
PAYDAY 2: Gage Ninja Pack Torrent Download [Torrent]



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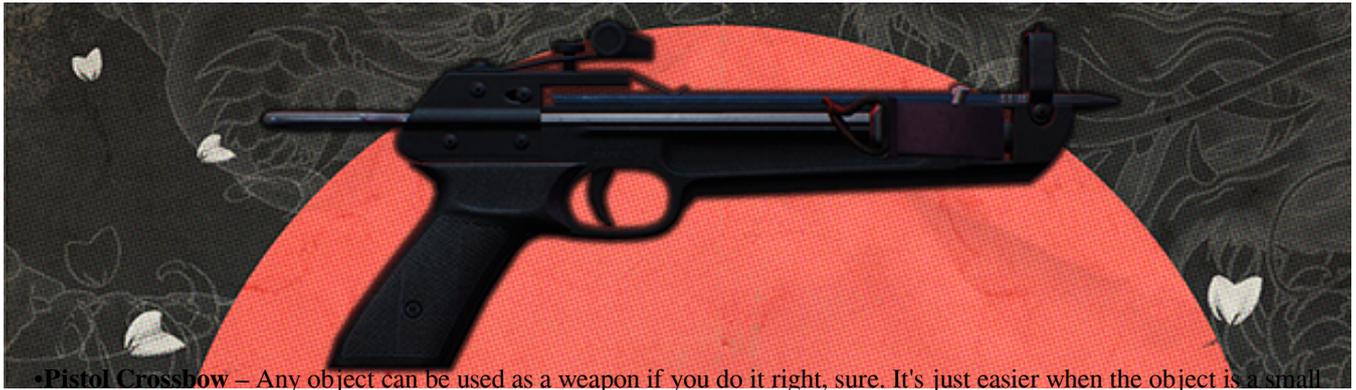
About This Content



Friends, it's time you learn a little something - from the Ninja.

The Gage Ninja Pack DLC is the 26th DLC pack for PAYDAY 2 and adds an array of Ninja weapons that Gage brought with him from his travels to the east. Three new ranged weapons, four new melee weapons, Shuriken throwing star, a host of mods, four new masks, patterns and materials are also included.

Key Features



•**Pistol Crossbow** – Any object can be used as a weapon if you do it right, sure. It's just easier when the object is a small crossbow capable of firing sharpened bolts which can be coated in poison or set to explode, that's all.



•**Lebensauger .308** – Denmark's most famous assassin's weapon of choice. Bullpup design and semi-automatic made its wielder highly mobile and efficient when the targets were more than one.



•**Kross Vertex** – The shadows play tricks with us all, it's just hard to know when they are disturbed by the candle flickering in the wind or the rapid muzzle flashes of a high performance submachine gun.

•**Poisoned Arrow** – If we can slap a small stack of dynamite cubs on and call it an arrow, wait 'til you lay your eyes on this beaut! Syringes filled with venom from a Diamondback rattler, a stick and a feather is all you need to keep even the strongest of rustlers at bay. The Poisoned Bow Arrow does not require the Gage Ninja Pack DLC to use.



•**Shuriken throwing star** – Twinkle, twinkle ninja star. Tear through armor from afar. Sharp and poisoned, kill them all. Pick them up as dozers fall.

Introducing the new Shuriken throwing star. With their poison coating you can potentially throw all of them in quick succession and clear a room just as efficiently as any explosives. They can be picked up after they've been thrown as well.



•**6 Pistol Crossbow Weapon Mods** – A total of six Pistol Crossbow Weapon Mods have been added to the game.



•**Four new melee weapons** – Includes the Kunai Knife, a poison dipped knife. The Talons, originally used to scale walls and trees. The Okinawan Style Sai, and last but not least - the Empty Palm Kata.



•**Four new masks** – Inspired by asian legends of old that have been long forgotten.



•**Four new patterns** – Enjoy four new patterns inspired from the far east.



•**Four new materials** – Four fascinating and new materials have been added.



•**4 new achievements to unlock** – We've added four new mysterious achievements for you and your friends to unlock.

Title: PAYDAY 2: Gage Ninja Pack
Genre: Action, RPG
Developer:
OVERKILL - a Starbreeze Studio.
Publisher:
505 Games
Release Date: 16 Jul, 2015

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Minimum:

OS:Windows XP SP3

Processor:2 GHz Intel Dual Core Processor

Memory:2 GB RAM

Graphics:NVIDIA GeForce 8800/ATI Radeon HD 2600 (256MB minimum)

DirectX®:9.0c

Hard Drive:13 GB HD space

Sound:DirectX 9.0c compatible

English,German,French,Italian,Dutch,Russian



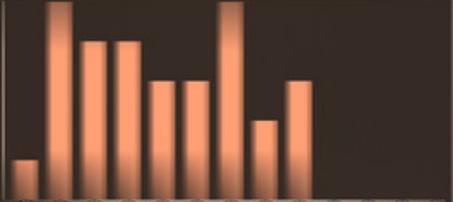
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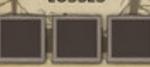
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| x3 | FOOTSOLDIERS | 1 |
| x1 | LIGHT INFANTRY | 1 |
| x1 | TANK SLAYERS | 1 |
| x2 | HEALTH BOOST | 2 |
| x2 | STUN ROCKETEERS | 2 |
| x1 | CLOSE ROCKET LAUNCHER | 3 |
| x1 | DRAGON'S CLAW | 3 |
| x1 | LIGHT TANK | 3 |
| x1 | ROCKET TROOPS | 3 |

Play 30/30

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Nice and fast, just how i like my electric trains. The art style was okay, but there's a lack of facial expressions on the characters, and that bothered me a lot. Also their personalities weren't developed, and both guys and the MC remained as bland/empty characters, where you probably won't care about them at all when you finish your playthrough. The idea of the story was good, but unfortunately the game turned out bad in the end.

