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About This Game

INCLUDES ALL RED ORCHESTRA 2 MULTIPLAYER CONTENT!

Rising Storm is the next game in the award-winning Red Orchestra franchise. You know the great gameplay, innovative features and realistic audio and graphics of RO2 - Rising Storm will take this to the Pacific Theater, adding even more features, new levels, new weapons and new factions. The game will allow the player to fight across iconic locations from the famous island-hopping campaigns in the Pacific from 1942 to 1945, as the US Army and Marine Corps fight it out with the Imperial Japanese army and Special Naval Landing Forces. Players will experience beach assaults, jungle fighting, close quarters night fighting and more across Guadalcanal, Iwo Jima and Saipan, among other iconic battles. The player is able to take the part of either side – American or Japanese – battling it out online in multiplayer on up to 64-player servers.

Rising Storm also introduces an entirely new type of gameplay to the franchise - asymmetrical warfare. The American's have the apparent advantage in firepower with their fast firing semi-automatic rifles, fully automatic weapons, and devastating flamethrower. The Japanese balance this out with gameplay elements that model their raw courage, ferocity, and cunning use of equipment. Their knee mortars allow them to rain indirect fire down on their enemies from anywhere in the map. Grenades can be planted and turned into booby-traps for unwary GIs. The Japanese put very high store on close-quarter combat, with a bayonet on almost every weapon – even machine guns and SMGs. Their banzai charge suppresses the enemy making it difficult for them to return fire and gives them an opportunity to close in to use bayonets and katanas on their opponents.

Key Features

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- **Large Scale Multiplayer Combat in The Pacific:** Take part in the brutal fighting in the Pacific online with up to 64 players at a time.
 - **Iconic Battles:** Experience iconic battles such as Iwo Jima, Saipan, and Guadalcanal as the US military struggles to clear the Japanese from the islands in the Pacific.
 - **Asymmetrical Gameplay:** Far from the mirrored gameplay seen in other shooters, both sides utilize historical weapon sets and each have unique gameplay capabilities. American firepower is matched by Japanese ferocity and guile with such features as banzai charges, booby-traps, the infamous “knee mortar” and more. This creates a unique gameplay experience that can’t be found anywhere else.
 - **WWII weaponry redefined – again:** all of the weapon functionality you expect from the franchise returns - true to life ballistics, bullet penetration, breathing, adjustable sights, free aim, weapon bracing, and more, create WWII weaponry that has no equal. To that add over 20 new weapons including the devastating flamethrower and the portable “knee mortar”.
 - **Morale:** Your soldier’s state of mind plays a bigger role than ever. Banzai charging Japanese soldiers can heavily suppress the Americans making it difficult to return fire and allowing the Japanese to close the distance. The Americans can use their firepower advantage to suppress their enemies and gain the advantage!
 - **Bonus Content:** All Red Orchestra 2 multiplayer content is included with Rising Storm as a free bonus. Fight in the Pacific, then fight on the Eastern Front at any time, all in the same game and same server browser. Find out what made Red Orchestra 2 PC Gamer’s Multiplayer FPS of the Year in 2011 with this award winning content.
 - **Full Mod SDK and Steam Workshop Support:** Download some of the amazing existing community made content for Red Orchestra 2, or try your hand with the mod SDK and make your own maps or mods for either Rising Storm or Red Orchestra 2.
 - **Persistent Stats Tracking and Player Progression:** Persistence constantly gives the gamer something to strive for and keeps them playing. Grow in rank, earn achievements, improve your abilities, and become a Hero!

Title: Rising Storm Game of the Year Edition

Genre: Action

Developer:

Tripwire Interactive, Anti Matter Games

Publisher:

Tripwire Interactive

Franchise:

Tripwire Interactive

Release Date: 30 May, 2013

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Minimum

OS: Windows XP/Vista/7

Processor: Dual Core 2.3 GHz or better

Memory: 2 GB

Graphics: 256 MB SM 3.0 DX9 Compliant NVIDIA® GeForce 7800 GTX or better ATI® Radeon® HD 2900 GT or better

DirectX®: DirectX 9.0c

Hard Drive: 23 GB free hard drive space

Sound: Windows Supported Sound Card

Other: Broadband Internet Connection required

English,German,French,Italian,Russian,Polish







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Is the best!

Tripwire assists with the creation of the BEST fps games.

Buy RO, RO2, and RS oh and Darkest Hour...

