Legal Action Pending DLC - Digital Edition Download] [pack]

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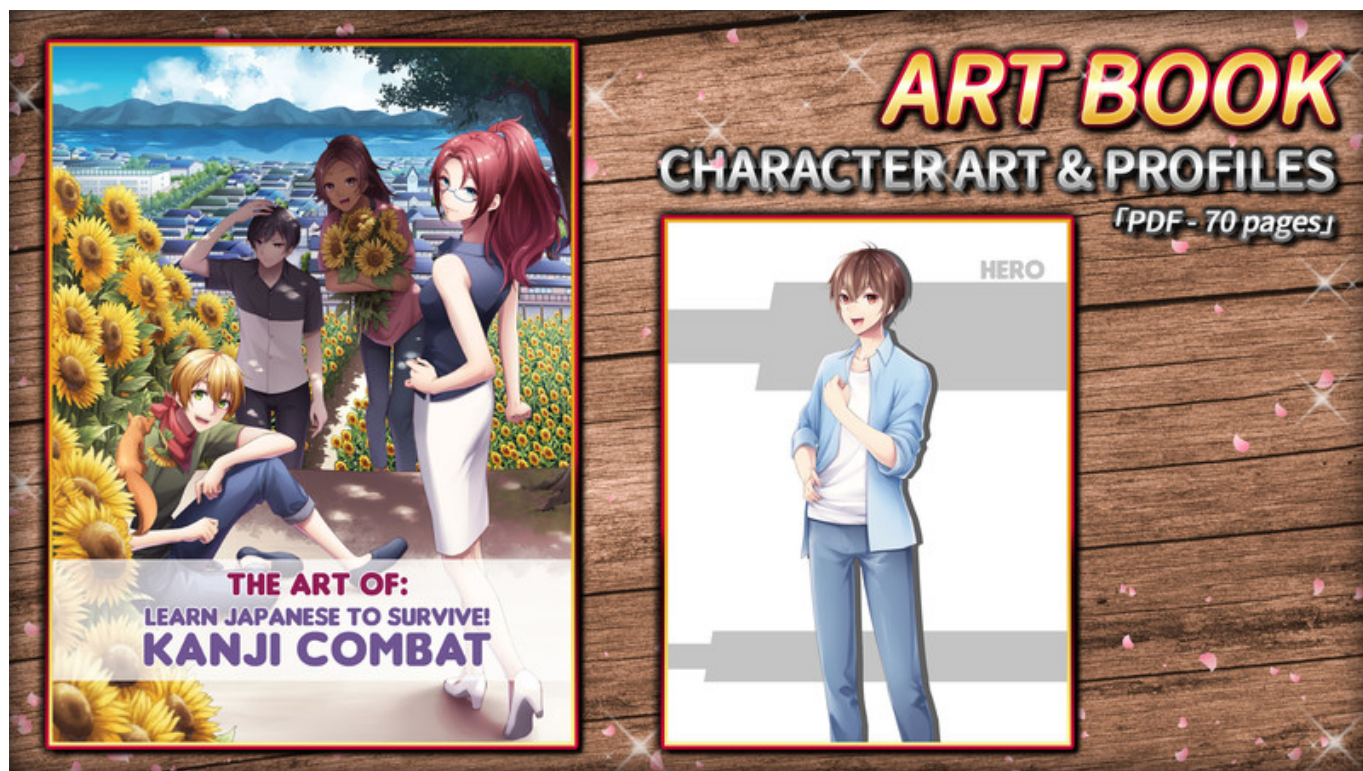
About This Content

Unlock 3 dashing Agent Cosplay Skins with this purchase!

Title: Legal Action Pending DLC - Digital Edition
Genre: Action
Developer:
Deep Silver Volition
Publisher:
Deep Silver
Release Date: 11 Oct, 2017

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Minimum:

