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## Operation Flashpoint: Dragon Rising Crack 32 Bit



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### About This Game

Operation Flashpoint: Dragon Rising is a game about a fictitious conflict on one of the Sakhalin islands, a conflict that is in danger of erupting onto a global scale. The player takes the role of a US soldier, part of the allied force fighting against outnumbering Chinese forces vying for control of the island.

The game centers on a campaign narrative that gives the player a variety of roles in the allied forces ranging from a Marine Infantry, tank commander, Special Forces and helicopter captain. The game has an incredible realistic depiction of war with careful attention to the detail of the weapons, equipment and tactics of the armed forces. The action is varied from intense fire fights through to slower pace tactical decision making on how to best tackle the mission objectives.

- **Most accessible, engaging and visceral sandbox shooter** - Includes over 100 authentically modeled vehicles and weapons and players will be able to control multi-component vehicles including tanks, infantry fighting vehicles, APCs, attack and utility helicopters
- **Freedom of Play** - Players will need to balance brute force with intelligent use of tactics with unscripted missions containing real objectives such as covering a friendly unit's retreat or conducting short-range recon patrols

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Title: Operation Flashpoint: Dragon Rising

Genre: Action

Developer:

Codemasters Studios

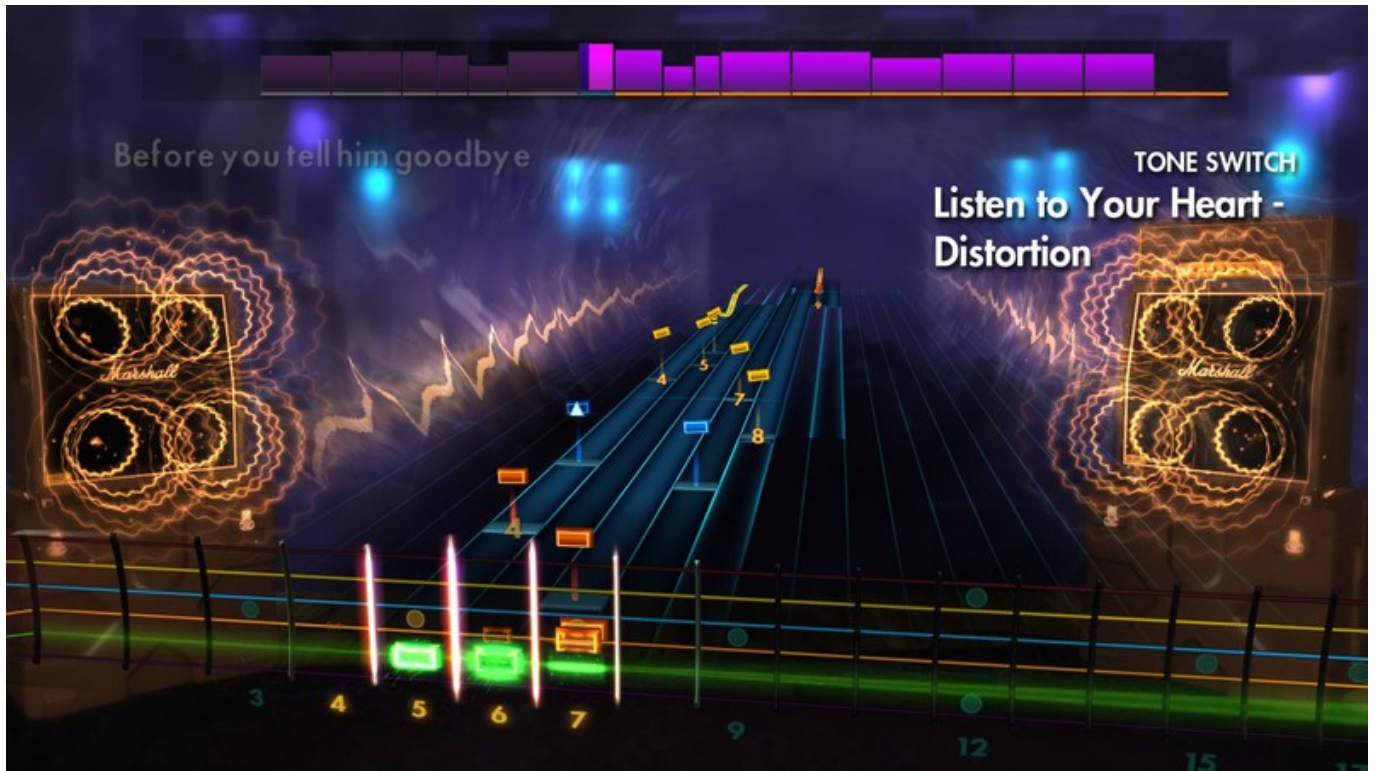
Publisher:

