
Dungetris - Soundtrack! Download Licence Key



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About This Content

Dungetris Soundtrack!: Includes all the game's music in high quality MP3 format.

1. It's Dungetris!
2. Main Theme
3. Totem BeaT
4. Necropolis theme
5. Inferno theme

Title: Dungetris - Soundtrack!
Genre: Adventure, Indie, RPG
Developer:
EfimovMax
Release Date: 30 Sep, 2016

a09c17d780

English,Russian





Time: 13:12

★ Gold star until 16:30
🕒 Deadline at 22:30
🏆 Trophy: 💰 \$1,000,000 balance

✓ Goals:

- ✓ 🏠 8 small apartments (you have 8)
- 🏠 4 medium apartments (you have 1)
- 😊 40 total happiness

💰 Income: \$26,975
😊 Happiness: 31
👤 Residents: 256

Clear

(clear this plot to make it suitable for construction)

👷 Workers: 6
✓ Cost: \$30,000



💰 Money: \$60,906

🔨 Material: 1,234

👷 Workers: 1 / 25

Best game ever, in it's time.. amazing game. for some reason the art style, atmosphere, and content and the really how the whole game feels reminds me of multiple games. This game is like Delta Force, Far Cry 3, PUBG, Arma 2, mixed together and the whole thing feels amazing. The whole idea of fighting over 4 cases to escape the island is a cool take on the Royale genre too, props to the devs on finding a way to come up with a fresh idea and it's really interesting. But of course there's cons, performance optimization is horrible, I can run fortnite on high settings and get 60fps obviously fortnite is more cpu intensive but the doesn't mean the game doesn't need work on it's FPS issue. another issue is not a lot of people are on and there's no servers always running, seems like someone has to host one.

Idea A-
Servers C+
Content is A+
FPS is D-
Future is A+ if devs don't abandon

if you can get people together and have a gpu better than a gtx 920m, you'd probably keep playing this game.

But until the graphics are optimized and official servers are up i'm going to have to refund.

Streamers are going to have a lot of fun with this one.

. horrible i couldnt even drive my boat i couldve bought gmod instead of this peac of junk. Serious Sam is probably the only first-person shooter series that I played all the games - from the TFE to 3BFE. Maybe because it's not so scary as Doom and not so boring as Call of Duty, but its gameplay is way simplier than those other series. And still it's fun to play and destroy dozens of Mental's monsters to complete another area, or to fight a giant boss in order to finish the level.

If I remember right the very first time I ever found any information on SS was when Serious Sam 2 has been released. I read its full walkthrough in one of computer games magazines and then tried to play it after buying it on disk in DVD case.

Unfortunately I had some troubles playing SS2 back in the days, but I managed to solve everything, so after that I even played TSE and TFE (although it wasn't TFE itself, just a mod called "In search of Am Duat book" based on Mummy films, still about Egypt).

I can assure that Serious Sam 2 plays and feels in some ways better than its predecessor and in some ways worse.

I like its graphics design. Even if I love history of Ancient Egypt since childhood I couldn't withstand all those yellow colors of pyramids&deserts in TFE. It hurts my eyes a bit. TSE made good correction with addition of new places like Mesopotamia and Medieval Europe, but SS2 gave us seven new unique worlds! Every world is different from another, they have their own musical themes and NPCs. I think it's a huge difference between the first game and this one, even though some worlds may look cartoony.

The music was always one of main SS aspects. Wherever hordes of monsters appears their invasion is always followed by loud and funky music. It also differs depending on fight between monsters or boss. I like SS2 music because, as I said before, every world has its own musical themes, but between them all I prefer boss musical themes (the one I remember very much was from Cecil boss fight in fifth world).

The plot takes place after TSE. Sam is summoned by Sirian Great Council where they provide Sam with information on how to destroy his nemesis Mental once and for all. Sam must find five pieces of Medallion that can make Mental vulnerable.

And that's probably it. Unfortunately the game's plot became more ridiculous. That counts all cutscenes and some key items (like one level from the third world where Sam has to peak lollipop and lure out Prince Chan by shooting the lollipop with a gun). Each time we have to see some jokes in every cutscene in the game. Some of 'em can be funny, some of 'em not. In comparison previous games didn't have so many cutscenes, only in the beginnig and in the end. Also they have more serious tone for their time.

