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## UFO: Aftershock Download No Verification



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### About This Game

UFO: Aftershock is a combination of tactical squad combat and global strategy that enhances and expands upon its prequel, UFO: Aftermath.

It is the year 2054. Fifty years after the disaster. Fifty years after the surface of Earth became uninhabitable. Retreating to the flying haven of the Laputa the remnants of humankind clung onto existence. Then a revolt against the increasingly rigid and corrupt human leadership of the Laputa escalated into a conflict that destroyed the colony. Now, the remaining survivors flee once again. Can they reclaim the Earth from the unknown forces that chased them into the skies?

### Key features:

- Intertwining global strategy and small scale tactical missions
- Strategic resource and base management

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- Enhanced SAS (Simultaneous Action System) and RPG system in tactical play
  - Fight your way through multi-level buildings, inside and out
  - New amazing items and technologies to research and develop
  - Radical new training and experience system
  - New terrifying enemies and powerful allies
  - Added diplomacy element
  - New gripping storyline
  - Interactive destructible environment

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Title: UFO: Aftershock  
Genre: Strategy  
Developer:  
ALTAR Interactive  
Publisher:  
1C Entertainment  
Franchise:  
1C  
Release Date: 21 Oct, 2005

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**Minimum:**

**OS:** Windows XP

**Processor:** Intel Pentium® III or AMD® Athlon 1GHz

**Memory:** 512 MB RAM

**Graphics:** nVidia® GeForce™ 5700 or ATI Radeon® 9500

**Storage:** 4 MB available space

**Sound Card:** MS DirectX® 9.0 compatible soundcard

English,Russian,French,German,Polish

### Lia Springwind

Scout   
 Stalker   
 Psionic

**Level:** 18  
**Experience:** 19804 / 23000  
**Health:** 1250 / 1250

**Combat skills**  
 Long Range: **Heroic**  
 Rifles: **Excellent**  
 Close Range: **Good**  
 Throwing: **Heroic**  
 Mechanical: **Very Good**

**Defensive skills**  
 Dodge: **Excellent**  
 Hit Points: **Very Good**

**Movement skills**  
 Speed: **Very Good**  
 Capacity: **Good**

**Detection skills**  
 Stealth: **Super Heroic**  
 Observation: **Super Heroic**

**Special skills**  
 Medical: **Excellent**  
 Enemy: **Excellent**  
 Psi Power: **Excellent**

### Equipment

**A Circlet**  
 1

**C Vambraces**  
 1

**M Collar**  
 1

**H Collar**  
 1

**I Circlet**  
 1

**LD Circlet**  
 1

**Backpack**

**Belt**

**Load:** 58%    **Speed:** Very Good

### Training

#### Accuracy Circlet

**Protection:**

Projectile:	0%
Energy:	0%
Mechanical:	0%
Burn:	0%
Psi:	0%

**Requirements:** First-Level Psionic

**Accuracy Circlet**

This is a psionic circlet—a device worn by a Psionic to increase an aspect of his or her mental powers. The accuracy circlet enhances the weapon accuracy of all friendly units versus enemy targets that the Psionic wearing the circlet can see. When the Psionic makes visual contact with an enemy, the circlet can relay targeting information to the Psionic's allies, increasing their chance to hit. Our Psionics Factories can manufacture

### Squad A

David 19	Betty 18	Veer 18	Lia 18		
Neil 1	Eric 1	Lia 1			

To Manufacture

Glossary

Return





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A solid alternative to the XCOM series (both classic and modern ones), the UFO series is a set of real-time squad tactics games that have provided myself with many hours of enjoyment, far more than Steam has logged as I had the original games and likely spent 100s more hours on them in total.

UFO: Aftershock is my favourite from the series, occupying the middle ground in stylistic choices (not as gritty as Aftermath, but not as cartoony as Afterlight) and squad management options, having the most numerous unique factions, and having the most varied selection of weaponry on offer.

However, as the many unjustified reviews will say, there are bugs and glitches in Aftershock that have the potential to ruin games. These bugs can be easily patched however, and a quick Google will take you to the latest, unofficial patch that fixes that vast majority of problems. I managed to complete the game on Steam without a single major bug occurring. They also complain of long campaign times, but in my experience the UFO campaigns take no longer than the XCOM campaigns, averaging 40 hours a run if you aren't trying to speed through it. And some complain of repetitive missions, but again, there is enough variety in enemies and mission types for it to match any other games in the genre I find.