Codemasters

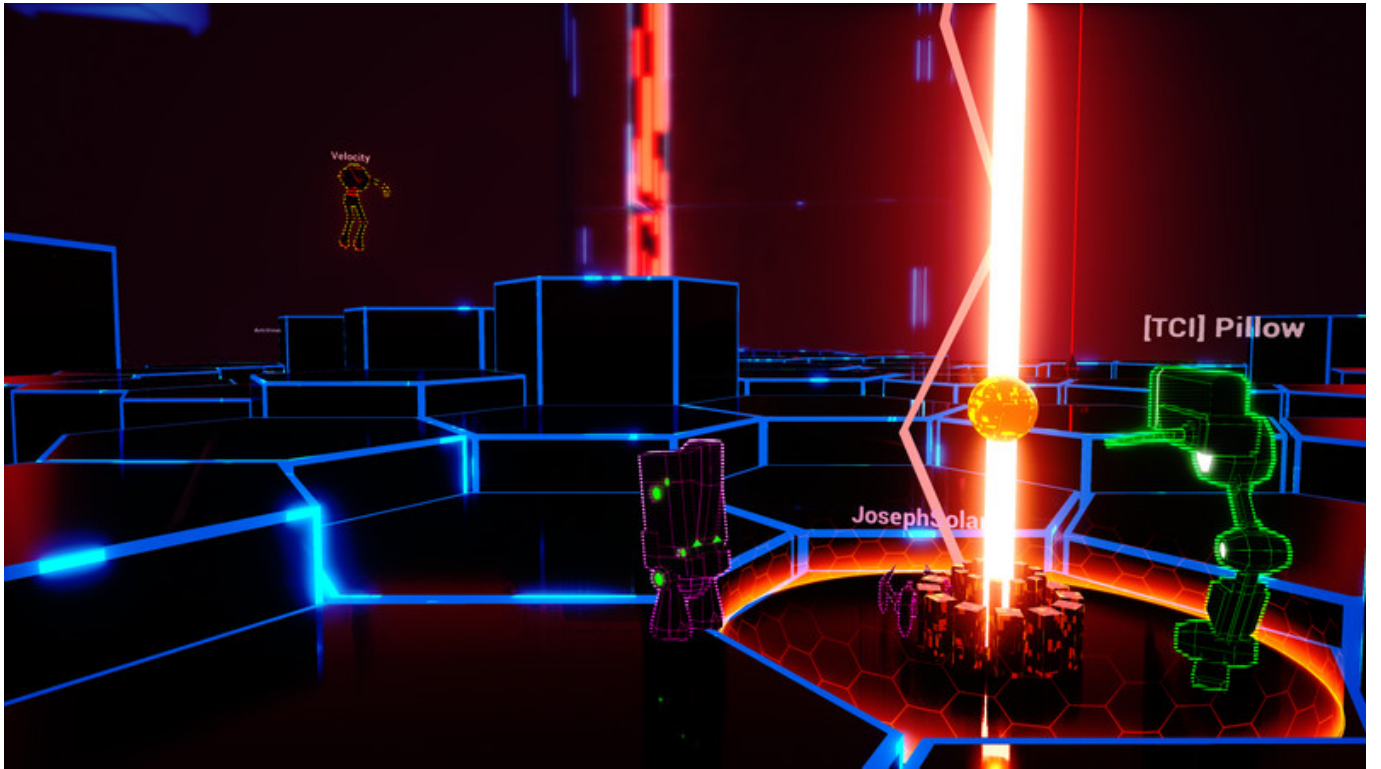
Release Date: 7 Oct, 2009

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English,French,German,Italian







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Well, I made this game but I'd like to share my unbiased opinion: this game is amazing and you should all play it!. The game was running pretty bad with 1050ti and ryzen 51400. But after the last hotfix i am getting 70+ fps in ultra. Now I only wish if they would have a ping optimization and thats all.. LINUX USER

This was released with lots of problems and that has hurt its rating.

The Dev's have worked hard patching the game and for me its now in a playable state.

That's given me the confidence to recommend it to anyone who enjoys the genre and wants to follow the progress of a promising game.

Just dont expect a bug free or complete game, its still very, very early access! Lots of potential though!

Dont let me down Dev's :). The game is broken, I cant tell if its good or bad, its unplayable, crashes every 10 minutes, developed very poorly. When youre in the game you cant alt-tab, you cant control your system sound, and changing the sound settings in game is also very poorly designed, the settings go from 0 to 10 and you have to click to increase, and if you missed the number you want you have to keep clicking until it gets to 10 and then starts over. Any normal game since the late 80s have a sound bar that you can just normally adjust.

The idea of the game seemed very interesting and it looks like it can be fun if developed properly by professionals but it seems like it was developed as a school project that a student was in a rush to submit to get that C+. I asked stream for refund,. I bought this game because I thought that I would be able to ride horses in it.

