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Attack On Titan - Episode 1 Download Crack Cocaine



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### **About This Content**

Three new episodes "A Soldier's Duty", "An Upright Person" and "Earning the Wings" will be added to your Survey Mission.

\*This product is included in Episode All Set which contains all 9 episodes. Be careful not to make multiple purchases of the same item.

\* The images are from an in-development build and may differ from the final version.

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Title: Attack on Titan - Episode 1  
Genre: Action  
Developer:  
KOEI TECMO GAMES CO., LTD.  
Publisher:  
KOEI TECMO GAMES CO., LTD.  
Release Date: 27 Sep, 2016

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**Minimum:**

**OS:** Windows® 7, Windows® 8.1, Windows® 10

**Processor:** Core i7 870 2.8GHz

**Memory:** 4 GB RAM

**Graphics:** NVIDIA Geforce GTS 450

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 25 GB available space

**Sound Card:** DirectX 9.0c over

**Additional Notes:** Pixel Shader 3.0 over 3D Accelerator chip , VRAM 1GB over

English,French,German,Japanese,Traditional Chinese



Score: 77.7

W/power: 0

Health: 39

Vortex: 1





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They should use dynamic tunnel vision with speed lines to help with sim sickness. I've been playing this game for a long time and it is so much fun.

10V10 would buy again. Only thing wrong with this DLC is the RPM indicator was taken from a Piper Cherokee.... The green arc should only go between 2000 and 2500 rpm. Other than that, great DLC! 9.9V10. Got it on sale and didn't finish it. Felt tedious after a few chapters and impossible to complete without using hints. Just wasn't very fun... graphics, story, and audio are terrific though.. "Fantasy Mosaics 21: On the Movie Set" is exactly like its predecessors in the series: simply 100 fine, colorful nonograms. It took me 9.2 hours to complete. So, even at the list price of almost \$7, it's worth it.. This is a VERY intense arcade shooter in that guys aren't waiting around until you get into position before firing on you. So far seems like there is only trackpad movement and it's a bit sensitive although for me this worked for getting out of dodge more quickly. The music got me pumped to where I was shooting back at enemies without composure at first but this was a really fun start to this game. Gun sounds are crisp and explosive and the ragdoll like effects when hitting enemies has me feeling very badass after my kills. There are cover position layout designs and the aim and shots of your weapons are spot on. You kinda have to tell yourself to breathe the way you start to get caught up in all the action before really focusing your aim. And you can't blink for a second. Guys are coming at you fast with many many shells being dumped in your direction. The aesthetic in design is very Metal Gear, Ghost In The shell tech looking which is also awesome. I stared at the minute details in my hand guns at points and was kinda wooed by it. I didn't expect TOO much from this title but was pleasantly surprised at what I got from this so far. You may end up being upset at the fact that your lives are limited to about three ingame continues, only because it seems that right about the time of running out of lives, you feel it was just starting to get really good as far as settling in on the action and progressing. I only wish I could continue indefinitely, just so I can take it all in in one sitting. You will start to sweat a bit it gets that intense. Graphically it's not the sharpest but your objectives are clear and everything is still visually manageable. Hoping for a LOT of updates on this one.. This game is for me super addictive. I have played it a lot since I got it in my account.

I love the relaxed and slow pace mood to it, I can work as I wish, explore, collect resources, build, and develop as a Prince. And the simple interactions with travellers, getting tasks from them is very enjoyable. The first thing that crossed my mind was `This is a tiny planet`, my thought after having played the game for four hours was `Wow, so much to do!`

I am really happy for having backed this at KS, it is my type of game, even though I get a bit stressed over some of the beasts I need to beat. Just the whole sand box type game sets me in a good mood.

A few downsides. It would have been nice with some more tasks, the game ends quickly, and you walk around just trying to finish all the achievements for the game. Still missing one..... And visitors are only useful for buying and selling goods in the end, so I barely let them land. Also the little thief is a bit of a nuisance when it comes with every single ship in the end, as oppose to during the task solutions, when it may come, or may not.

Also; I don't get to see how much I have of one resource when I use it for developing some new potions, food or whatever. That resulted in the first run of the game that I had to buy like carrots, corn and such to re-plant them. After that I tried keeping a better track of how much I had, so I didn't spend it all, and I could replenish my stocks.

If you are searching for a relaxed, mood filled game, this is it.

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If you click out of the game on the crash screen, and then click back in, you won't be able to hit restart or menu, you have to exit out the game. But I love the game so far, I wish there were options to permanently enable certain bonuses and maluses, specifically pixelate.

Update: Also about half of my deaths come from stupid drivers or what I would consider unfair deaths. When a yellow car spawns right in front of me out of nowhere, not only is it hard to react that fast to it, but it's also almost impossible even if you do react just based on the "slipperiness" of the car (which I do love that mechanic). The other is a little more questionable, the cars don't follow the road, if they come to a turn they don't turn at all, so you have to be reminding yourself that when you are trying to make a sharper turn with AI around. Now I'm not sure whether the cars not following the road is intentional, or is just yet to be added, but if it is to be considered intentional, it doesn't make sense why even on some straightaways, very rarely a car will be veering in one direction, often causing death of the player.

Also because the game is so simplistic I think the amount of time that would be necessary to gain enough credits to buy the best car is way too long. So either credit gain should be upped or prices decreased. Unless more content is added to warrant that amount of playtime, in which case it's fine to keep prices the same.

