# Major Player Statistics Help Personal record Current rank Major Tactics 35% (0) Supply support 37% (2) Reconaissance 38% (3) Character building 39% (4) Operation pla 8% (3) Abiliity to effectively command units, lower casualties and let them advance in skills Next rank 19% (19)

#### Stalingrad Activation Code [License]

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### **About This Game**

Stalingrad is a real-time strategy title that places gamers in the middle of the most dramatic periods of World War II, covering major events from June 1942 till January 1943. Built-up upon the enhanced Enigma Engine, the game offers faithful historical recreation of the Stalingrad area, vast tactical options and more than 150 units at your command.

In Stalingrad's two thrilling campaigns, you will take command over Wehrmacht and lead the German forces into the City, then switch to the Red Army and drive the occupants from the Soviet stronghold.

# **Key features:**

- More than 150 types of units, 43 missions in two large campaigns for the Wehrmacht and the Red Army
- The game missions were recreated from tactical maps and air photography materials

- Historical buildings reconstructed from archive photos
- Accurate reconstruction of historical events
- Full-scale battles on the city territory
- Original soundtrack by the band "Skafandr"

Title: Stalingrad Genre: Strategy Developer: DTF games Publisher: 1C Entertainment

Franchise:

1C

Release Date: 5 Apr, 2005

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English,Russian,German,Czech







I'm happy to see Stalingrad finally made it to steam, but i forgot how useless the infantry was, i almost never got the use the damn soldiers, i kept yelling MOVE UP DAMMIT, but instead they decided to just lay down and not use any type of cover, even though i got my tanks to pound the entrenched areas, so i decided to just leave my infantry behind and just take all my tanks up and destroy the anti-tank guns in groups, the damn tanks are more useful against enemy infantry than infantry vs infantry.

But because this is getting a bit old, and it still works and the textures looks great.

Approved.. I enjoy this cheap strtegic game that was only \$5 and recomend this game to all the military, ww2, and staratgy fans out their that enjoy a fun solo adventure through time.. I have just about 13.5 hours playing the Germans in the game . I tried to read the manual and it is in other then English but did Goggle some of it and ,was surprised at the historical accuracy that went into this game .

First I paid 5. bucks US for this so @ 14 hours I got my moneys worth in play time the reading of deatils was English was very good . the maps surperb as well. Since I did not know what I was doing with know manual to speak of I played the first few battles of the campiagn on easy . they were evry easy to beat if you have played any military type games before . stratagy wise . Next I went to normal play and this was a bit more differcult . I really enjoyed the setting a lot better . as the Russians took the field wanting to kick some German butt on this setting ....

the graphics are good for the game . I am playing this on a older laptop so there was a bit of mouse drag but on a faster machine this would not happen .

Durring one mission I thought there was a bug and it froze up not ending the mission but I did not see a unit I needed to take care of . Durring this time I wanted to see if my Stuka would blow up a bridge I was using to cross the river . Big boom and it was gone . I took out the unit a few minutes later the mission was over  $\lor$ . Nothing was said about me blowing up my own bridge

Howerver a few missions later that bridge appeared and was blown up I needed it to escape a Russian counter attack V cross it and hold the other side ... I had to go back replay the mission i blew up the bridge on and not blow it up this time ...

What I am getting at for 5 bucks this game has the same AI feeling of some of those new 80 dollar RPG games that what you do early reflects later on . was this a pleasent surprise ....

For the money you cannot go wrong if you want a game that you can play a hour or so save it come back later the next day or when in the mood .

I am going to be looking at more from these guys in the future for sure ..

Buy it I would pay up to 10.00 if your into these games heavey if your not sure about the game style pay 5.00 on sale and you still will be real happy . if not so what it is less then the price of a 6 pack of beer . and lot healtier Crazy Bear Flutes. A Fantastic game!

A Simple WW2 RTS using the old Blitzkreg Engine!

Brings back them RTS "Good Old Days". Not amazing, but certainly enjoyable and a solid addition to a stellar set of Blitzkrieg games. Didn't like the pseudo-hard-rock sound track though. Hit and run and flanking attacks work best. Easy to master but you can ramp up the difficulty as much as you need to find the right challenge. Also like other reviewers say, nice to see infantry be actually useful for a change.. If you like games like Sudden Strike than you will like this. Graphics are dated now but still enjoyable to play and worth the \u00a33.99. Very good game - recommended if you liked Blitzkrieg.

From all the 1C's isometric RTS games, Stalingrad is my favorite. Gameplay wise it's still bad (that's why we don't see these Blitzkrieg engine games anymore), but you can see that the devs put a lot of effort and love into this title, which makes it stand out from the rest of 1C games. It's worth a buy, especially for that price!

http:\/\steamcommunity.com\/sharedfiles\/filedetails\/?id=792604333

http:\/\steamcommunity.com\\sharedfiles\\filedetails\/?id=792614018. This game is worth \$20, let alone the \$1.24 I actually paid.

Probably the definitive WWII RTS. It's hard, but it's oh so satisfying when your plans work out, (or you snatch victory from the jaws of defeat). It's not about brute force. Well, it kinda is. Schwerpunkt. You concentrate forces on a narrow point in the line to achieve breakthrough. Stack armor columns in waves and maintain critical pressure on the main point of attack to achieve advantage by disrupting the enemy's rear. As Guderian said "Klotzen, nicht kleckern!" ("Kick, don't spatter them!")

If this can't be done, pull a Rommel and flank their butts, hit 'em hard on the side where only a few AT will be facing you, or if you can force into their rear and catch their guns from behind...

