
ThinkToDie - Supporter Package Download] [hack]



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About This Content

The Supporter Package adds **no** extra content!

This DLC is only for people who enjoyed ThinkToDie and wish to support the game by purchasing this DLC and therefore support the development of future and upcoming games.

With this package you help and support keeping this game free available and free to play for everyone.

Again: This DLC adds NO new content to the game. It is a supporter package only!

Title: ThinkToDie - Supporter Package
Genre: Casual, Free to Play, Indie, Strategy
Developer:
Felip Guimerà
Release Date: 21 Sep, 2016

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English







legendary game.. A really good old-school FPS with pretty good visuals. Almost as good as the new shadow warrior. Fast, action packed, the weapons are strong and interesting, the enemies are really fast, and your adrenaline levels will explode.

10/10 would buy again for 2\$ during a sale, but i can't because i already own it.. Poor man's Doom 3. It feels like that way first but that's not even comparable with Doom 3, but you got the point. I will try to be not harsh since it's a dirt cheap game but...

First of all it's low budget, kind of ugly and not even scary "horror FPS". Gameplay is based on -mostly- linear levels and monster waves. Story is nearly non-existent and cliché (year is 20XX and a virus bla bla). You have to kill all monsters to advance to next checkpoint. Game saves your game automatically when you reach a checkpoint.

Short pros/cons list:

Pros:

- + Shotgun is satisfying
- + Since the game is really simple, it make you keep playing a little longer
- + Monsters aren't creepy but make you laugh (i'm serious, especially that headless weirdos)

Cons:

- Framerate issues (Unity)
- Sound effects, especially footsteps on metal surfaces
- Shotgun's secondary fire doesn't work
- Wave system
- Level design isn't good and levels consist of same, cramped areas

While we're purchasing that kind of cheap titles, we don't expect many things. Yet i believe that we have to write reasonable things with their both strong and weak sides.

Try Putrefaction (while discounted) if you're extremely bored but don't expect a decent, short first person shooter experience.. It's like binding of isaac, but a lot worse and duller. I'm going to give you the best possible review I can so you know if this game is worth your money or not. The short answer, maybe. The long answer, below. In this review, I wall talk about my opinion, the pros and cons, and more.

7 Days to die has always been a favorite of mine, mainly for the tower defense feel of the game. I play with friends which amps up the fun, and makes the game a little easier. Let's go over the aspects of the game together.

GAMEPLAY - 7/10

In this game, you must loot, hunt, farm, and build to survive. The horde night is a thrill to fight through, and looting is a fun part too, but I recommend you increase the loot values in settings because the default value is so low that you find wood clubs in gun crates. Combat feels very unsatisfying. You can shoot at a deer 10 times straight down the sight of a gun and still end up missing. Zombies can stun you, and beat on you like a punching bag. Zombies are a lot scarier because they play dead before waking up and attacking you out of nowhere. Buildings are filled with around 10-30 zombies, making looting dangerous if not prepared. Overall, gameplay if very unique and has it's strengths and weaknesses.

GRAPHICS - 5/10

Graphics are much better looking since to Alpha 17 update released. Textures are better than some AAA games like Fallout 4. Overall, the graphics are a mixed bag and are not ugly, but not pretty.

AUDIO - 8/10

One of the strong points of this game would have to be the audio. From floors creaking to fat zombies gurgling, this game is pleasant with headphones.

PERFORMANCE - 6/10

This game is badly optimized. Even with graphics at lowest settings, I still fall at 15FPS.

DIFFICULTY: HARD

This game does not mess around Even on the easiest modes playing with four people, me and my friends still die constantly. Be careful when doing anything, even going to get water can be dangerous.

PROS:

- Fun for hours
- The horde made me pee myself
- Nicely crafted open world with secrets around every corner

CONS:

- Rarely updated
- Clunky combat
- Repetitive after awhile
- Badly optimized

OVERALL - 7/10

The rating would be much worse if I was talking about Alpha 15. If you like zombie games, sandbox games, or survival games, why not try them all in one package?. Been playing this game ever since its came out, mostly on other devices but they have always improved and added new content throughout the years, glad to be a part of the community and sure to play this game for many years to come.. This game was a good idea, but still feels like it should be in early access.

