
Call Of Duty: United Offensive Download Gratis



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About This Game

Award-winning developer Gray Matter Interactive follows up on the success of Infinity Ward's Call of Duty™ - winner of over 80 Game of the Year and 50 Editors' Choice awards worldwide - with Call of Duty™: United Offensive™. Take the role of American, British, and Russian soldiers in some of the most climactic battles of World War II, including the Battle of the Bulge, the invasion of Sicily, and the Battle of Kursk.

Fight in tanks, jeeps, motorcycles, even a bomber. Work with your squad through snow and rain, using new weapons including flamethrowers and deployable machine guns, or by calling in artillery strikes. 13 All-New Single Player missions spanning three campaigns. 11 exciting new Multiplayer maps and 3 new multiplayer modes including Domination, Capture the Flag, and Base Assault.

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Title: Call of Duty: United Offensive

Genre: Action

Developer:

Gray Matter Studios

Publisher:

Activision

Release Date: 15 Sep, 2004

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English,French,Italian







WHAT A PIECE OF SHIT, YOU CANT CHANGE ANY SETTINGS AND YOU CANT EVEN EXIT OUT OF THE GAME.

WHAT A WASTE OF MONEY.....!. Basically an improvement over CoD 1 in every way. Not made by the same studio so the levels aren't as unique as in the original, but they are still very enjoyable and more challenging. The gameplay is improved and there's some additional variety in level settings including bomber gunner and Dutch resistance levels.. United Offensive is an expansion to the base game Call of Duty.

If you were like me and disliked most the of base game due to uninteresting missions, United Offensive delivers a different engaging experience while retaining the difficulty from the base game. Not once did the entire campaign let me down.

Notes: (Compared to the base game)

- All 3 campaigns, American, British, Russian are short.
- Characters had better jokes.. So I finally got around to getting back into United Offensive. I tried once before to play it, but given the lack of native gamepad support, and my preference for such control preferences, when I previously played, I attempted to do so with Pinnacle Game Profiler. I remember it worked decently well, but I also remember something happening (not sure what) that caused me to lose my configuration and I didn't feel like going back and redoing the configuration so I moved on to other games.

Fast forward to 2019, and Steam having a very well designed controller support baked in and I thought I'd see how well Steam's controller support will work with an old FPS. Turns out, it works brilliantly.

I had no issues playing through the campaign, there were no design decisions that would require a keyboard AND controller. Not once did I become frustrated with any aspect of the controls, which is a testament to both how smooth the original gameplay was as well as how awesome a job Valve has done with their controller implementation.

The game itself holds up extremely well considering how dated it is (it's technically an expansion pack for the original Call of Duty, which came out in 2003, with United Offensive coming out nearly a year later in 2004). I mean, we're talking about PRE-widescreen support even. Yes, you'll notice the crudeness of the graphics as you first start to play, but then you'll soon fail to notice it as you get into the gameplay, which holds up pretty well (it's nothing special, just typical well done first person shooter gameplay).

Overall I had a really nice time with the campaign, which, like the original, consists of 3 different sections of the campaign. You start off with the Americans, then move to the British, then end things on the Russian point of view. All 3 were different, all 3 were enjoyable (especially liked the aircraft section of the British campaign, which has you as a gunner aboard a bomber and the tank section of the Russian bit of the game), even if the story was rather typical of shooters based on real wars. One thing I notice this seemed to do better than more modern CoD games, though to be fair, I could be remembering incorrectly, is that you felt part of a larger whole here. You'd have your aircraft shot down, only to be found by resistance fighters. You'd clear the way for take squads who would clear the way for you in return. You'd hold out for reinforcements, you'd have sections where aircraft would clear the enemy side of the battlefield these events were of course scripted but it still added to the illusion that you're part of a battle in a much larger war and I don't remember newer ones having that aspect.

Anyway, all-in-all, I found United Offensive to be an enjoyable romp and would highly recommend it to gamers who enjoy FPS and/or historical type war games. Controller jockeys will be at home thanks to Steam controller support. I feel it's definitely worth picking up for a solid, albeit dated campaign.

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