
Order No. 227: Not One Step Back! Full Crack [hack]



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About This Game

Be a brave soldier!

In game you will have an opportunity to take part in World War II.
Immerse yourself into the harsh world of merciless battles!

Features:

- Game based on real historical events
- 3 different characters with unique features
- 10 different types of enemies, each with special weapon
- Cooperative with up to 3 players
- Gamepad support
- Achievements
- Multiplayer mode

Title: Order No. 227: Not one step back!

Genre: Action, Indie

Developer:

High Wide

Publisher:

Rhino Games

Release Date: 3 Jul, 2018

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Minimum:

OS: Windows 7 / 8 / 10

Processor: Core 4 Duo or higher

Memory: 2 GB RAM

Graphics: DirectX11 Compatible GPU with 512 MB Video RAM


DirectX: Version 9.0

Storage: 250 MB available space

Sound Card: Any

English,Russian



- **ИГРА**
- HELP
- ENGLISH  RU
- HEROES
- GAMEPAD
- DEVELOPER
- EXIT

ORDER No. 227



order no. 227 not one step back

Super buggy not playable. IS THE WORST!. If I could vote neutral on a game I would on this one. There is a lot of potential here and it seems that the developers are still working on bugs here and there. Its a great concept but limited in a few ways. Running out of ammo constantly really sucks and this is clearly a game which inf ammo should be a thing. The game always starts in Russian, I can get it to English but it never saves this feature. A few times I couldn't tell if the game was slowed for dramatic effect of if it was actually dropping frame rate like crazy. Multiple times I died three times, then found myself at the last checkpoint with no character, no ability to move right and left however I could shoot. ESC grants two options. Quit Yes or No? Quitting doesn't take you back to the main menu, instead dropping you into WIndows.. 2V10

I located Order No. 227 when browsing through new releases, as I often do, looking for titles with online co-op. When I initially added this game to my wishlist soon after release, there weren't many reviews available. I should've checked the reviews again before purchasing, as the negative player consensus has certainly become clear. However, I was tempted by the 84-cent sale price that this game has now dropped to on two separate occasions. I went ahead and picked it up, as looking at the simple gameplay made me believe it would be pretty hard to mess something like this up.

How wrong could I be? A fair bit, it turns out. Order No. 227, for starters, always begins in Russian and requires a change in language setting if you're an English speaker like myself. For some reason it can't save this setting for you. I attempted to host a game for a friend and myself, only to find the system tremendously obtuse. There were certain menu buttons that didn't appear to do anything, and others that only became functional once other requirements were met. We were able to get in a game together finally, but perished very quickly. There was a bit of lag between us, despite the speed of our connections and the simplicity of the game. One issue that plagues not only the co-op experience but the single-player experience as well are invisible mines. There are visible mines in the game that the player can see, by paying attention to a small, red, blinking light. However, I often found myself blowing up spontaneously in the absence of any such mine.

Although my co-op experiment was rather short-lived, I did attempt to see what the campaign was like in single-player. Not much better, as it turns out. I tried to begin the campaign on two occasions. On both, I reached a tall apartment complex in the third section of the game that requires the player to jump from a high floor to reach a raised platform on the far side. The jump requires you to build up speed and jump while running. Although I was able to execute this maneuver countless times prior to this section of the game, the jump would never take here. I would run my soldiers off the top of this apartment building into the abyss below, over and over again. Unfortunately, there is no save functionality in the game, so you'll need to start again from the beginning at this point.

I wouldn't recommend it though. Please steer clear of this travesty of a game.

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