If you like either of the XCOM series, you have every possibility of enjoying this and Aftermath as well. This game stands up so well I even nominated for the Test of Time Steam award, easily worth the \u00a31 it costs on sale.. short time play but intend to play for longer so ill update if i find anything ^.^

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This here game reminds me of the game Xcom that the first game to be clear but with updated details to a point and some nice new toys to play with it makes it fun interesting and can almost keep up with the new xcom unknown i would say if you like games like that then get this or look into it on youtube a bit before you try but heck till then im going to go back fighting the good fight

Pros

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this game has a ton todo form your team members all with they own kind of personaly and gifts but with time can become anyone you wish they have nicknames so you know who who and you can add new armor guns close range toys so on like in xcom but where you can parts like head and chest and not only that you have groups\vraces to add to your time to mix the taste that your unit works as  
you also have a nice base maker, nice world map where you pick the mission even if it does fill a tad force side mission are fun but felt like i had to go on a given path but till loved it none the less, no only you have ammo needs and funding along with ally who love or hate yer and they play a good part in how long you will live as member then to well bite the dust for good very easily you do fill as if your growing on you know skills and time you may fill like it just how the game is played out but how you place and how you ready your self for what is to come mean life and death

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cons-

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this game is not with out it cons take the Ai for starts at this time i only come across a limited number of AI but the range ones i have seen didnt put up to much of a fight or more and less bum rushed me in large numbers what can be hard to react to i think personally that i just suck as this but then again when you have 3 Ufos run at you guns firing but not looking for cover it tends leave one wondering,

the gift to play with a unit is wunderfull but there simple things that i love to beable to do like name chance or maybe small little face chance somethink to make me fill as if they my own they have a nick name thing but that just do much for me

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well just a reminder im not done yet i intend to play a full game see all the toys all the races and all the base parts but thank you for reading this drop me a line some time if you like and good luck. This really is one of the best strategy games ever created. HIGHLY underrated. Worth every penny with TONS of replayability. You could easily spend thousands of hours in this game. However, it is CRUCIAL that you look for and apply the 1.3 fan-made patch. It has several HUGE bugfixes that many people complain about, including some gamebreaking ones. With that patch, the game is absolutely in a class of it's own in the strategy genre. Top 3 of all time without a doubt.. Given how old it is this is a fun little nugget in the vein of old school XCOM, easily worth \$5. (Youtube link the bottom of review)

UFO Aftershock is the second of the three and in my opion the best of them. Aftershock follows on after the first, the Biomass

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has taken over and colonies of mutants are appearing, both friendly and unfriendly. Aftershock follows more of a story line with side missions of helping other fractions for rewards such as territory and favour.

The weaponry is far larger than Aftermath, bringing in alien weapons to begin with, to then creating various human weapons, to stronger energy weapons. Each of the human weapons can have customisations such as stabilisers, scopes and muzzles to improve them further.

Soldiers can be trained still, but furthermore the player now has input into what stats are enhanced, meaning that if you want to create a squad of Snipers, you're not waiting for the right soldiers to come by with the right traits, but with the investment of time can make them yourself. This offer a great deal more personalisation to squad development.

Two new troop types have been added aswell appearing as Psionics with telepathic abilities and the Cyborgs who can manipulate inplants that enhance stats.

Combat is a lot easier, however when moving troops during live play, can often lead to difficulties as the actions switch to any character whose finished an order, or pausing for various reasons. This is a decent RTS that rivals most recent releases and for a game nearly 10 years old, it has fantastic playability and easily 60-100 hours of gameplay.

The full screen issue I would say is not a problem. I play on a 22" and have some small black lines down each side, but it doesnt take anything away from the game. There are fixes and patches on the news link where the developer of fix has commented for anyone who needs really wants full screen.

Check out my video below for the first 15 minutes of play which show you a number the features discussed above.

<https://www.youtube.com/watch?v=HvPGWLqKo6A>. The best game in UFO series weapons, movement and u can fight humans.. UFO Aftermath, the prequel to this game, is a good tactical game: fast paced, great ambiance, and with a good sense of progression.

