
Saints Row IV - Reverse Cosplay Pack Activation Code Offline



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About This Game

Become the Avatar of the Saints Row Community with the Reverse Cosplay Pack. Chosen from the best of our fans' entries to our Reverse Cosplay contest, two outfits were handpicked and turned into in-game outfits! Wear the Genki Space Pimp outfit to end Zin filibusters in style, or don the Freckle Bitch's outfit to deliver justice the Saints way.

Title: Saints Row IV - Reverse Cosplay Pack

Genre: Action, Adventure

Developer:

Deep Silver Volition

Publisher:

Deep Silver

Release Date: 5 Feb, 2014

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Minimum:

OS: Windows Vista (x86 or x64)

Processor: Intel Core 2 Quad Q6600 | AMD Athlon II x3

Memory: 4 GB RAM

Graphics: NVIDIA GTX 260 | AMD Radeon HD 5800 series

DirectX: Version 10

English,French,Italian,German,Polish,Russian,Japanese







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Mount and Blade Warband meets WWII oceans. I love this game! It's so much fun once you have a controller. Amazon has generic usb xbox 360 controllers for like \$10. I wish there were more levels, rewards, and secrets to unlock. Hope they continue making them. Play this fun and quick game.. Gosh, what a bad game...

If anybody needs proof that a match-3 puzzle game isn't the kind of thing where you can afford to be a lazy programmer, then here it is.

PROS:

- None. Quite rare for me, as I'm easy to please when it comes to gaming.

CONS:

- The gameplay is a mix between 'Clickomania' (a very old match-3 game, and certainly not the most exciting kind) and 'modern' match-3's with powerups and other silly things. But Clickomania's main interest was based on whether you could remove all of the tiles from a board without any lockups. You know, an actual puzzle... There's no such thing here, and lockups most likely happen at the beginning of a stage when very few blocks are available to click on. Then the level just reshuffles, very slowly. And it's not even our fault...
- Sometimes when a level ends, nothing happens. You actually have to click the Menu button, then Resume, for the game to find its way again. And if it shows you an achievement, then you have to do it twice.
- Story is ridiculous. It's only told through a simple block of text at the beginning of each season (series of levels). I didn't get any story panel for Autumn, which is either a solid bug, or even more laziness on their side.
- The first season is mostly dedicated to tutorials, but you get rainbow blocks in a few levels before they're properly introduced.
- Clicks don't always register. A mortal sin for a match-3. In fact, there is no feeling of pleasure when you click stuff.
- The music is bland and generic, the graphics are passable in general but blocks themselves vary from okay to very ugly. And since you'll be spending most of your time watching them, hmm...
- Power-ups are incorrectly explained. Seriously, did the game bug and forget to tell me something?
- Some levels are hard and annoying (requiring you to wait for animations to complete so you can actually reach a single tile), and are followed by a very easy level. Where's the difficulty curve?
- Levels require you to click a certain amount of blocks of every color, but they also ask you to finish something that wasn't explained everywhere and that was expressed in percentage values... Okay... Except you have to get that value to zero, rather than 100. At that point, the game designer may very well be a misunderstood genius.
- When you complete a level, the game says it was level '2-1' (first episode, season 2) when the bottom of the screen gives you a sequential number (16). Quality check, anyone?!
- Level time limits are so short (even in relaxed mode, where running out of time doesn't end the level), that you can't help but think that they expect you to click mindlessly everywhere.
- Animations are so slow that you not only click mindlessly, you click *randomly* because you don't know in advance how many blocks will be removed by clicking them.

I just couldn't get myself to complete the quest mode. In fact, I'd be ashamed to finish it, because it would mean I got some pleasure out of it. Definitely not worth the \$0.8 I paid for it.. There is no save option in the game and graphics are like a joke. Green and red boxes all over screen during talks and info. Keep away from screwing your money folks. It is another good looking money trap in steam.. in short this is an amazing game for train lovers

but in long terms

its a hyperspeed train game in which you travel in an open world from city to city to earn money and exp.

it got guns it got cranes and a smidgen of building, and not one part distracts from the other it's all nicely balanced.

you can make your own train with a lot of styles to choose from

in light of that i asked the dev for a very specific train and he is working very diligently to make that a reality which in turn spurred me to write a review

in short-short:

easy to play hard to master

easy to lose time in

run in a smooth 60 fps

great minimalist 3D graphics game

and amazing dev who listens to the community

final verdict 9/10 (will definitely become a 10 when the game is finished)

a must have for train lovers. It's Ok! if you really like the turn-based tactics.. I can give a buy recommendation for all dlc's, but they are not necessary at all costs.

