DEAD OR ALIVE 5 Last Round: Core Fighters Character: Raidou Crack 32 Bit

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About This Content

Download this to use Raidou in DEAD OR ALIVE 5 Last Round: Core Fighters.

This may be offered as a free trial for a limited time in the future.

Title: DEAD OR ALIVE 5 Last Round: Core Fighters Character: Raidou
Genre: Action
Developer:
Team NINJA, KOEI TECMO GAMES CO., LTD.
Release Date: 3 Oct, 2016

 b4d347fde0

Minimum:

OS: Windows Vista/7/8/8.1 (32bit/64bit)

Processor: Core i7 870 over

Memory: 2 GB RAM

Graphics: 1280×720 pixel over

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 10 GB available space

Sound Card: DirectX 9.0c over

Additional Notes: Online modes for Dead or Alive 5 Last Round will be added in a patch within 3 months of release.

English,French,Italian,German,Japanese,Korean,Traditional Chinese

10 x Teapot(s)

Leah
Race: Fencer
Orb : Thief

Lv 27

HP	183	MP	23
STR	338	VIT	255
INT	144	MEN	135
AGI	80	MOB	87
Max Tp	100	Tp. Pool	10
Tp. Atk	23	Tp. Def	13

TOTAL_EXP
173151
NEXT_EXP
21362

-BOOST DATA-
STR: 125%   Duration:+0
VIT: 125%   Count   :2/2
INT: 125%   Cost   :50
MEN: 125%

POS: FRONT

W.Red   100% HATE: 6
G.Red   50% P.CRI.RATE: 5%
R.Red(P) 100% S.CRI.RATE: 5%
R.Red(S) 100% CRI.DMG: ×1.25

Hp 183/183
Mp   23/ 23
Tp   10/100

Kukri   BOOST Lv 5
Soldier Shield S Lv 5
Hunter Coat S Lv 5

Tyrant Lv 1

Slash	100%		Poison	40P	
Thrust	90%		Blind	40P	
Strike	100%		Stun	40P	
Fire	120%		Palsy	45P	
Ice	120%		Terror	50P	
Thunder	120%		Confusion	40P	
Holy	100%		Sleep	40P	
Dark	100%		Forget	40P	

thank you, for this amazing game, Michael \u2665. Overall Apex was not a mistake, however, I am disappointed in a few things.
1.) The map is not well optimized,
2.) Tends to break the Zues interface,
3.) A little too pricey, which keeps people from getting it for cheap.

Apex is a great DLC, well worth your money, but it is limited by these things. Don't let that stop you though, since this adds a lot of variety to the game.. Seems simple at first, but honestly has so much depth.

Shame it's not that popular, game is probably one of the most fun I've ever played.

It scratches my HOMM3 itch, though they have major differences. I normally hate most games, but I have to recommend this.. There is only one default senario provided. **Summary**

This is the worst game of it's kind I've played in a long time. Decided to buy it on a sale, as it most certainly is not worth its price (not even the -51% one, but wanted to try it). Sure, the graphics are not that bad (but you can't really compare them with the contemporary city builders), but it doesn't match the greatness of free games like Simutrans or Open TTD. I can't recommend it at all - not as a city builder, and not as a logistics simulator.

What works... sort of
1. There are quite a few types of trains to choose from, and I don't mind that most of them are Japanese. I do mind, however, that those are not timeline locked - you can buy a train from the 1990s in the 1960s and the game will neither warn you, nor stop you.
2. There are quite a lot of buildings to choose from, but the selection is very poor when compared to what Cities: Skylines has to offer, especially with workshop addons.
3. Timetable setting and ability to choose the lengh of traffic lights are both nice additions.
4. Real estate part is pretty nice, though quite lacking.

