as is there is only one arena as im sure you know if you have looked into this game at all. but that one arena is very well made. good size with many secret passage ways for the wee ones to slip into and hide in. the gameplay is very smooth with great sounds and animations. some people have said the the balance between the small and large exoforms is not very good, but i would disagree. even when in a small form you can take out players of higher level than you with the use of items, said secret passage ways and a little know how. when you reach the top teir you will feel unbeatable but that is not so. at the top teir you have a marker placed on you which means all players know exactly where you are. and shooting the Omega (top teir) gives you mass at a very fast rate so the little guys can just pick at his ankles to get bigger. but the Omega is not defensless oh no no. all things considered this game is a gem and with a little patience i hope it will grow to be a game with multiple omegas where a player can choose what path of exoforms they want to evolve through. that is my hope for this game but as for now its good enough for me!. This game is the exact same as RC2, including all the bugs; but with new bugs too!

Rucks make no sense. I can have 5 guys around a ruck against one person (who has the ball, no defence backup), and they still win.

Game glitches way too offten. My players hair will go from long to bald when he is running.

The audio is probably one of the worst parts; cuts from a human voice to a computer generated voice.

The game is fun for like an hour, and then gets boring really quickly. 100% not worth the £39.95, even if you're a massive rugby fan like myself.. so glad that i'm first among others to try it...i have to say, its amazing software! Love it ,so many options ,and you can change the font, text, clock, animations, wonderful!!

Would love if you could add with another update a custom wallpaper option.. Pros:

- Okay Music

- Funny Texts

- Easy Achievements

Cons:

- Short

- Repetitive

- Boring

The game is alright if you are looking for a cheap time waster game. It can get boring while collecting the money so I suggest you use an auto clicker to get 100% completion faster. Overall I would recommend you to buy it when it's 50% off because it isn't the best clicker game.

4V10

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