But there's also a difference between this game and previous titles: this time we can actually see Sam talking to other characters whether they are NPCs or in cutscenes. So I guess the feeling of Sam being the only live person in the game fades away, and somebody can say it's good to finally not feel alone. I remember how odd it felt in previous games.

Other than that the plot seems fine, but not so serious.

SPOILER ALERT!!! (there's also one huge unfunny joke at the end of game - when Sam collects all parts of Medallion and

confronts Mental's base on planet Sirius he finds out that Mental was absent all this time, and it was loudspeaker that spoke instead of him. Also it said that famous twist phrase about Mental being Sam's father. But the thing is that it was just a bad joke to hint on sequel that we probably won't see for a long time 'cause SS4 will probably be a prequel to 3BFE. Not a very keen idea to continue game's plot after this part but we'll see)

The gameplay haven't changed that much. We still have to blast through hordes of different monsters and find many secrets that each level contains. Those secrets are hard to find, almost like secret areas or objects from old Doom games. The monsters, on the other hand, made some changes. Now we won't fight any Gnaar species, like, at all. We'll only see them in cutscenes. We now also have many new monsters like Onan the Librarian, Broker Zombies, Kung Fu Zombies, Mechanical Spiders and Witches. Others just different versions of classical monsters like Clowns, Orcs (I miss Headless soldiers from previous games vey much), Rhinoceroses and Bulldogs. Other classical monsters like Kleers, Kamikaze, Scorpions and Harpies were redesigned but retained their habits.

The biggest difference are the bosses. Now we have more bosses than TFE and TSE have (but I like 'em too) and they have their own separate levels instead of one big usual level. You have to find strategy to defeat them, and trust me, each boss now has different weakspot. I like Zum Zum most of them, dunno why, maybe because it's a bee.

The big innovation in SS2 is the ability to use different long-range weapons such as turrets or ride different machines like UFO or speeders helps you to get rid of monsters very much! Weapons arsenal also has some changes: most of weapons were remade visually but retained their functions like Double-barrel or Rocket launcher; we now have two revolvers instead of one and finding another; the only new weapons are Blaster, Plasma rifle (it was not only changed visually but also has now different shooting animation), Uzis (replaced PPSH) and Parrot with bombs (works almost like simple grenades that you can now also use as alternative weapon).

Despite being brighter and cartoony Serious Sam 2 gave me many pleasant and fine emotions. I like it for its variety of worlds and enemies, and for its bright side. For its time this game feels very different than first games but that's fine. I recommend playing it for those who like FPS genre and Serious Sam fans.. This review is going to be a living document, so take my hours played with a grain of salt. As of now I know I like the game alot, so I'm going to give it a huge thumbs up right now. But here's what I have for a review so far.

~ Pros ~

Graphics: I'm a fan of minimalist visuals in the polygon department. While I love Puppygames sprites with a passion, Chaz (correct me if I'm wrong on who did what. i know you all wear many hats) has done a great job in bringing the Puppygames "feel" with both texture and models. It's not quite as charming as their previous games, but it's a timeless look that will still look good in 10 years I believe.

Sounds: Sounds play a big part in Basingstoke. If you run, you're loud and you'll get caught. If you vault a rail, you're loud and you'll get caught. If you hit a shopping cart, you're loud and you'll get caught. And the list goes on. Functionally it works great, but it also sounds great. Alli (and I think Chaz as well?) did a great job with the sound in this game. From the run sound, to the aliens moaning in the distance, everything you hear creates a great amibiance and adds tension to a game that already gets a great amount of tension from the gameplay alone.

Stealth: The stealth in this game feels just right. Both line of sight and sound play a huge part. There are a lot of items you can distract enemies with and after a while you'll get a good feel for just how close you can get to an enemy before they'll notice you. It doesn't feel random at all and if you think you're hidden, more offten than not you are. When you're detected it doesn't feel cheap and you know nine times out of ten it's you're own fault. You know, the way stealth games should be. There are also things called Wheelybins scattered around the maps that let you jump in them to deaggro enemies if things go too far south, but getting back to them can get tricky sometimes. There's also increased damage from behind, allowing players to utilize careful positioning to take out enemies. Or you can just stun/ko the enemies, whatever you feel like doing.