[Aftershock is built upon the gameplay of its prequel and is pushing further by introducing economy, friendly fire and even a diplomatic system.](#)

[However, the game's progression is awful. The first hours are very difficult, and that's nice. Then you'll reach a phase where you have pretty much won. You control the globe thanks to your OP soldiers, the enemy cannot scratch you... but the game is still going. All that is left is waiting for the ending to come to you. I am 35 hours in as I write this and still waiting.](#)

[The battlescape also take a dive because your soldiers stupidity. They react slowly, if at all, constantly lose sight of enemies and do not even lean around covers \(they did in Aftermath!\). Its bugs and poor balance ruin an otherwise awesome tactical game.](#)

[This is frustrating. I really want this game to be good but it fell flat after a few hours inside the campaign. If you pick this up, I recommend looking for mods. Don't play this as vanilla.. A deeply flawed but incredibly inventive squad based strategy game in the vein of XCOM. Don't think this is just a eastern european XCOM knockoff though; more than any other game based on the original UFO Defense series. UFO: Aftershock tries to do something really, truly different. Almost every aspect of the game you would expect to find in an XCOM-esque game is present, but each has been taken to the next level.](#)

[Do all of them work? Certainly not, but even with the oddities and bugs, UFO: Aftershock is worth playing just to see what XCOM could be when a studio is willing to take some risks and get inventive.. I recommend downloading the unofficial .3 patch. Fixes a couple game breaking bugs. The game is great up until you beat the first 'boss'. The research from there on out to progress the game takes stupidly long, with absolutely no way of speeding up. It's like they made a game intending on the first 'boss' being the only one... then just threw some other stuff in and forced the research to drag out. After researching all non-story items... I just put it on max fast forward and let them have whatever they want... doesn't effect the story. Oh... and stock up on ammo on the first boss... you can't get any during the VERY long series of fights.. This is, by no means, a bad entry in the UFO saga, but it's one I cannot recommend.](#)

[It's a pretty solid game, with plenty of emergent storylines that will make you love the game, like the old UFO games. The fact that's in real time shouldn't matter, because you can always pause the game to give your orders.](#)



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There's also an implemented class system, to customize your squad, and, while the "base building" part is less than optimal, it's still decent, even if it's decentralized.

So, with that much praise, why not recommend it? Well, because it's full of bugs. Game breaking bugs at that. And most of them won't happen until you have invested 40+ hours in the game.

One of the most notorious bugs is the fact that after a certain point, autosave fails to actually save your game, no matter what the UI tells you. But that's not game breaking... since you can always quick save, which, if used in the tactical map, will make your game crash on loading.

But nothing beats the fact that there's a type of mission that CAN literally make you lose the game, due to a bug. Basically, by the end of the game, an event occurs, and your bases CAN be invaded, in such a way that they get lost forever. To prevent this, you need to kill a certain unit, in that area. BUT sometimes, the game will forget to spawn that unit, forcing you to basically forfeit the area. And this CAN happen in your bases, so, technically, if you're unlucky enough, you CAN lose every single base to this bug, losing the game entirely.

I cannot recommend in good faith a game that contains game-breaking bugs.

There's also a myriad of minor complains, such as the in-game encyclopedia being all but useless, the inability to sell or destroy excess crap, forcing you to pan over pages and pages of inventory that you'll never use, the unbalance of getting certain weapons in under 5 hours, and STILL using those weapons in the end game, the completely overpowered-ness of psionics due to having their powers activating passively (such as confusing your units every time they're hit by any other unit), The fact that drones, that you research quite end-gamy, are pretty much useless, the fact that your units can spawn on the map at points where they cannot walk AT ALL...

It's a pity, but the game is too full of bugs to be recommended. But, if you feel brave enough to stomach the bugs... you might enjoy the game.

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The game itself is great. I played it back in the day. Unfortunately it doesn't support widescreen display and i have not been able to find a way around this. No variation of patching or mods has allowed me to actually play the game. I just get a crash message on startup. It was only 99p but i'm disappointed because it is a fun game i wanted to play again.. Out of all UFO:A\* series i find this one the least enjoyable, mostly because of some stupid story with space organisms and time-based triggers wich force you to go through lots of same missions while waiting. But still, this is a very good game on its own!. I like this game and want to recomend it. Unique mechanics, deeper over world strategy than similar games, and an interesting take on the well beaten horse of alien invasion stories. Like I said I want to recomend this game... but I can't honestly do it. The effort it takes to enjoy this game is much more than the reward merrits. Samish maps, generic characters, poor even for the its age graphics\sound\music and stating it generously, poor stability all combine to make this game as much if not more of a chore than it's enjoyability merrits.. A little old but very nice. Took over, in spirit, where the original XCOM left off. I really like the customizable soldiers, weapons and armour. I really like the ability to alter and adapt soldier load out.. This is the sequel to UFO:Aftermath and although it tries to be much better game, it isn't. A lot of the extra complexity causes glitches (like equipment sharing across different squads). There are fatal bugs. The worst crime however is that it just goes on too long. As soon as think you're near the end you find yourself with a whole sting of repetitive missions to endure, and that happens twice.

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