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## About This Content

Let your hardened mercs become nearly invisible with the Jungle Specialist Kit for Jagged Alliance: Back in Action. Your enemies will never know what hit them if you equip your team with these special items. The Jungle Specialist Kit provides maximum camouflage for dangerous operations in the green hell of Arulco.

### The Jungle Specialist Kit includes:

- **CAR -15 Jungle** This mini version of the M-16 is a prized tool for knocking off noisy neighbors and petty dictators. This version comes in a new camouflage patter for jungle operations.
- **Kevlar helmet** The latest craze in head protection is made of minimum weight/maximum efficiency-kevlar compounds and comes in a variety of camouflage flavors to fit every combatant's needs. This one has a special jungle camouflage pattern.
- **Military dress-shirt** Long-sleeved shirt, hiding scars and tattoos under well sewed fair-trade cotton. It comes in a special jungle camouflage pattern and is adequate in household and combat situations.

### How to collect your Specialist Kit:

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After purchasing and activating your DLC via the Steam client, return to Jagged Alliance: Back in Action. Once you have captured Drassen airport (thus completing the very first mission of the game) you will get an in-game email with details on the DLC items. After one in-game day, the items will be delivered to Drassen airport. Look for them in a chest in the hangar next to the airplane. You can equip any merc with the Specialist Kit.

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Title: Jagged Alliance - Back in Action: Jungle Specialist Kit DLC

Genre: RPG, Simulation, Strategy

Developer:

Coreplay GmbH

Publisher:

THQ Nordic

Franchise:

Jagged Alliance

Release Date: 9 Feb, 2012

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English,German,French,Italian







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Pretty cool if you treat this like a single player game lol.

This game is p2w.. I would have hoped for this puzzle game to be a bit more... puzzly. Most puzzle games that I enjoy require some kind of insight to proceed, or at least, are designed such that strategic thinking is superior to trial and error. You apply logic, derive a pattern and act on it.

This game on the other hand does not reward thinking much. The best strategy seems to be: Find pieces that fit the border (usually this will yield a unique partial solution) and go from there (usually there is a unique way to do so). This took me through the hundred levels in roughly six hours with little cause to reconsider my strategy. It's not super boring (you can listen to music or podcasts in the background) but does not provide an interesting challenge either.

I would have hoped for more clever puzzles. There are topological and graph theoretic insights that levels could be built upon, such as:

\u2022 Any cut through the level crosses an even number of lines (of each colour).

\u2022 The curvature of each loop must sum up to a multiple of  $360^\circ$ .

\u2022 If there are crossings between red and blue lines, then this number of crossings must be even.

\u2022 The number of times line segments connect to the left end of a hexagon equals the number of times that a connects to the right (for each colour. the same for the other two directions).

I think it would have been possible to build new mechanics and levels around those mechanics that encourage and reward thinking about these things. Sadly, the existing levels are designed such that considerations of this kind are either useless or more tedious than just applying trial and error.

There are puzzle games out there that convey interesting logical insights and reward the application of them, making the player feel smart when solving a challenge. This is not one of these games.. Game is incomplete and ill-advertised.

-I did NOT encounter any monster as seen in the screenshots being shown.

-I did NOT experience any "space-time continuum" as described in the "About the game" section.

-A green bar on the lower left corner of HUD that does nothing.

-Does NOT even have a Main / Title menu (It throws you into the game after running from STEAM app).

-Map is poorly lit AF! You can't see anything without the flashlight. So if your battery runs out, you'll be running around blind. Light sources in the game don't illuminate it's surroundings. (I was standing in the dark even though there was a light fixture above my head)

-NO progress indicator to inform you how many blueprints you collected (You have the achievements pop-up, but if you played for a second time, nothing will inform you how many blueprints you've already collected.)

Hoping for an update patch.

<https://youtu.be/V9IxBkCITVg>. Think of the ♥♥♥♥iest, lowest quality Wii shovelware game you can think of and multiply that by a factor of a wet turd.

[You get "Tomato Way".. Only lasts 4 hours max, but it was an enjoyable enough 4 hours. I like the concept and execution is decent all round.. The game is really fun and addictive! Definitely a good buy if you like this sort of arcade game. Reminds me of resogun.](#)



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Nothing to see here. Just another GW license scam with bought upvotes and blind fans.