Map: There's an ingame map that has any POI clearly labeled along with things such as doors and gates. I reference it alot and it is very funtional.

Flashlight: One of the main features of the game is the flashlight. You can turn it on and off at will and it doesn't cost resources to use. When it is on you benifit from further vision, the ability to spot enemies from a distance and it highlights loot you can pick up. But, while it's on it is easier for enemies to spot you. Figuring out when it is safe to use the flashlight is a fun aspect of

the game and if you're running out of resources you may feel the need to use it to find loot even if it isn't the safest time to do so. Overall it's a very well made feature that adds a constant interesting choice for the player to utilize.

~ Cons ~

Zoomable Map: I tried to do it as soon as I seen the map, but nothing happened. Is this a good enough reason to add it, probably not. But something can be said when a player feels like something is intuitive and the feature is in place, and that same player tries to do it, then is shut down.

Minimum Reticle Distance: I'd love to see an option for this. I can think of a few TSS games that have it, and I always cranked that sucker down to the bare minimum so my character can turn on a dime.

Auto Walk/Push to Run: I like to creep in stealth games and holding a button to do so isn't fun.

Camera in Wheelybins: Please dont autocenter my vision when I release the right joystick. It's the same problem as above. Holding a button is for charging up Mega Busters, not walking and looking.

Performance: I have a decent rig, but the day I turned this game on (release) I had to crank all the graphical options down to low and even then it still felt choppy. After I left the research facility it ran alot more smoothly, but I feel like my PC should be able to handle this game quite well (i5, 8gb ram, gtx1060, ran on a ssd). It's not an outstanding rig, but it runs games like Gauntlet and Helldivers quite well. I know that doesn't mean alot because looks don't determine everything when it comes to this kind of thing, but I'm putting it out there anyways.

~ Closing Thoughts ~

Overall I'm really happy I picked this game up. TSS games are my absolute favorite genre and it's a shame there aren't more quality titles around. Stealth is also fun, when done right, and this game checks both boxes. If you're a fan of either of those genres, try this game out. You may like it. It's well worth it at the 30\$ price tag.. Looked to be an interesting game, but the terrible controls and clumsy camera angles which disorientatingly flicked direction mid battle whenever I got near a wall were enough for me to realise this game wasn't worth my time. Early levels were ok, including the spawn from nowhere enemies, but those controls... ugh.. Choose your own ending? No, choose your own literal story book and turn it up to 11. Is it epicly awesome beyond belief? No. It's normal, different, original and for all ages. Is it worth it and should you take a risk on it? That is up to you and how much you like books you can re-read. I enjoyed it & if you get it I hope you will also. But this isn't a game for everyone. As an adult I can't honestly recommend paying money for the experence, nor believe children want to do that much reading. It's not bad, just not interseting enough. Probally best to watch a youtube playthrough of it before you decide.

Dark Echo is a quite frustrating but unique 2d horror game. You travel through levels by reflecting your loud footsteps to see where you are, use quiet footsteps to avoid enemies, and throw something at the wall to attract enemies and/or see what's over there. The only reason I can say the game is frustrating is that the game gets significantly harder as you progress and the second half of the game is basically just the same as the first, just with opposite colors.. I was about to post a review about how I couldn't get the achievement for "lv 0" no matter how hard I tried, but I quitted the game and it immediately downloaded an update (intcluding some more achievements), and now everything works fine and I got the achievement at first try. Thanks for a great free game!

EDIT: I still can't jump while standing next to some things though.. Simply put: not worth the price. Basically you're buying the background pictures.. Its nice titis an vegana. i want showing my 1 foot penus in ur vegana u wil happy. pls dont gay.. Even though the philosophy bits can probably get cringe at times, this game turned out to be pretty interesting for my taste and invoked an odd feeling of involvement mixed with nostalgia. A Strange Realm indeed :)

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