Otherwise, you're gonna have a bad time. The Red Army\Wehrmacht is no play-thing (on normal) and they will wreck your glorious metal monsters if you give them the chance. Thousands will die on both sides before victory can be claimed. Do not rest, do not become complacent, commander. Your opponent will give no quarter. The Volga will run red with blood.

This is Stalingrad.. Everything you\u2019ll need to know is covered here (except the meaning of life, I would recommend the bible for that) just skip down to what you want know!

I will say in advance that I\u2019m generally very grumpy and extremely strict when I review stuff, (I gave GTA V a bleeding 7 for crying out loud!) so it may surprise you when I say I gave this 10\lambda10

#### **Basically:**

This is one of the best games I have played all year! It does everything I could want for a fun but still amazingly realistic ww2 strategy, it takes all the fun bits of games like blitzkrieg but makes them far more fun and far less tedious, if anyone is wondering this actually runs on the exact same engine that the first blitzkriegs ran off of

So if you ever missed blitzkrieg I think you\u2019ll find this right up your street! If you have never played one of these games you will be in for one hell of a treat! Especially if you love hard core ww2 strategies (but don\u2019t worry it\u2019s still pretty laid back for those of you who want a more relaxed rts)

#### What do you do? How does it play?

In Stalingrad you\u2019ll get the choice of either leading the Russian or German forces to victory (with the odd bit of help from their Romanian and Bulgarian allies). Instead of most ww2 strategies you\u2019ll play Stalingrad will give you a reasonable sized force, and your marching orders, it\u2019s then your problem to make what they have given you complete the mission, your troop are not replaced once lost, SO BE CARFUL however you are given supply trucks and repair vehicles so you can resupply your troops with ammo and fix up your damaged vehicles this means most of the time its far better to carry out small organised skirmishes and fall back before the enemy gets wise as opposed to enormous spams or bum rushes. Your also often given allot of air support in the forms of fighters, bomber, fighter-bombers, and recon planes.

## My personal opinion

Over the years I have seen countless games made on this engine spanning from the scorching deserts of north Africa to the bug ridden jungles of the Philippines even the bloody trenches of the first world war one, and now finally the frozen wastes of Stalingrad so it\u2019s very easy for me to say this is one of the best uses of the engine it\u2019s probably my favourite to be honest (maybe World War One is A BIT better) although the previous games allowed you to replenish you troops from supply trucks, this game works far better with that slight struggle, and shortage on men you experience in the later missions (especially since this was a major issue for Germany during the war) besides, the game usually gives you more than enough equipment to achieve your goals, most of the time. Which more than counters this short coming.

In a nutshell this easily makes my top 30 games ever and possibly 20, which says something since I have over 260 games on steam and over 50 PlayStation 2 and Xbox 360 games

10\/10 everything has been executed to perfection, constantly engaging. I didn\u2019t get bored and finished it in one sitting, the one change that I had issue with I had was tiny, and actually served to make the game better in the long run.

#### **Perfect**

#### Does it work on windows 7 and 8?

Windows 8? I have no clue sorry! However on windows 7 it runs perfectly, there doesn\u2019t even seem to be a trace of a bad port, but what I found even better was it ran full screen on my massive 1080p HD screen without those annoying black bars, like so many other old games and concerning it ran like that on windows 7 it\u2019s a fair gamble to say you\u2019d be fine if you were dumb enough to get a windows 8 (windows 8 is\u2665\u26

I found this little bundle of joy a real pleasure to play this is so easy to recommend, I would still recommend this even if it was \u00a310 as it is its \u00a33 and I\u2019ve only played the Germans so far. I\u2019ve had some fun memories of storming Stalingrad as the Germans, now it\u2019s time to hold it as the Russians; I\u2019m so happy to say I\u2019m not going to be disappointed!

10\10 everything was perfect.. Excellent game!!

The combat and dynamics are even better than the much newer Blitzkrieg 2 game.

Heres what i love about this game:

- USSR missions where if you retreat you are shot at by NKVD Anti-Desertion squads, NOT ONE STEP BACKWARDS COMRADS!
- artillery has actual real ranges, mortars can hit targets across the map. In BK 2, mortars and artillery can barely fire longer than a few 100 feet.
- infantry can ride on tanks!! I love this aspect of the game because its such as small feature but makes the game feel so immersive
- a large variety of tanks and armored vehicles.
- There are like 10 different versions of the German Pz. III, ranging from commander versions with special radio equipment on the sides and a tank commander actually visable on top. Some tanks will have ammunition boxes on the back and sides while others have Nazi flags! The detail in this game is just great.
- infantry are actually useful and aren't just slaughtered. They can survive a few hits and can fire at targets from a reasonable range.
- Each mission is highly detailed with plenty of scripted events like suprise counter attacks and enemy air strikes. BK 2 and Cuban Missile Crisis: The Aftermath suffer from the same missions played over and over again.

Besides being sorta old, the game has no real drawbacks from what ive played so far. Both the Russian and German campaigns are highly detailed and give intense missions. Best \$5 ive ever spent on steam!!, well for me the game is fun, mini clips are great musics bad lol, takes time to fight an resupplying vehicles ect are real enough they take longer than other games however real life situations are to so i give it A+ good looking vehicles building ect fun to blow up, air support is very good, for the price not bad at all, seems like a upbeat of sudden strike games but i feel better my opion. Excellent old game, i bought on original release and have played many times. Based on the original Blitzkrieg series, a real treat as you must look after your army as replacements are not always at hand. The closer you get to your goal, the more desperate and stretched supplies become. Loved

the operation 'winterstorm' rescue mission for the 6th army. Trying to punch through the soviet defences to rescue paulus' army with a patched together force was a challenge. Keep saving progress and enjoy this great 'blitzkrieg' title. No silly 'company of heroes' style unit building\upgrading rubbish just fight with what your given. Classic	

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