Just my thoughts, really like the game, the music, the \uff41\uff45\uff53\uff54\uff48\uff45\uff54\uff49\uff43 and everything about it. Hoping the dev doesn't abandon it and maybe adds some more cool stuff such as more permanent powerups, or a way to drift without sacrificing your multiplier.. I recommend a roomscale of at least 3m\*3m to play this. Prepare yourself to jump around in your roomscale.

This is a lot of fun and also quite a good workout.

Walking around felt a bit strange though.. \*SPOILER FREE\*

Burn It down was an...Interesting experience. I really don't know how to describe it. Burn It Down is a Puzzle\Horror\Platformer Game. It'll test your brain, Creep the hell out of you and test your platforming skills. The catch to that is. The game only uses two buttons. Left and Right. To be honest...That's all it needs. It uses those controls to absolute perfection. You only have one hour to beat the game. During while you have to build momentum to have your character automatically jump over gaps or slow yourself down so you don't jump head first into a wall of spikes and make sure to do it FAST. Otherwise something may catch up to you. Overall the game keeps you with a light chill down your spine most of the game and feels great to control with the few buttons it uses. For the price I'd say pick it up whenever you can. It's an experience you won't regret. Just a warning though. The game is hard as balls.

Final Score

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8/10. Great art, fun puzzles!. Amazing and realistic game, especially with a wheel. Recommend using mods with this game.. Took me almost 4 hours to finish for this game on normal mode. Graphics and ship controls are good. It was enjoyable.. I bought Deiland to scratch a very particular itch: I was looking for a game that is relatively shallow, is relaxing, survivally and buildy and is pretty. This game satisfies those needs very well, though to expect more is to set yourself up for disappointment.

It could be a much deeper game- the combat is, for a PC game, simplistic, and a lot more could have been done with the ecosystem of the planet you inhabit, but I enjoyed my time with it and felt engrossed in what was going on at most times. It is a good "little" game that requires little thought beyond the present.

Probably best enjoyed if bought at a discount.. Good game and easy so you can get all achievements.

And you can get trading cards too.. Great game, just needs more players!. This game used to have vehicles, but they were broken, so now there are no more vehicles. Problem solved!

It used to have stealth mechanics, but they were completely based on character stats and had nothing to do with moving carefully or hiding in cover; ergo, broken, so now there is no more stealth. Problem solved!

Overall the game suffers from a bad case of "Made with Unity" (i.e. expect to get less than half the FPS here that you would normally get playing Skyrim at max graphics) and an even worse case of "Made in Russia." Despite all the talk of improving customization, your character choices are sleazy looking white male or sleazy looking white female, as is literally *every other*

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character in the game regardless of their faction. If you're ever wondering which equipment to buy or equip just grab whatever looks the most Russian because for some strange reason it will miraculously outperform everything else in the game, every time.

Most of the real problem, however, is that it's trying too hard to be "Mount & Blade + Guns" as opposed to, say, a FPS version of Jagged Alliance 2. Look, M&B works because it's got swordsmen on foot, archers, horses, mounted archers, lancers, spearmen, formation tactics, and several diverse factions based on different real world cultures. And while every battle starts off at a distance (just like here), there is enough terrain variance to make terrain actually mean something. Those horse archers that kicked butt in the open desert turn out to be nearly helpless when trying to defend a castle wall and conversely Nord Huskarls don't last long against horsemen in the open.

In F:GW, however, there is only one troop type (i.e. white dude with a gun), one terrain type (low woodland hills) and urban combat may as well not even exist because the AI (both yours and the enemy) aren't capable of using any of its cover - not that there's really much to begin with. City fights are just like every other fight except that you wait longer for the AI to figure out how to get out of town before your snipers blow them all away as they mindlessly rush towards you like always.

In other words, it turns out that the M&B medieval model simply **does not work with modern weapons and/or tactics. Sorry, but it just doesn't. Again, I think they'd have been better off trying to steal ideas from Jagged Alliance 2 and turning that into a FPS-type game instead. Y'know, actual urban warfare and tactics that are more than just saying "move cautious" or "charge?"**

Now I know they've been working hard on this and they've been really scrambling to squash all the bugs (there's a reason why Unity is free, guys - 'cuz it sucks) and I'm not trying to say that they don't know what they're doing or that they don't care. They are putting forth a lot of effort and it is moving along just fine - but I just feel like it's moving in the wrong direction, and sadly I think that they're already too far along to change course.

It's sad because I liked the game a lot more when it first came out. It wasn't until much later that I realized that the real problem wasn't the bugs or glitches but something in the very foundations. No matter how hard you try you still just end up with the same thing every time - a battle between two forces on a summertime hillside that always goes to whoever has the most sniper rifles with "Made in Russia" stamped on them, whilst you, the player, sits there with binoculars hoping to actually spot an enemy at some point before the battle ends.

After about two or three of these non-events in a row I just want to go back and see if I can lure those damn Khergit horse archers into patch of thick forest and then see how they like it when their horses get stuck on the trees and my Rhodok spearmen end up surrounding them in a box formation... or maybe find out if it's easier to capture San Mona from the east side at night using nothing but suppressed weapons, knives and lots of camo paint. Here... I just feel like I'm watching an RTS game play against itself while I'm stuck in some kind of glitched observer mode that makes it look like I'm playing, too, even though I'm not. Not really, at least. I'm just watching a map from behind a rock, like always, and hoping that I brought more sniper rifles than the other guys... like always. Wake me when it's over.



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