OS: Windows 7/8/10 64bit

Processor: Intel Core i3-3240 or above / or AMD equivalent
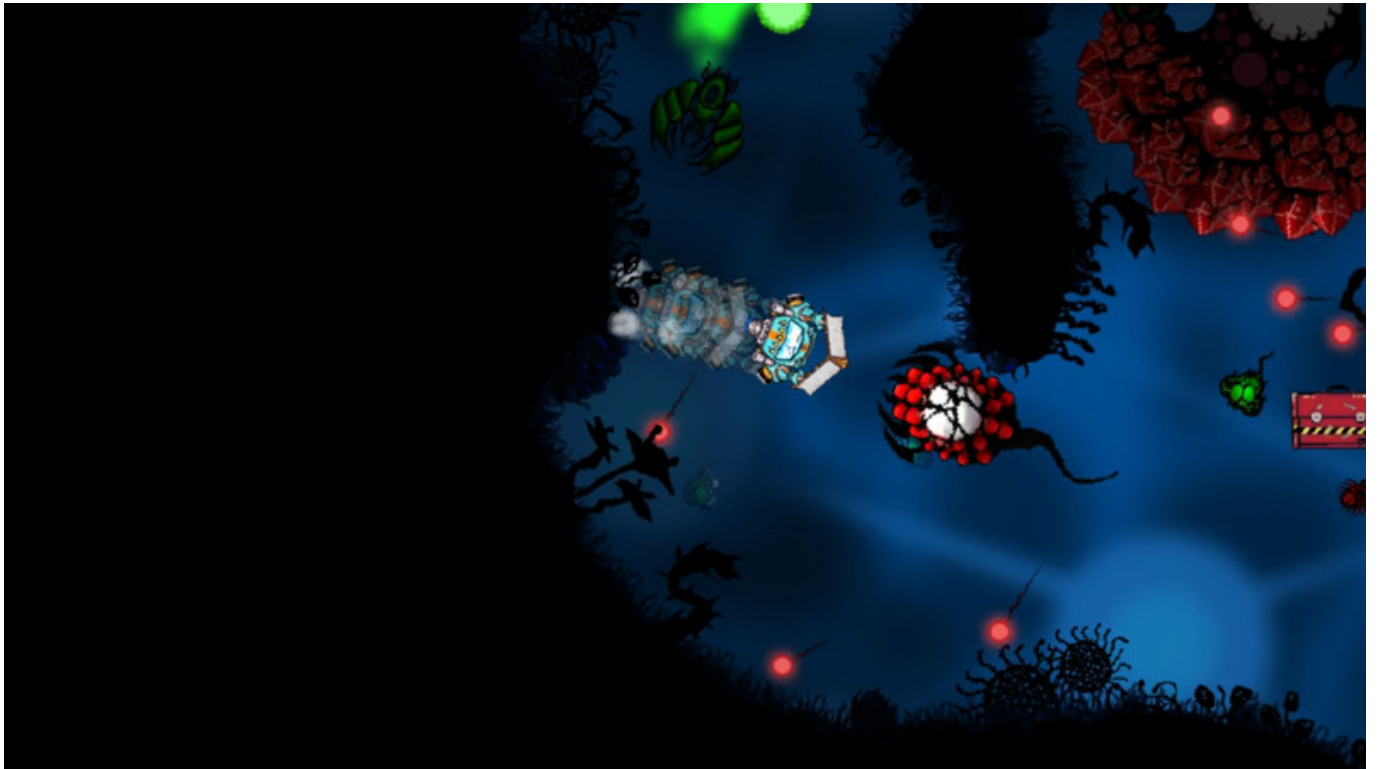
Memory: 8192 MB RAM

Graphics: GeForce GTX 750 Ti or above / or AMD equivalent

Storage: 38 MB available space

English,French,Italian,German,Korean,Polish,Russian

Not Impressed so far
I play I go thru the entire 1st level and never get a drop, then of course I die to the boss.
Try again, same thing happens.
I have tried 5 times now and have seen one measely weapon drop.
. Hi!

Okay so i got this game earlyer this week and i have been enjoying it allot.
I do agree that there are some issues with the game that have to be looked at: Level objectives not saving correctly, controll issues from time to time, out of bounds crashes, Launching super high after going into menu etc ...
But there is allot of positive things to this game aswell, and i am sure the negative ones can get fixed with some patches.
My favorite parts of the game: The trick system, The level design, Funny mini-Games, Flow of the track & gameplay.
The game has some kind of feel like the Trials Evolution \/ HD series. If you are a fan of those i can recommend this game for sure. I am also a real life mountainbike enthoasiast so that maybye helped me like this game lol :)

peace.

Little video i made of the game displaying some fun parts \/ some issues \/ some funny stuff ... enjoy!

https:\/\/www.youtube.com\/watch?v=70epgCR9pu8. Played the demo and it's a nice dodge and shoot at your enemies game. I can see the value in purchasing this game to play by yourself or with a friend. However, I also see the game (potentially) getting a bit stale if you are mostly maxed out on the upgrades. But without the upgrades, the game will probably be too hard to complete. The levels do get harder with new enemies, but if you plan your upgrades according to how you play and how you want to play, you'll be okay.

