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## About This Content

**Note!** You can purchase only 1 Pack of the same value to 1 Star Conflict account.

**Note!** Refund is not provided if you purchase 2 different packs, which include the same ship or you already have the ship from the pack!

### Includes:

- "Fat Wallet" **10 000 Galactic Standards!**
- "Gold VIP" **Permanent 10% bonus to credit gain and a 10% bonus to ships synergy gain** - speed up the development of your ships!
- Unique **Federation interceptor "Superkite" 6 rank**
- Unique **Empire fighter "Desert Eagle" 9 rank**
- "Personal Storage" **Get the maximum warehouse space for modules and weapons!**
- "Decorations" **Unique set of 5 stickers for your ships!**
- Unique patterns "Titan" and "Cerberus"

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**Special modifications of Imperial and Federation ships have increased main weapon damage**, higher critical hit chance and more effective capacitors, which is extremely important for potent frigates as well as agile interceptors.

#### **Premium ships**

All premium ships don't need repairs. Such ships have 'Elite' status — maximum battle parameters and increased free synergy production. All premium ships have unique appearance and are shipped with maximum synergy.

You save time and head into battle right away!

**Unique stickers** — An excellent opportunity to stand out among mercenaries.

**Galactic standards** — a special in-game currency that can be purchased for real money. With it, advancing in the game is made easier and more comfortable.

**Synergy** is a measure of your experience with a ship. Synergy is used to increase ship level and improve its combat characteristics.

**Premium license** grants all pilots greater rewards for each battle.

In addition, pilots get more credit vouchers for completing contracts!

Pilots who receive premium licenses from command master new ships faster due to increased synergy gain in combat. And when the battle ends, pilots with a premium license have two bonus attempts at trophy search — this means that the chance of getting new unique equipment becomes higher!

**If you purchase multiple DLC, bonuses to credits, synergy and credit gain are added to each other. Together, they provide a greater bonus!**

**Premium license time and Galactic Standards are also added!**

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Title: Star Conflict: Mercenary Pack - Galaxy Explorer  
Genre: Action, Free to Play, Massively Multiplayer, Simulation  
Developer:  
Star Gem Inc.  
Publisher:  
Gaijin Entertainment  
Release Date: 27 Feb, 2013

a09c17d780

English,German,French,Russian,Portuguese



1/10



清扫者 零  
SWEEPER 0122



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Nice extras, especially the soundtrack!. This should be an easy recommendation, but it's not because the interface is TERRIBLE. It is just crazy to design a point and click -- POINT and CLICK -- adventure game that is such a hassle to use with mouse and keyboard in order to try to optimize it for controller. Who is playing a P&C game with a controller, and how do we convince them to go away? Pendulo also just refuses to give up on pixel hunting. Runaway, their first big hit game, is notorious as one of the worst pixel hunting adventure games ever, and they just can't let it go. This game (like the original Yesterday) does have a hotspot highlighter, but it's designed seemingly to make it deliberately obscure. The hotspots blink momentarily for a second in random order around the screen. The result was that I got stuck a couple times because I didn't realize I could click on something and started just scanning every screen to find areas that highlighted, classic old-school bad pixel hunting behavior.

Those negatives being said, the story in this game is terrific, the production values aside from the interface (voice acting, graphics, music) are top notch, and the puzzles are mostly quite good. So I recommend this, but it's too bad what should have been a 10/10 game ends up being a mixed recommendation because of the stupid interface.. It is a fun game but the developer should really decrease the gravity a bit because water levels are nearly impossible at the end. Great game 420V69 would play again. SPOILER ALERT!

Helltown is a really solid horror game with some problems.

Pros:

- subtlety
- nice retro graphics
- has a weird but unsettling atmosphere
- multiple endings

But despite these good things there are some problems with this game.

The biggest Problem in my opinion is that the shift in the game happens much too fast.

The timespan you have to get to know the people and the town itself is much too short.

Also the game gets really repetitive after the shift happens, as pretty much the entire game consists of being chased by monsters that can kill you far too easily since you have nowhere to hide (when compared to games like Amnesia or SOMA where this isn't that much of a problem since there are plenty of places to hide from monsters, which by the way adds some extra tension since you aren't sure if you are safe in your hiding place).

I think the beginning of the game has this really unsettling Blue Velvet like atmosphere, since the town and it's inhabitants seem too perfect to be true. The nightmare sequence that happens during the first night is pretty much the scariest thing in the entire game (it really reminds me of the dream sequences in Twin Peaks), and I think there should be some more of those. Also the key chase that happens midway during the game should be less frustrating since it's pretty much trial and error until you find the keys and actually make it to the exit. This is a shame since the scene afterwards where you want to leave town is one of the most atmospheric moments of the game. The sequence where you are in the town which seems to be in hell is good as it is. The church sequence on the contrary is probably the most frustrating part of the game. This just isn't fun or scary at all. The church is just a maze full of enemies that chase you down to no end.