What doesn't work
1. A lot of things seem counter-intuitive including how you need to use the map editor and then save it, and moreover it is extremely clunky to move the camera. I don't know, maybe it is standard in Japan but for me it was very hard to move camera around due to some very questionable design choices.
2. There are no people to be seen anywhere. Even in old Simutrans you have people and AI vehicles, and the lack of those is inexcusable.
3. Creating routes is a chore when compared to Simutrans, where you can do everything very simply, and you will always know why and where you are delivering something or someone.
4. There are very few trucks and cargo trains (3!) to choose from.
5. AI built structures don't align with existing roads. A little thing, but ruining the immersion for me.
6. It seriously lacks the ability to tailor the game like Simutrans, where you cad adjust how economy works, how cities develop, the prices, costs, passengers and their destinations, etc. etc.
7. You are limited to the time between 1960 and the future, which is lacking when compared to Simutrans - with certain packs you can easily start in the 1700s.
8. Economy doesn't seem as inter-connected and realistic as in Simutrans where you have a lot of good types and different factories. Things are too abstracted here and you are not delivering specific items to your town, like cement or hardware, but grey containers that contain something.
9. There is just one type of roads available - no highways or multiple lanes.
10. No air transport and no ships apart from leisure ones.

In conclusion: if you can stand the graphics of Simutrans, try it instead, it's a much, much better game.. I'm very happy with this game. It has a lot of levels and is not free to play. You play as either Boom or Zap trying to free fairy spritelings. Not very overwhelming like other match-3 games so its quite fun and relaxing. Various stages have different monsters that even if they are "monsters", they are quite cute too. I do like the main villain's appearance. :D. Man, this is slick!

I looks great, plays great, moves great and the gameplay is a whole lot of fun. It eally looks and feels like a major studio has been involved in this.

Movement is similar to Lone Echo - only faster. In the same way as that game, movement is intuitive and sorta tricky (but in a fun way).

I used to play Tribes and UT a hell of a lot back in the day - this is basically Tribes in VR!

Not many people around for multi-play, as I got it when it had just beeen released (so this is to be expected) - and I have not played for long myself - but long enough to know that this is something special. Frankly, if this does not gain traction as a MP game, we have to scratch our heads and wonder about the future of VR, and whether MP is viable at all in VR. I say this, as it does not come better than what we have here. For this reason I am pretty confident that there will be a strong player base over the long term.

Now an admission - Although I used to play a lot of MP FPS back in the day, I rarely do so now, not only because of all the yapping toxic kids you have to put up with these days, but more importantly, as you get older, you have to face some facts of life - my reaction speed is not what it was - I will simply get destroyed and let down any team unfortunate to have me on board - not my idea of fun. Secretly, I think a lot of people feel like I do - as the adoption of VR is by an older demographic.

Take heart! I played a few matches just against bots - it was *incredible* fun - so much so, that I whipped of my headset after just a few rounds, just to give a shout out for this. The bots are well implimented and act intelligently (well, far more intelligently than I do!). I got my\u2665\u2665\u2665\u2665\u2665handed to me every few seconds - but I was only letting myself down, and I can live with that.

What I am saying here, is that if you do not like MP games, this is the MP game for you! Even with bots it is stupid fun.

I hope this takes off for the devs, they have a solid and polished game here already, but whatever happens, I know I will be playing this for sometime. Oh yeah, you can even craft your own levels, right out of the box.

Anyone want to get a 'hopless old man league' going?. the game is okay but the DLC is horrible i would not buy this unless you havent done hacker war because the \u2665\u2665\u2665\u2665\u2665\u2665 replay system wont let you replay it and you have to replay hacker war to unlock a DLC that YOU PAYED for. Im over the entire game to be honest.

This game is very good graphics and great game play. https://steamcommunity.com/sharedfiles/filedetails/?id=1758705524 This is a great game that already fulfills most of it's potential already so I'll get the "bad" out of the way really quick: This build of Eduke doesn't have FOV option just yet and it's in dire need of the "true 3d" rendering/aim mode that has only recently appeared in re releases of Build Engine classics. For those unaware or from a newer generation Build engine games have this pretty sickening effect where the world stretches/warps vertically when you look up or down as side effect of how it achieved the illusion of 3D. Until or unless these are added I can only play Ion Maiden in short bursts before actually getting physically sick playing...now onto the good.