Dice rolls make no sense and are rigged, opponents always get the first turns in important situations, it is just as slow as battletech, they shoot at you in melee range, small battlefields and only a few units, proportions of the buildings are way off, maybe because it wants to be an adaption of the tabletop? But it is simply not a fun game at the moment and overpriced if they really want to up the price to 15\$.

So, the question is, do you want a SJW, no white people, more polished but just as boring mech game or another mediocre 40K title? IF they keep the current price, then you might want to keep an eye on it until/if they improve the mechanics. I am so sick of 40K games. Vermintide, Mordheim and the Space Hulk titles are the only worthy ones.

Adeptus Refundicus. Heresy.. A game where you can build cars, planes, tanks, boats? And actually get to drive them? This was the game I was looking for, and I recommend it. :D. I have over 600 games in my Steam account, and the vast majority of them are still unplayed. So now I'm dedicating an hour to each of these games and writing a series of One Hour Reviews. An hour isn't very long to judge a game on, so think of this as more of a first impression, and take this review in the spirit in which it's given. Be sure to read other reviews from players who have spent more time in the game.

#### One Hour Reviews #51 - Driftmoon

At first glance, Driftmoon doesn't seem that impressive. The visuals don't exactly stick out, not to mention being stuck in a top down view with very limited camera movement. This isn't one of those RPGs where you get to customize your character, or even pick a gender for that matter.

But, if you are willing to put these things aside, what you get in return is a rather casual, but fun adventure game. While you can't customize the look of your character, there are a number of other RPG elements. You have a "skill tree" of sorts that you can spend points on each time you level up. And you'll definitely be upgrading your weapons and armor as you go.

Combat itself is fairly simplistic. You have your choice between melee or ranged attacks (once you find a bow), and you also have a hotbar which you can equip with items or skills. You'll be disappointed if you are looking for strategy, as it's pretty much a click fest.

It really seems like Driftmoon is most focused on telling it's story. In my first hour, I did get into some fights, and found various items, including equipment upgrades for my character. But the majority of my time was spent exploring the starting village I was in. Driftmoon wastes no time in dropping you right into a mystery involving your parents, and your search for them in the village and eventually beyond. Driftmoon doesn't try to overwhelm you with details about the world at large, but rather doles out bits here and there as you go.

As you might expect with a story driven game, expect to be reading lots of text. You'll run across quite a few books to read. Conversations are all text based, with no voice acting. Many conversations will have multiple dialog options, but these options aren't exclusive. Instead you are just picking the order in which you say things or ask questions.

I liked some of the characters I met, and there's definitely a light-heartedness and charm to the game. There was a point in the game where I got in a fight with a talking crab over some arrows I stole. It definitely made me realize this was not your typical fantasy elves and dwarves setting.

Overall I had fun, but whether you like it or not will really depend on what you like in RPGs. If you like games like Dark Souls that are heavily focused on combat, then you probably won't be into this. But if you enjoy exploring, finding hidden items, and reading lots of story, then Driftmoon will feel like a natural fit.. If u like game most kawaii(cute) and horror this game for you. (LMAO ITS SEEM U DEJA VU THIS REVIEW THIS BEFORE)

Soooo this the second one if u like the second one go buy it cause its more good <3

+More ghost prepare for learn !!!

+More Jumpscare (WARNING weak heart not for this game) 10/10

+More explorer the new town

+If u like the kawaii STAPHHHHHH



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+More boss EZ LOL and then i alot die cause im Noobgya !!! Noob Dimension  
+More new Usable Item and Pick Charm (Speacial Gadget i gueess xD)

If u love Yomawari series go ahead buy this game then.. Bought this thinking it would be a casual puzzle game, turned out to be quite a stressful, timing\coordination\puzzle game which is quite challenging.. And that isn't a complaint. Great game!

To the devs, defiantly needs a leader board, but also if possible some co-op modes would be interesting if that could be worked out. I know that would be quite a big change but I think it would be worth it, like multiple colors to solve the maze. or perhaps just a racing mode.

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