I think what you could do to make the game better is:

- Make the beginning longer with more days where you just explore the town as it gradually gets weirder and weirder.
- Add some more dream sequences as they are really great.
- Make the key hunt less frustrating (maybe by adding some hiding spots)
- Let the sequence where you have to search the seals as it is since the chases fit perfectly for this part of the game
- Give the church part an overhaul to make it less frustrating and more interesting (less chases, more puzzles)

But all in all this is a solid game, aside the mentioned cons I really liked the game.

. Just Amazing! I don't ever want to go back 10/10.. Its now my favorite game in my steam library. I bought 3 copies: one for me, one for my girlfriend, and one for my wife. VCB Why city is THAT good.. I love making my own maps. This game is fun in the beginning but kinda becomes repetitive.

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By that I mean. I have to build up my 200 stars. ohh god let me tell you that gets tedious after 50 stars.

If you know how to splice files they are easy to slice into.

pros

build you own map  
they have cheats  
easy to slice into  
simple map not too complex  
easy to learn after you get use to it

cons

I feel the ai cheats. come on I own 50 stars and he owns 7 and he has more gold then me?(on easy)  
its better to cheats\splice the game to enjoy (lol I know this is odd since this is a good reveiw)  
when in controlled combat the control of combat is crapy. (your better off doing the auto fight and not load into the fight.)  
The ai is so anoying( by this I mean you have advance tec. as in your ufo as they are stone ages. OMG enof with every round all  
103 people trying to contac me for my tec. Every turn they call and you can't end your tune untill you veiw their trade and  
refused or accepted.

Good game

I wish you could block the races from calling your cellphone allday every day lol (metaphore)



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In a world where military equipment is a glorified version of Rock paper scissors. Today, you can buy one of the greatest games of 2009 and act like your fighting people because the servers were taken down permenatly.. An interesting experience, let's see why..

#### **story**

**Not the best i've ever seen, but it is always interesting and we want to get further and further.**

#### **graphics**

**beware - this is not a game for people who only want to play with high end graphics. It has its own charme and in my opinion it's enough. The strengths of this game are others.**

#### **camera**

**sometimes it is really frustrating and difficult to handle. it doesn't destroy the game feeling but it could definitely be much much better!**

#### **combat**

**nice combat system which needs strategy. it reminds of games like heroes of might and magic or king's bounty. i liked it, but here we will also have some camera problems.**

#### **difficulty**

**i played on normal mode (the middle) and had no game over. it wasn't really difficult but it definitely needs to think about the actions while the battle and to be careful.**

#### **characters**

**oh they are lovely and soon they will be one of the most important part of the game. They are fully voiced, also in german, and most of them very good and with voices that some of us already know from TV or other games.**

#### **humour**

**there are many enjoyable conversations between our heroes that will bring us to smile about or even to laugh. The game is a parody about its own genre and this is beautiful and well done. even Pokemon and Final Fantasy get under the wheels of its humour.**

#### **quests**

**we will solve different kinds of quests, not just "kill 10 of these" or "bring me 6 of these". for example we have to cook a special donut for the princess, hug trees, find a big and strong guardian for chickens and must catch a pokedude  
\*grin\***

#### **sound**

**not a masterpiece but is suits well to the different situations and it is never annoying.**

#### **buy it?**

**this game is for people who like an interesting story, adorable characters and a nice kind of humour about the whole rpg genre.**

**I had a lot of fun playing it and i can honestly recommend it.**

#### **love,**

**himye. quot;you will fight a battle for your survival not knowing that your actions will lead the fate of all mankind into dramatic consequences..."**

**well i'll know now, thanks a lot ♥♥♥♥♥s way to spoil everything. The game seems cool, with only a few minor bugs and anoyances,**

**however, it appears to be dead.. <https://www.youtube.com/watch?v=w5OfIkr0sAc&list=UUaVUKyqqEjfnjEV2IZd0uiA>**

**This game really isn't that good. Check out why in the video.. This is a really good game,I had so much fun with it there**

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are minor bugs but that is okay,Its no likr i HATED this game and WISHED it never EXISTED but still i had fun with it and there is no way i am going to return it.I am going to have 1000 hours in this game.. No , just no.. A very interesting game, more entertainming rather than pick up ladiesssss than the first one. I can't believe there is one chapter about how to do standup comedy. I mean you can see how serious these guys are hahahahahahah.

Anyway, I laughed and I recommend.

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