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About This Series

Watch the official Community Guide video series to learn some of the basics of Arma 3's military gameplay. This series is created by Bohemia Interactive in co-operation with Andrew Gluck (better known as Dslyecxi) from the Arma community group Shack Tactical.

Title: Arma 3 Community Guide Series
Production:
Bohemia Interactive
Distributor:
Bohemia Interactive
Release Date: 7 Mar, 2013
Country: United States
Video Resolution: 1080p
Aspect Ratio: 16:9
Audio: Stereo
Seasons: 1
Episodes: 14

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent
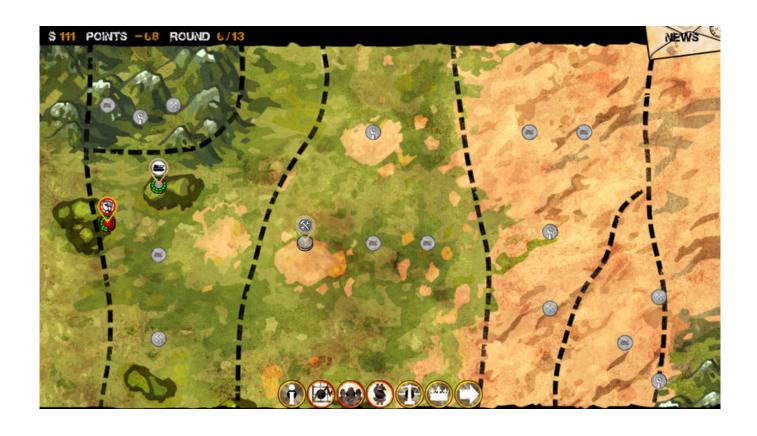
Memory: 1 GB RAM

Network: Broadband Internet connection

Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English

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I played the intro to the game, where you are attempting to land your rover in the correct landing zone. The first time, I missed the landing zone so I tried again. This time, I positioned my shadow dead center of the target and still missed. when I restarted again, the ground turned white and my computer lagged like crazy. This game is filled with little things that degrade the overall quality of it. First, the graphics are not great, 32 bit + bad animation didn't make the game amazing. The menu screen is very bad; it looks like what you'd normally play on an arcade machine, not a game you spent 8 dollars on. Second, this game is incredibly underwhelming. Knowing that an 8 dollar game usually meant that the game was good, coupled with the not so bad intro video, I had high hopes going into it. Then I was greeting with bad graphics, a menu screen that looks completely 2D and looked like it was made back when computers were the size of bookshelves, and some not so great game play, with the bad animation, and the fact that you cannot move your camera view around and try to adjust your trajectory accordingly. I wish this game was better, because I really liked the premise of it, and that's what led me to buying the game, but it wasn't what it was chalked up to be in the slightest.. Great locomotive, but currently the missions are broken and do not show up in-game. If the missions are fixed, I'd definitely recommend the package.. After two mediocre games, Holy Mountains of Flesh is finally a good horror experience. Good atmosphere, interesting visuals, ok audio and interesting set pieces. I wouldn't say it's a great one, but I still enjoyed my brief time with it. A fun experience with friends if you like horror and surreal visuals.. aesthetic colors
-casual gameplay
-ship is hard to control sometimes
-Pixelz

10/10 would smash my mouse and keyboard. Good old school adventure game, but not for young public.... A nice and enjoyable little game.

I liked:

-- No random battles - a must for me nowadays. The days of random battles are long past.
-- Quick normal battles - The normal battles do not take long, especially if you know what you are doing. Having just one character to control definitely helps.
-- Good quality overall - Good writing, very good music, good level designs.
-- Some strategy required - Bosses have strategies, too bad the game gets too easy middle-way (see below).
-- Interesting equipments - not just upgrades over your old gear, you have to think before you equip.
-- And last (but not least): The game was ENJOYABLE. Not once during my playthrough did I get bored. And that is the most important thing in a game in my book; Being fun.

I disliked

--The difficulty. Halfway through the game becomes very very easy. At least that happened to me, and I know I did not overfarm enemies. If you don't skip enemies, and search the areas for loot and buffs, you will breeze though the game no problem. At least till you reach the final boss, that will send you packing if you are not truly prepared.
--A little rushed - While the game is quite polished, it shows that it could have been given a little more time from the creator. The last dungeons are quite barren dialogue-wise and event-wise, and there are places where your character can walk up walls etc.

Summary:
I definitely recommend this game for anyone that wants a quick rpg fix during a break from more demanding games. This is not a game you will remember for the rest of your life, but it's a good worth for its money.

It's decent. Most levels are pretty good, some of them are way too easy, some of them are much more frustrating than the others... The one I hated the most were the one where the not-so-good controls were the source of the difficulty.

Still for the price it's a decent platformer.. I've been waiting for this game to come out ever since I saw the trailer, and I have to say it's lived up to my expectations. The concept is unique, I love the Tim Burton-like asthetic of the characters, and the atmosphere that the game creates as you go around the zombie infested high-school with Ian and North (Ian's dog) is eerie, which is what you're looking for in this genre.

The game can be quite challenging at times, but that only makes the satisfaction of finally getting past a puzzle or a difficult level more rewarding. The controls and the actions are well explained during the game, and you get the hang of how to use North to help you navigate around the school quite easily.

I believe the voice acting is the weakest point in an overall very enjoyable and original game. It's only a minor problem, it doesn't take you out of the game, just something for the studio to improve in their next project, which I am definitely looking foward too after having seen what they've done in this one.

In conclusion, I would recommend this game to anyone, and I can't wait to see what Sindie Games does next.. wow this was more fun than I had anticipated
9/10 would make cutlery and fruit explode by punching them again. I Recommend this game, Its lots of fun

Its quite enjoyable and relaxing but its still needs more work & more content.
The dev's have started adding some much needed features
with more content and bug fixes on the way.

Basically you have to manage a pub feeding hungry rude little Gnomes
as they drink all your ale & leave dirty dishes all over the floor.

If you intend to have an abusive conversation with all your unruly patrons
then this is the game for you.. co op doesnt work. I love this game. Now the set-up and finding a partner for the board game are eliminated, thanks to the magic of steam :)

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