50. If you're around your 20's to 30's and you grew up with point and click adventure games like Monkey Island, a bit of your father showing you Loom, you should love this game. This has some well thought out puzzles, with some of the crazy inventory that you'd be used to with monkey island.

Some of the puzzles require some mental gymnastics, but most were easy to understand. (That volume increase puzzle was what stumped me to no end!)

If any of you remember playing the old Discworld games back when they were released, especially Discworld 2 for the Playstation 1, I felt this was almost reminiscent of not only the aesthetic, but some of the music really sent me back to childhood.

It has a fair amount of surprises, the games design and style are all very lovely to look at, the wizard is very cool. I think the creator perhaps a little too much fun designing him!

Summary

A really pleasant experience with a heartfelt story, you can feel the effort that was put in. Hope to see more.. Game is incredibly Broken, Its not a Fishing game to be honest. Do not Recommend this game Needs Full Overhaul. Fishing games are Mostly pointed towards an Older Crowd of people, Tried it out for my grandfather, Will never trust this Dev ever again. BIG WASTE OF MONEY. Cons: - **Level V Map Design: Level design of this game is one of the worst I have ever experienced.** Throughout the game I was stuck in multiple places because I wasn't able to find the way I was supposed to. First part of the game is designed "pretty well" but as you progress it only gets worse. Game becomes one big maze and you spend way too much time going back the way you came because you found another dead end. Its not that much of a big deal but since it happens so frequently it makes game really frustrating.

- **Quests:** Quests are another big flaw of this game, if you do only the main quests you will finish this game in about 3-4 hours maybe even less which is really low considering the game costs 20€ when its not on sale, so to increase your playtime you might want to do some side quests which aren't really that good anyway. All side quests are basically 2 different quests 1. Clear area 2. Bring an item(s) to someone and if that's not enough every single quest makes you go across entire map just to make your playtime longer the cheapest way possible.

Good example of a quest in this game: Talk to someone, walk across entire map just to find out the thing isn't there, go to another location also located on the other side of the map, take the thing and bring it back to the other side of the map. Yeah its good it only happens in side quests right? Wrong cause lots of main quests are also made like this. Remember when I said it takes about 3-4 hours to finish this game? Scratch that and add another 10 hours worth of gameplay spent entirely only on walking from point A to point B.

Bullet sponge: Every single "boss" in the game is basically just a bullet sponge which kills you in 2-3 hits and is also swarmed by regular zombies

Game feels like it was rushed : Animations aren't that good, And voice acting makes this game look like a joke.

Like seriously you can buy Dead Island for the same price and get a 1000x better experience than this. Like the only possible pros I can think of could possibly be story which could be interesting if only the game didn't ruin it with ridiculous animations and voice acting. Also graphics aren't that bad but considering this is a "DEFINITIVE Edition" they could've done a better job.

Summary: Not worth 20€ wait for a sale, you can't really complain if you got this game for 5€ but this game really isn't worth 20€. Game feels like it was rushed and devs only paid attention to "how to slow the player as much as possible".

Also if you have a friend to play with scratch everything above, cause every piece of garbage can be fun with friends. I adored the hell out of this. A brilliant example of creating a huge gang of fun little characters with little more than an idea and a nice turn of phrase. Funny and poignant in equal measure, and doesn't wear out its welcome. Highly, highly recommended!. Nice start room, the movements of the robot is very cool!

Good game, but please!

Do more difference!

More Enemy!

More GUNS!

Please make option to DEACTIVATE the woman voice about "cactus defeated" => its very annoying when they die a lot...

Very good game (demo? :))! Thank you!. the game bundle only has one song?. This is not a good game. Online is a mess. The campaign is alright, but ends in a really garbage way. Zombies is just eh.

I give it 0/10. I am honestly furious that they would release this game in the state it's in. No anticheat. No balance. The same garbage RNG that governed the Black Market in BO3 is also in this game, which brings the score to -1/10.

Don't buy it. If you have less than two hours, return it. It's not worth it.. This was a surprisingly nice to play game. It has flaws and can feel short, but the mechanics are interesting and reveal a very solid platform on which the developers hopefully will expand. It's also quite satisfying to play with all the feedback you get - you can feel your kingdom growing.

As a side note, while I don't have kids yet, if I had this is exactly the kind of game I'd be happy to see them playing. Requires a nice deal of thinking but isn't overwhelming, and makes history exciting.

Waiting for future titles!. A lot of potential. But it still needs a lot of work to be done.

-dribbling needs to be more smooth

-NPC need to react more teambased

-playing the ball should get more precise

-you should be able to combine plays with the teammates

But I am looking forward to future patches.

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