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About This Game

Close Combat: Panthers in the Fog details the desperate German counter-attack at Mortain, the last chance of the Wehrmacht to stave off defeat in Normandy.

Can you match the tenacity of the American defenders of Hill 314? Or can you succeed where the Panzers failed, driving through to the sea and changing history?

Play single battles, linked operations, or even the Grand campaign simulating all six crucial days of fighting. With 35 linked battlefields and historically accurate formations and units, strategic choices are as important as tactical prowess. New features of long-range interdiction, strategic high ground and adverse weather conditions bring an insight into the challenges faced by those who commanded both sides in this pivotal WW2 battle.

Command your forces on the strategic level, issuing orders to battalion or regimental-sized units to attack or defend, and allocate air or artillery support. Then fight out the resulting engagements in a highly-detailed, real-time simulation of World War II tactical combat. The results of the tactical battle determine who controls each area, and where they can move at the strategic level.

For the Allies the Normandy landings of June were followed by two months of hard fighting in difficult terrain against a tenacious German defense. But in late July the U.S. Army's Operation Cobra has finally created a decisive breach in the weakened German line. Patton's 3rd Army races through the opening along the western coast of France and into the clear, driving for the Brittany Ports. Faced with the choice between retreat and last-ditch counter-attack, the Germans struggle to assemble a panzer force for one more charge. Can the Germans move quickly enough to overcome a desperate situation, push

through to Avranches on the French coast, and cut off Patton's racing spearheads? Or will the thinly stretched Americans troops screening Patton's flank be able to hold out, regroup, and hold the vital lifeline open?

FEATURES

- Completely redone and revitalized 32-bit graphics give the game an all-new look and feel.

- Issues orders to your major units on a strategic level, and then fight each engagement at the tactical level.

- Accurately depicts World War II tactical warfare and its challenges in real-time.

- Proven psychological model influences the behavior of your men in combat.

- Each individual soldier may tire, gain experience, and gain or lose morale after every battle. Manage your forces and preserve your veteran soldiers to field the most effective force possible.

- Includes a wide variety of historical squads, weapons, vehicles, aircraft, and artillery.

- Mount troops or guns on vehicles during tactical battles.

- Accurate and realistic equipment modeling.

- Weather conditions, including night and fog influence the battle at all levels.

- Use strategic-level air and artillery interdiction to block or slow the movement of enemy forces.

- Call in close air support, mortar support, and indirect fire support at the tactical level.

- Integrated multi-player lobby and match-making forums.

- Enhanced Scenario Editor - Create your own "what if" Scenarios.

- A host of adjustable game settings including speed scroll speed, sound volume, and UI layout.

- Enhanced to run well on modern DirectX systems

- Enjoy the huge variety of modifications available from the Close Combat Community providing years of additional gaming pleasure.

Title: Close Combat - Panthers in the Fog
Genre: Simulation, Strategy
Developer:
Matrix Games
Publisher:
Slitherine Ltd.
Release Date: 19 Nov, 2012

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Minimum:

OS: Windows XP SP2+ / Vista / 7 / 8 / 10

Processor: 800 MHz CPU

Memory: 1 GB RAM

Graphics: 256MB Video RAM, DirectX 9 compatible and capable of 1024 x 768 resolution or higher.

DirectX: Version 9.0c

Storage: 3 GB available space

Sound Card: 16-bit DirectX 9 compatible sound card

Additional Notes: An Internet connection is required for 2-player head to head play.

English

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SOOOOOOOOOO cool. This "tech demo" as it is right now has a unique freedom of movement. i love the wings and sugest adding wing suit alternative costume or maybe a pair of lazer blue jet airplane wings, maybe some rings to fly through for trick flying games. Obvoiusly if dogfighting multiplayer rooms were added some day this game could make some real cash. Totaly still in development dont expect a goal or score yet but it is liberating to rocket to the top of the map then use the wings to glide down and land like a bird. MUST TRY. --support this dev!--. I want to like it and recommend it, but it's really just a paint and unscrewing\/screwing simulator.

Only 3 trucks to work on. Painting gets old quick. I couldn't paint wheels I wanted to paint. Trucks don't take damage so no need to repair or maintain. Just got old real quick.

. Bullet Hell for Fans of Super Meat Boy and Jetpack Joyride (it's pretty much just that)

+dodge things
+wield a giant machine gun
+so aesthetics, much lazer
+nice setting and music actually

-too pixely for very big screens (projector)
-encounter the epileptic in you (on said big screen)

Seems like the few worlds unlock pretty fast if you do not completely ignore the collectables. Actually getting them all is a whole other story.

You and your ambitions are your worst enemies in this game. Enjoy.. A naughty dating sim/detective adventure, graphic novel with a lovely blues soundtrack. Yes, this is a game for the guys, lotsa sexual 'in-your-endo' with plenty of booty and 'bewbs' and bananas, but the game does offer a great detective story as well. I had a lot of fun playing, I was at all times entertained and it was hard (don't go there) to quit due to the intrigueing story. Some replayability for 'achievement hunters' and options to, hmmm, 'date' all the girls. About an hour and a half in length, so very short, Interesting characters, very nice artwork, and a bonus if you hate clowns, like I do. Good game.7.5/10. The Sand People are easily startled, but they will soon be back, and in greater numbers.. Love this game!! I recommend picking it up and, play if you like. old style arcade games. never beat it... got board after a few hours but still pretty fun.. The game itself is good, but the movement is kind of finicky at times. So basically, you can move by touching the trackpad and run by pressing and holding it. You can do this with both trackpads, but some actions with the gun also use the pressing action.
This lead to some movement when I didn't want to, and could be a problem sometimes. Otherwise, pretty good.

Whats?.. 5\u20ac for this?.. You're kidding me? This game is not worth it's price!
Just monotonous shooter with one screen and endless enemies of 3 types. And it's all! Oh, yes. There is also time slowing and simple weapon upgrade. And score.. Funny simple game. +rep for dev :). Wonderful and relaxing way to pass the time. Great for folks that ain't got an hour to devote to gaming, but are simply looking for something to keep their mind busy for a few minutes. Challenging, yet not frustrating. All levels can be completed rather quickly, but escalating difficulty keeps it interesting.. game often freezes if i press escape to go to a different level. Everybody loves to shoot through barrel chains in Donkey Kong Country (yes you do; don't lie), but what if a game was based entirely upon doing just that\u2014except really, really fast? Super Meat Boy fast? Faster than you can think, operating purely on gut instinct, responding from your prehistoric lizard brain to basic flashes of color and memories of pain?

That would be exhausting. That would be exhilarating. That would be HoPiKo.