DO IT!. TENNO HEIKA

BANZAI. This game is purely nipple erecting, this game will test quick thinking and your leadership skills. This game will satisfy your longing needs for a fps that actually rewards you for colliding a speeding piece of lead with your foes squishy human head 10V10 there no doubt that this game will make you cream yourself.. Rising Storm needs a bit more polishing and a few more updates to really shine, but as it stands it's an excellent escape for old-school FPS fans. If you were a hardcore fan of Heroes of Stalingrad, this is basically an expansion in the Pacific with more gameplay you know and love.. Great action, with just the right amount of realism to keep it enteraining.. Online shooters are the bane of my existence in alot of ways: i'm terrible at playing them, and my weak PC and internet sets me back further. And yet... I keep playing this one despite all that. Maybe it's because drawing a Katana and charging at the enemy with absolutely no regard for your own safety is just... fun! Anyway, it's a WW2 shooter, but set on the Pacific (US vs Japan) and Eastern (USSR vs Germany) fronts rather than the typical America shoots Nazis stuff. Also "deathmatch" mode, so popular in modern military shooters, is all but abandoned here. This is a game for teams to work together to win. All in all, this game has everything I like in a shooter game.

Oh, and you can drive tanks sometimes. Vroom!. Unique game with Killzone(kind) like cover system :)

you can't play like you used to play in COD or Battlefield. You have play with patience and ALOT of stealth since it's like SUPER hard too spot an enemy if you rush in blindly :/

well when you are used to this game then it's super fun! Buy it and join me! Xd. one of the best first person shooters ever created. RO2\u540c\u69d8RO:\u3084DH\u307b\u3069\u306e\u30cf\u30fc\u30c9\u3055\u306f\u306a\u3044\u3001\u30d5\u30eb\u30aa\u30fc\u30c8\u3067\u308250m\u5148\u306b\u3089\u304f\u3089\u304f\u5f53\u3066\u3089\u308c\u308b\u3057\u3001\u30e9\u30a4\u30d5\u30eb\u3082\u666e\u901a\u306b150m\u5148\u307e\u3067\u5f53\u3066\u3089\u308c\u308b\u3057\u30ea\u30a2\u30cb\u30ba\u30e0\u3084\u30a2\u30af\u30b7\u30e7\u30f3\u30e2\u30fc\u30c9\u3067\u306fShift\u3067\u30ba\u30fc\u30e0\u3067\u304d\u308b\u30af\u30bd\u4ed5\u69d8\u3082\u6b8b\u3063\u3066\u3044\u308b\u3002\u304cMAP\u304c\u5168\u4f53\u7684\u306b\u4f55\u3092\u3059\u308c\u3070\u3044\u3044\u304b\u308f\u304b\u308a\u3084\u3059\u304f\u8a66\u5408\u304c\u6210\u308a\u7acb\u3063\u3066\u3044\u308b\u3053\u3068\u304c\u591a\u3044\u3001\u4e21\u9663\u55b6\u306e\u6b66\u5668\u3082RO2\u306e\u3088\u3046\u306b\u30d0\u30e9\u30f3\u30b9\u3092\u53d6\u3063\u3066\u4f5c\u3089\u308c\u3066\u3044\u308b\u308f\u3051\u3067\u306f\u306a\u3044\u306e\u3067\u3069\u3063\u3061\u3067\u30d7\u30ec\u30a4\u3057\u3066\u3082\u697d\u3057\u3044\u3002\u304cSquad Leader\u3084\u7279\u6b8a\u306a\u30af\u30e9\u30b9\u3092\u308f\u304b\u3063\u3066\u306a\u3044\u3084\u3064\u304c\u3084\u308b\u3068\u30b9\u30c8\u30ec\u30b9\u30b2\u30fc\u306b\u306a\u3063\u305f\u308acannotpronehere\u3084speedhackdetected\u306a\u3069\u3084\u3063\u3071\u308a\u3042\u306eRO2\u3092\u30d9\u30fc\u30b9\u306b\u3057\u3066\u3044\u308b\u3060\u3051\u3042\u3063\u3066\u3069\u3046\u3057\u3088\u3046\u3082\u306a\u3044\u70b9\u3082\u6b8b\u3063\u3066\u3044\u308b\u3002\u7dcf\u62ec\u3059\u308b\u3068\u98df\u3079\u3089\u308c\u308b\u7f8e\u5473\u3057\u3044\u30af\u30bd. Rising Storm/Red Orchestra 2 is essentially what Battlefield wishes it was. It's a more mature and more advanced PvP shooter that demonstrates the difference between console gaming (Battlefield/Call of Duty) and PC gaming (this game).

Many of the game modes are similar to what you'll find in Battlefield and Call of Duty, so what separates RSVRO2 is the gameplay. It's like a realistic, hardcore version of Battlefield except with much better level design, better netcoding/hit detection, mod support, and no balance issues.

Some may say it bridges the gap between typical shooters like Battlefield/CoD, and mil-sims like Arma. Most of the gameplay, from the weapon functionality, complex vehicle functionality, and the high levels of intensity are closer to Arma, while the scale and game modes are closer to Battlefield. Although not as strategic as Crysis/Crysis Wars or Natural Selection 2, anyone who likes PvP shooters should get this game.