Would recommend if it was updated to show things like better line of sight, and was more clear on what areas are walls and what aren't. The AI sometimes does very stupid things.

Get the game on sale for at least 60% off in its current condition of today.. It's pretty damn hard game, but I found it quite enjoyable overall. Not the best twin-stick shooter out there, but definitely not the worst.

Pros:

- visuals are simple but look fine
- soundtrack is amazing
- gameplay is fast-paced

Cons:

- controls don't feel as sharp as they should be
- range of sight seems to be too small. Quite unusual game - kind of salad from puzzles and facinating story.

Played this a bit on the PS3 back when it was first released. It's an ok game. You have to defend yourself from hordes of zombies by killing them or running away (you won't last long this way). It's not bad but there are quite a few other games that do a better job.

[Rating: 60/100]. This is a standard match 3 game. There are many levels to go through (150-ish?), different types of gameplay, and achievements, so ...

There's a story in which you have to save an island by building back a village. It means "gold". However, building said village won't affect at all the gameplay (no bonus, no nothing).

I've finished the game with 3 stars for every level - some levels are really difficult when aiming at those 3 stars - fortunately, there's a "casual" setting for those who don't want the hassle.

Playing this on Win7 64bit without problem.

. Sayonara UmiharaKawase is a good Playstation Vita port that runs at 544p.

If you like Playstation Vita ports that run at 544p, you can't go wrong with Sayonara UmiharaKawase.

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. \u273f Cute story

\u273f Unique character design

\u273f Beautiful artwork

It's a good short VN, I recommend it if you want something lighthearted with enjoyable visuals.. It's an okay game not the best but pretty funny to play for a little bit! here is my gameplay <https://www.youtube.com/watch?v=6R-XFJAoiM0&t=24s>. This game is perfect in every way, shape, and form. And no, im not saying that as a joke. This game really is something. I love the art/visuals in this game, its so colorful, and besides the fact that some people wanted the actual show art style instead, i personally love the art style in this game! Its so alive and bouncy and very nice to look at! The cutscenes are always great, i love how they used the original voice actors for the cutscenes, and it makes it so much better! This game literally hasnt gotten boring at all, for the time ive played it. Oh, and dont even get me started on the humor, i swear i was laughing every 30 seconds, due to how funny it was. I enjoy how the story is actually, unlike other games that the story can be completed in 2 hours, it took me 15 hours to finish this game. Oh, and of course the soundtrack is amazing, and this game made me love the characters like.... a billion times more than i already did. I remember people underestimating this game before it came out, but honestly, i think this game is so much better than i thought it would be, and i thought it would be super great! For anyone who watches OK KO, you seriously gotta get this game! I also cant wait to see people get into the show because of this game! In conclusion, this game is absolutely perfect, and i hope it recieves the attention it deserves!!! Honestly, i could go on and on about how good this game is, but if i did, it would be enough compliments to fill a book!. If you're wondering about the mixed reviews - in short: big price and big promises have really urked a lot of Warhammer fans yet sadly I'm sure they will still be the first kids on the block for the 112 dollar Chaosbane just around the corner.

I've put in a little over twenty hours prior to the upcoming 2.0 patch and I'm really enjoying this game because I feel the developers have heard my complaints about other "Torchlight" games in the past and addressed those in Martyr

Firstly game pads work great out of the box - Arguments years back were that overhead action games like this could never be played properly with a game pad but Martyr demonstrates that they are even easier to control

Secondly there are loot boxes offering a sense of excitement that they may reveal something really good but the game doesn't rely on just loot boxes: you find loot in chests, defeating opponents and purchasable from a merchant on your mothership

Finally, there is a lot of replay-ability here allowing many options for difficulty where high difficulty reaps bigger rewards, after the first ten or so story missions you are also free to go anywhere choosing any missions you like and the online dependency is put to good use by offering time-limited, randomly-generated, missions. (similar to the online mission system in Injustice 2)

If you want an action shooter in the likes of Diablo with near endless replay-ability, a difficulty which you can finely tune (offering better reward for higher risk) and a meaty progression system then Martyr ticks all the boxes

Personally, my only complaint is the price.

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