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## About This Game

The year is 1967. The Cuban Missile Crisis that led to World War III continues. Use of nuclear weapons resulted in global cooling which changed history and aggravated the struggle for survival. Inspired by the takeover of Europe and Africa the Soviet government decides to start an unprecedented military operation called Ice Crusade. Soviet expeditionary forces march over the Arctic and attack unguarded American cities and towns. Deserted areas of Mexico and icy American megapolises become the new battle-grounds.

## Features

- Cuban Missile Crisis: Ice Crusade is the follow-up (stand-alone) to the RTS Cuban Missile Crisis which shows a new span of the military confrontation in alternative history.
- Turn-based tactical mode and a real-time strategy in one game.
- New battle-grounds: southern part of the USA and northern Mexico.
- 2 new campaigns – USSR and USA. 10 scenarios and over 25 strategic missions.
- 22 new military units including T-60, Hunter, Chieftain, Grand MLRD, Akatsia self-propelled gun.

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- 2 new super units – Convair-49 and Tyulpan 240mm self-propelled mortar.

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Title: Cuban Missile Crisis: Ice Crusade

Genre: Strategy

Developer:

G5 Software

Publisher:

1C Entertainment

Franchise:

1C

Release Date: 29 Jul, 2005

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English,Russian









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I never felt so weird for playing a game as I did while playing it.

I feel clueless and at the same time, thoughtful about this game.  
It's a good game anyways, although rarely someone will notice it.  
I got pretty bored and interested, how can it be?

I have no idea. Well, if you dont mind playing boring games, buy it.. There's just not enough of a game here, even considering the low price. With only one (small) map and one enemy type, you'll be bored very quickly. With a few more maps, a few more enemy types and some adjustments to the weapons it could probably be quite fun - it would even justify a higher price, in my opinion, and in this case that would be much preferred.. Terrible

Unrealistic and where is the Virgin Livery

No Headlight controls only Day and tail

not enough features

I bought this purely for the experience of driving a tilting train, looking forward particularly to the sweeping curves of the Northern Fells and Scottish borders on the WCML. Imagine my disappointment then, after driving several slow speed scenarios around the outskirts of Glasgow, when I find myself on a long Northbound run to Glasgow and that you cannot exploit the tilting system to allow high speed travel around bends!! The drive quality parameters for this model are absolutely ridiculous, you are penalised many hundreds of points whilst negotiating bends at speeds well below the allowed maximum. You can travel faster in a standard non-tilting train and receive no penalty.

The most annoying thing about all this is that people have been complaining since 2012 and yet nothing has been done about it. I'm sure all it needs is a small coding alteration to re-set the drive quality parameters. Presumably this will not happen now? I feel like I have been robbed!. Very interesting concept, great audio and nightmarish atmosphere, but be advised:

1) it's quite short. (1 hour for me, hard level)

2) I like immersivity in virtual reality, so usually I play all 3d games with a stereoscopic setup (nvidia card + 3d vision lcd glasses or just red/blue glasses and a multiscreen resolution). Unfortunately here it's not working.

6.5/10

. Not sure about the other reviews on here - I purchased the car mainly for those white walled rims with the black spokes. Thought i would take the car out for a spin - ended up playing a bunch of games\matches comp and unranked with it. Surprisingly nice car. I dont think it handles as bad as some people hhave mentioned, or maybe its just not me and i dont notice it. I am usually used to using the domnius, batmobile and the octane. The first thought was that it handles a bit similar in my opinion any how closely to the octance. If there are any die hard dominus users here - Try out the car and see how it feels. I will probably use this car every so often. I much like it and it was a pleasant surprise for me.. Its a level, its cool. Adds more to the game.. best\u2665\u2665\u2665\u2665\u2665ever

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A very unique shooter, and I've loved every second of it.. I was expecting the usual from a hidden-object point-and-click: baffling plot twists, bizarre game logic, and as much amusement in explaining what was going on to my friends as I got from playing it.

What I got was an artistically pretty game with an excellent soundtrack compared to others in the genre and a tight, forward-moving plot. The areas were well done, it actually felt like something was at stake in the game. I had to skip some of the puzzles because the controls were a bit wonky, but it's a small quibble for something that was otherwise quite fun.

...is there some rule I don't know about that a casual HO game must contain two pieces of flint that start a fire? If all you needed was moving flint, mountain ranges would be spontaneously combusting death traps. Oh, well. Recommended.. I'm a huge fan of retro tower-defense games, and this one makes me feel like back in the good days :)

Its art may look a bit amateurish in the screenshots, but I can see that the developers really poured their hearts into this game. Everything is really detailed and polished, with a great prologue and a nice ambience.

I really recommend giving it a try as it won't disappoint.. Wow! Very well made and challengig game, really well done and interesting. I recommend contacting several game reviewers on youtube to give it a review and let people know it exists. Hard Mode is HARD but it's doable.. The game is decently fun but could use some content updates in the near future.

This review is written on launch and as of now the game has a few bugs, but I expect them to be fixed pretty quickly.. this was an amazing game, supprises around every turn. I loved that this game can be enjoyed by either vr or desktop. its so much fun that i spent the eniter afternoon playing this game.. Insane 2 is one of those games that really should be played multiplayer, though the BOTS do put up a decent amount of fight. With ten different game modes, multiple maps on multiple continents (and thus, different themes) there are bazillion combinations. And when you add allowed vehicle types (6 types, three vehicles in each, all upgradeable) this allows some insane variations.

Ever played vehicular capture the flag? Grab the flag, or take it from someone else by ramming them. Then try to take it through a green gate... and try not to let the flag be taken from you, though it will be difficult as you have no nitro when you hold the flag! Heavier vehicles have the advantage of holding the flag, but then they are also slower and clumsier.

The game is a lot of fun to play and the collisions are done very well, with the car losing parts realistically, though obviously surviving 100 m or more falls onto the valley floor is obviously not survivable in real life. Or 100 mph crash into a pile of rocks and so on.

Tried to get on multiplayer, but being a 2012 game, I can't find any one holding a public lobby, which is not unexpected.

All in all, Insane 2 is a fine spiritual successor to the original Insane with all the odd game modes that are usually not associated with vehicle games. if you like fast and furious driving games with a lot of crashing, insane jumps, in exotic landscapes, with no preset tracks, this is your game.



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