Rising Storm Multiplayer: A realistic pacific theater combat game which grabs you by the collar and forces you to immerse yourself in the non-stop carnage! Solid controls and engaging gameplay. The simplistic elements of single shot rifles, combined with the more intense mortar shellings, continually keeps the combat an everchanging blend of intensity and terror. Don't forget, flamethrowers...

Overall 8.0 of 10.0. The most realistic WW2 game out there. The Thompson is the best looking one I have ever seen in any game, I find myself shooting it just to enjoy the animations. The feeling of hitting someone long range and seeing the poof of blood is amazing. It has bullet drop, and you can adjust the sights for range. This is the only game i have ever seen to have the pop up sights actually work. The BAR and Thompsons have flip sights. The Surpression system is perfect! The screen effects really mess with your aiming.

Graphics 10/10

Realism 10/10

Sound 10/10

Well worth every penny!. Rising Storm is a realistic FPS brought you by Tripwire Interactive, a fantastic developer.

This title is a spin-off of Red Orchestra of which the franchise is based in the Second World War. Instead of Soviet Union fighting against the German Nazis, here the game is based in the Pacific War of which you fight with the Japanese Empire or the United States of 'MURICA (I mean America...). Just like Red Orchestra, I suggest you only play this game if you're not deeply affected by war movies or if you don't have war trauma. Like I said in my brief introduction, the game wants to be as realistic as it can be without breaking the pacing. There's a lot of good voice acting here which can transmit pain. For example, I accidentally shot one of my teammates and the player's avatar died. The player respawned, however, the avatar kept crying of the pain and he wouldn't stop. It made me feel bad for the mistake and I couldn't concentrate properly. So as I said, be sure you would be fine with the execution of the theme.

You'll be fighting in many historical locations which are very well built for the game mechanics implemented in the game. Rising Storm is an assymetrical class-based game of which you have various roles to choose from. Assymetrical multiplayer (for those of you who don't know), is a system of which both teams or more have different attributes and features but the game is still balanced. In this case, the Americans have many classes with a better selection of weapons and the Japanease use guerilla-tactics and have special abilities. It's a bit harder to use the Japanease and you don't have a tutorial segment for them. What's harder to learn is how you should play Rising Storm, it's a lot harder to know how to advance efficiently or to defend as long as you can.

Even though it's a class-based game, what really matters is logistics here. What I'm talking about is moving as many soldiers as you can from point A to B and holding the point....preferably without dying of course.... You have many respawn tickets and as long as you don't burn too much time and don't waste them in an unproductive way, what you should be worried about is pushing with your teammates. You'll die many times though, so don't be suprised, it's a very hard game. You can respawn alongside your squad leader like in Battlefield.

The game is quite slow if you're doing things right. There's a lot of cover-based shooting because you can actually stick to cover, fire blindshots and tilt out of cover to fight. In all cases, do not go alone and don't run-and-gun. Go with teammates so you can get cover fire. Speaking of the firefights, the guns are very enjoyable to use but are hard to control because of their recoil. The game rewards for long and accurate shots, specially because you're dealing with old guns which work best in a specific way.

Rising Storm as Red Orchestra has a regenerative health that is mixed with conscioussnesses and morale. So not only will shooting directly your enemy lower his HP, but also suppressive fire and nearby artillery fire will do the same. When your HP bar is low, you'll have difficulty hearing and you'll only see black and white. However, once the HP bar is low, you have to shoot them directly. You can also get injured and bleed out, so make sure you stick your head low.

Thee graphics are very beautiful but there are no facial animations which make it awkward to look at the soldiers. If you don't have a very good machine, then don't worry, the extensive option menu will help you on that.

In conclusion, Rising Storm has a high learning curve which probably will put you off if you don't like very hard games, but if you're looking for a challenge, then I recommend it!. Buying Rising Storm on Steam: \$20, probably less.

Waiting a empty slot in a poppular server: around 5 minutes.

Following the whole team yelling "BAAAANZAAAAAAAAAAAAAIII" both in game and voice chat channel while charging towards enemies: PRICELESS.. Rising Storm is the best experience you can have online as FPS so far. Great value package with the first Red Orchestra 2 gift as bonus, servers are merged and you can switch between two wonderful scenarios. Unfortunately the first RO2 was released with some minor problem, now Rising Storm is a full relaunch product and polished game ever i played!

I am very happy since I was pre-order this game (there is no issue when launch at day one). For anyone who loves WWII games, then this is a must buy. Think Day of Defeat updated and done well and your're somewhere close in terms of game style, but this just feels way more gritty, dangerous and real. It's brutally hard, with a learning curve to match Counter-Strike: Source and similarly, to overcome that curve is a brilliantly joyous moment.

Tactics really make up a large part of this game, especially in the Realism mode, and you have to work as a team if you want to stand any chance of winning.

The weapons are all beautifully modelled and feel individual. And nothing beats banzai charging a group of American soldiers with nothing but a katana.

In short, this is essential for all WWII game enthusiasts.

9/10

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