0V10, game does not satisfy my horse riding needs.

. Happy 10 years anniversary!

Definitely a good casual game, recommended buy!

Also go support the original PvZ creators' Octogeddon and the lead music composer's Rakuen too!

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A good improvement compared to the previous titles released by these developers. The art style is simple, and the only thing that bothered me was the lack of expressions on the characters (they usually have all the same face, sometimes it might change just a bit). But that's a pet peeve of mine, maybe other people won't see this as a flaw.

The soundtrack is really good. It was what made me buy this game at first!

Also, this is probably the longest game by these devs. It didn't feel rushed, the routes were more elaborated and the characters were more likable. Get it on a good sale!

5/10.. Didn't list amounts in package description. (50x baits, 10x others)

The wording for Credits(?) and Baitcoins are exactly the same.  
The credits are just standard currency, unless I missed something.

I don't really feel negatively towards this pack, but the execution was... horrific. (At least it's on theme?)

Edit: Oh. They edited the package description. Yay.. After 23 hours of playing this game, finishing the "campaign" and clearing most of the map of "activities" (...), I feel that I can finally give an accurate verdict.

Though of course, please do take note that this is my personal opinion - I am not telling anybody to dislike it.

I will try to keep it simple with pros & cons - as well as some small notes at the end.

#### **Pros:**

**Combat (extremely fun, good weapon feeling, and lots of variety in general in how you choose to take down your targets)**

**Visuals (once you got rid of all the blur and TAA)**

**Performance (runs perfect on my not so amazing system)**

**Weapons (I love the way they allow you to upgrade them)**

**World (It is beautiful, and massive)**

#### **Cons:**

**Campaign painfully short**

**Characters extremely shallow**

**Extremely poor lipsync (most characters seem to have difficulties closing their mouths, but you see their tongues moving about in there constantly. It gives me a Wallace & Gromit vibe)**

**Severe lack of variety in voicelines. (Especially in the Phoenix and general remarks from the protagonist when running into enemy camps or mutant nests. I think there's only two separate voicelines for this, and Lily in return uses the same cypypaste voicelines back. It becomes very boring very quickly.)**

**Way too console-y. (Want to get into a vehicle? Press and hold your use button. Want to climb ladders? Press and hold. Want to open chests? Press and hold. Craft items? Press and hold. Upgrades? I think you can see where I'm getting at. This takes away a hefty chunk out of the enjoyment of the game for me. It just feels extremely slow and clunky. Why can't they just let us simply press a button and be done with it?)**

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Driving (extremely mediocre, and the cars all feel the same)

Vehicular combat (autoaim to please the console plebs I'd wager)

Hardcoded keybindings (to be specific, the Icarus and the motorbikes ignores my ESDF bindings in controls, which renders them undrivable. Not being able to play the game the way I want ruins the experience for me. Otherwise I'd probably try to 100% this game at least before uninstalling)

Way too repetitive once you finished the campaign. It's the same things to do over and over and over.

I must add this as well (edited 2019-06-02) - the stupid (and unskippable) message screens that appears whenever you cleared an enemy camp, finished a mission, or whatever. Sometimes up to three in a row. They appear, pause your game, and forces you to sit through and look at text confirming what you basically just did. Takes about 59 years for them to disappear. In my opinion these should just go away completely. I already know that I killed enemies, and probably gained experience with whatever faction. Why pause the gameplay just to show me? Just add a simple "!" notification in the corner of the screen or something. Stop slowing me down. Thank you.

And this is probably a little nitpicky of me but there's just way, waaaaay too many keybindings to keep track of. I'm a quaker at heart so I wouldn't say I'm a stranger to many keybindings. I'm used to having up to 6 or more weapon bindings, in addition to movement, jumping, firing, and so on. But I keep running out of keys to bind for Rage 2. There's simply too much crap; too cluttered. I even had to resort to using the weapon wheel to switch weapons, which feels too console-y... which just makes the game that much worse to me. But whatever.

I think that's it.

If you enjoy repetitive gameplay and can stand doing the same thing for hours on end without becoming bored out of your mind, then by all means - this game is for you. If you want variety, however... I suggest you keep looking.

I really did try to like this game, but it just isn't for me.

Perhaps for you?. This is an awesome little game. Alright first impression. Had awesome fun on my first time play. Will play it lots more in the future and see if there is an ending or anything.. Sanctum 2: Road to Elysiun, great DLC. I loved that they added a new playable character. I hope to see them continue that trend if we get Sanctum 3 some day, the more playable characters the better in my opinion.. Broken and horrible.

Do not buy it.. Boring as Hell.. use [Armorgames.com](http://Armorgames.com). A visual novel with a beautiful artistic direction and a very careful soundtrack "The Crown of Leaves" invites the player to a unique and colorful world, although we only have the first chapter that can be completed in just over an hour, by the current price is worth a try.



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