The graphics of the game are very pretty for a 2D game and not tremedously difficult to see what is going on. IE: no color confusion as the enemies are brightly colored. One thing that does meld is the ammo crate where you get the lazer gun. That can be easy to miss if you are focused on shooting things as the crate is gray like the ground. Also, not too sure how you get between the freezing grenade vs the stimulus, not sure how one gets provoked vs the other.

Overall, still a fun game to enjoy.. Don't do it. The game has gone nowhere in almost two years, and their "open beta" (why have a beta for an early release product?) has just gotten worse that it was two years ago. They made a confusing multi-planet solar system interface, they took away the survival "crash landing" theme, and they took away the FOV sliders, making me hurl after playing the game for 10 minutes due to the restricted 45 degree FOV. The game had promise two years ago but they lost sight of what made the game good and they've done nothing to finish polishing those aspects, while breaking other things.. 3.5\/5 you can do better i know. I LOVE MOVAVI VIDEO CONVERTER!, i have tried to convert videos and it works like a charm!, i'd highly recommend getting this with Sony Vegas Pro 14, which you can buy here.

https:\/\/store.steampowered.com\/app\/528200\/VEGAS_Pro_14_Edit_Steam_Edition\/. great interaction with story ,makes me think. [EDIT]
Originally I did not recommend this software due to lack of flexibility and lack of documentation. However I did not give up and entered into the LUA Scripting and C++ Programming section of the engine and it surpised me on how flexible the engine suddenly became. So I edit this review with the mindset that if you have previous programming experience and stick through it along the learning curve this engine might really surprise you. As for lack of documentation, there are some sites on the Internet which although obscure, are very informative. I made this custom google search for those who have queries regarding the API, so just enter the terms here (example "entity sound") :
https:\/\/www.google.com.mt\/cse\/publicurl?cx=017013921599352745160:llms9o4nwxu

[ORIGINAL]
It's a good engine but still hugely lacks documentation and support for newcomers. The process is not at all streamlined and you are going to have a hard time trying to create anything other than an FPS. Also, import pipelines for popular 3d model types are still non-existent and trying to import custom models requires substantial effort and work.. I broke my controller not even an hour into the game :(
I would still recommend this game, people look nice (unlike some games *cough* Skyrim*cough*)

Didn't get to the story yet, just messed around in free mode.
Definitely worth a go if you like violent games (I love GORN) or if you just like the movies or boxing in general.

10/10 all together I love this game.

PS: I might be able to get my controller fixed
YAY!

On one hand, using the DLC characters for Arcane Raise locks you out of the items for the tutorial. On the other, it's the only way to get a 4th character in your party, thus making it a fairly big powerup. Also, the DLC characters are mutually exclusive, which is hilarious given that the only "reasonable" way to buy them is a pack with all of them.

Anyway this stock art lady replicates your third-slot character, but starts 4 levels higher. Or like one fight's worth fairly quickly, so whatever.

Unfortunately, Witch is the worst class and a second one isn't helpful, making her the worst of the DLC characters.. It's ♥♥♥♥♥♥ as ♥♥♥♥.. OST is lackluster. Got it to sell the Warthog, turned out to be a motherbleeping waste of time and cash.. Great game. Artwork and music really well done. Lots of fun with a friend as a couch co-op problem solver game.. PROS: Cute, 1$ for about 30min-1hour entertainment

CONS:
 VARIETY- 12 towers; 8 enemies; 24 maps (disappointing); more than half the towers are useless- youll be using a melee (tank) a healer and a stunner (root or basic) then rows and rows of basic archers; theres support units which do nearly nothing- why would you want to slow; stun (2 types); and confuse the same unit; poison doesnt do nearly enough damage.
 MAZING- None; creeps move along a path- mostly, some units change lanes depending on clutter and some can ignore it completely- notably the suicider which runs at any unit shooting it
 MENUS\/HELP- Nearly non existant, no tutorial; no detailed numbers\/charts on what the units specials do, no speed control
 PAUSE- NONE, which is significant since you cant control speed (1x on the last levels is fast enough) game plays like a RTS than a tower defense; and since you cannot rotate the map or hotkey anything its not very friendly. Last levels where every space is filled with units you need to find empty spaces- by the time you do your frontline is dead. Simple fix- pause the game when you click on a space- unless they wanted it to play like a RTS like i said.
 LENGTH- game takes about 1 hour; or 2 depending on skill level- survival mode is worth 6 mins.

OVERALL- 2\/10; there was only 1 other TD i played that was worse than this, something with pirates- thank god i forgot the name; but if the devs can fix the above- it does have potential and if they do and add levels and make it seem like its not a barely above free flash game id pickup the sequel.

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