While the developers at 3D Realms made Duke Nukem 3D and Shadow Warrior if I were to compare Ion Maiden to another Build engine game it would honestly have to be Blood which was actually made by Monolith. That comparison alone is almost high praise in it of itself. Hell even in it's early state it's almost as good as it. Speaking of it's early state what with it being in Early Access the lead character Shelly "Bombshell" Harrison while cool and a fitting protagonist for the game has very little to say before she starts repeats herself which might prove to be annoying over time. I'm pretty sure this will be remedied later on and what few lines she has at least have got some oomph.
https://steamcommunity.com/sharedfiles/filedetails/?id=1757144816
On the topic of the titular Ion Maiden herself the look of the character is also a lot cooler looking and less over designed then she was in the unfortunately bland and boring twin stick shooter called Bombshell from 2016 and she already fits in perfectly with the "Big Three" of the Build engine (Yeah I'm not including Redneck Rampage sorry). It takes inspiration (and the art of inspiration is hiding your influence) from all of them by taking the best mechanics and ideas and building off of them with a new setting. In that trinity of Build engine games (Maybe quadrilogy now) if Duke 3D was a pastiche on 80's/90's action films, Shadow Warrior kung fu/hong kong styled action, and Blood horror than Ion Maiden is the long lost cyberpunk/science fantasy title to finally fill in that vacancy. (I don't count TekWar lol)

Elaborating on it's influence a bit more you've got player movement more akin to Blood, an alt fire and explosive physics more akin to Blood with an alt fire for her specialty grenade that acts just like the TNT from the Blood. Instead of cultists you've got techno cultists who you can even kick the heads of just like the zombies in Blood. Blood Blood Blood yeah you get it but hey it takes a lot more from Blood than the other games. You've also got an urban setting with an Asian flare like Shadow Warrior (or considering Ion Maidens cyberpunk setting maybe just Blade Runner), and the trash talk and personality more akin to Duke himself (minus most of the cringe or a Randy Pitchford sized stain).

Moving away from it's heritage, influence/style and onto the meat and potatoes while I wish you could wield a weapon and kick at the same time as was sometimes possible in Duke Nukem 3D (you can't kick at all in Ion Maiden) the currently available arsenal at your disposal are all immensely useful and satisfying to use. Not a single weapon sucks. Some have special effects on specific enemies so something as trivial seeming as the stun baton can be EXTREMELY effective when used against the small spider esque robot which with one hit will overload, spin in confusion and satisfyingly explode. What with the additional hitboxes making headshots a thing in Ion Maiden accuracy is more important and the combat is way more satisfying than prior Build engine games.

Moving away from weapons and combat the level design, destructability and interactivity in said levels are probably the best I've yet seen in a Build engine game. Taking the real life location is a low tech engine asthetic to it's apex. And besides looking great the levels are more logically laid out and less maze like than the "Big Three" so it's easier to make progress and find keycards for the most part unless you want to exploring these large open levels to go secret hunting which is encouraged and rewarded. The level transitions per episode aren't triggered by touching a button at the end of a hall way and are more akin to Half-Life where you go in a vent or down an elevator and it loads into the next area so it's more of a seamless journey than any prior Build engine game. With this change/innovation sometimes you can go back and fourth between level transitions if you wish to (if it's not too big a drop or the door doesn't break or lock behind you). Again fulfilling all the promise of the older titles concepts and innovations of newer titles to it's full potential. The asthetic, music and enemy designs are all pretty much top notch too.

For the price of 20 dollars even in Early Access you don't just get quality but quantity with a lot of extra modes and options already available to play with like Queen of the Hill (a survival mode) or Demolition where you only have infinite grenades. It's a blast....pun intended.. an animal shooter with no windowed, locked at 30fps, laggy even on a 1060gt, awful gameplay, awful interface.
Don't buy it.. Something you can play everyday. It's a fun little game with decent driving physics, relatively big maps, an 80s-esque VHS-laden aesthetic, and fitting music. There's also some sense of progression, with a dozen or so different vehicles to purchase, and many upgrades and bonuses for each. There isn't a ton of content yet, so you'll have seen it all after an hour or

two, but let's not forget that it's far from done.. Bear started yelling at me... So i slapped the♥♥♥♥♥♥out of him! 10/10. Obviously insipred by Five Nights At Freddy's but minus any of the charm that game has. Gameplay is boring and the jumpscares are terrible. The later games in the series are so much better but I still wouldn't consider them good.

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