The love confession is basically the same thing for both guys, the same cookie cutter dialogue with a few minor changes. And again, I'm going to point this out: please stop putting in real life cutscenes in your visual novels. It doesn't match with the game, it's annoying (since you can't skip it), and makes no sense. Especially when the story happens in South Korea, but on the club cutscene you can clearly see only foreigners dancing. On the first screen of the game the developers said how worried they were to try to keep everything legit to the readers, but honestly, adding that one cutscene kinda ruined their statement.

2/10. Get this game only on a sale and if you're beginning to get into visual novels. If you're already into them, this game might piss you off.. Magnific unit pack with special and very powerful units. You have to bought it in sales because it could be cheaper (0.99-1.25\$). Really good game. One character takes about 5 to 7 hours to beat the game. Then you can level to max and unlock all weapons, armor and levels for Attack, Health and Rune Attack.

At the time of this review there are 4 characters. I have tried 3 of them and they do have unique weapons and styles. The berzerker has fast attack speed and combos easy, he dodges. The main warrior has a shield, slower attacks and can block. The Archer's rune attack basic is an Arrow shot and his basic attack hits forward targets then rear targets. The last is a Hammer Wielding female character. Just have not had the time yet but she seems to have a combination of berzerker and soldier abilities.

You level up and get more moves and attacks so I have not seen them all. My first character is a berzerker and I plan to max him out and try the soldier next.. A tactical runner?

Oh, well..

A nice indie one! :)

This game's premises are quite simple - you've got to collect food for your tribe (hence the original name of the game, simply entitled The Tribe, but that's another story) in order not to let it die, through the days.

With its nice retro graphics, you'll be able of course to make many actions to get your goal. You'll be required to kill enemies in order to get food, but you'll also be able to pick up from the ground berries and such.

With the left mouse button, you'll split your tribe in half - the tactical elements are quite nice - and in other halves, in order to avoid obstacles (you'll have for instance to cross rivers in selected numbers) and prehistorical enemies, get some food, kill enemies and so on in a different way. With the right mouse button you'll be able, always in a runner environment, to reunite the tribe again.

As I was saying, the basic controls are linked to keyboard buttons and apart from hunting animals and grabbing resources you'll also be able to light torches to see through the night (endless runner from day to night of course xD) or even increase your fellow tribesmen (if you've got enough resources). Sometimes, it will also be needed to kill some of your characters in order not to have too many guys around you and save resources.

I really liked the graphics and the historical environment, and also the changes from night to day and the different challenges with torches and so on, lighting up around you or scaring enemies and such.

And I also liked a lot the user interface - the buttons you can press are clearly shown in the upper side of the screen, and since the game won't ever get too fast you'll always manage somehow to balance food, "population" and the actions you'll have to do. The main issue of such a game of course relies in its replayability - being an indie title, it's not that long and when you have explored every part of the game (the environments, the enemies, your actions, the night/day system, the point system after each day etc.) you're basically done. There's nothing more, and you need to love "endless" games in order to fully enjoy this title. Still, for some hours it's a solid indie game and it adds some new and nice things greatly blended in the game setting. The options may be limited, but it's worthy to explore them all and build some levels :)

I didn't see a lack of tactical elements, as someone pointed out. You've got to manage lots of resources, to keep eyes on your tribesmen dying, to choose between spears, hands or torches, to split up and reunite your tribe and to get through the night to the other side of the map.

It's not that easy, but it's somehow addicting for many hours. The lack of a proper plot and, more than all, real trophies and accomplishments to obtain of course is something that goes against this title - it's just endless, without a real ending or even bosses or such. But the developers themselves said that it was supposed to be as it is, and in my view it's a very nice title.

Tactical, endless and runner :P

I forgot to say something about the soundtrack, which matches the prehistorical environment but it's not that great - probably, the OST and the artwork aren't greatly spent if you don't get them as a gift or in some bundles, since they include only few musical tracks (extremely short, 15 minutes in total or even less) and all the game artwork, which is good in-game but has little use outside of it.

I think that if you like survival games based on an endless and somehow "tactical" engine, this one is a great game. It's for sure worth a try even if you're not into this genre, since it's greatly made (ok, just some spelling errors I think, I played only in English) and everything (tutorial included) works perfectly, as the developers wanted Tribal Pass to be.

The lack of upgrades/bonuses too doesn't help for the replayability issue, but still it's worth it in my opinion. I think you'll like it, you just have to be prepared and read something about it since the game will offer you everything you're reading here (I hope) and in other players' way better reviews than mine.

You won't find many surprises in the endless night/day levels but still there's plenty of options and everything works perfectly, I didn't find bugs of any sort.

I read many early access reviews, but fortunately now (and when I played it) is fully available and so don't worry about anything - if you like these premises you'll be addicted for some hours, just give yourself half an hour to fully understand the mechanics.. and have fun :)

. Slow and boring. The animations and enemies taking their turns just kill enjoyment

The ice dungeon is particular boring, with enemies causing you to slide all over. I frequently WANTED to be frozen, because then I could get a hit in.. Good action/platformer. Music makes for some real cool atmosphere and it's pretty challenging in parts. Only takes a few hours to finish, worth checking out.

The easiest way to describe this game is Angry Birds, but you are on the defense.

You have to build a fort from various objects to try to defend yourself from a variety of cats. This game is cute and it has a fun story. It is not too difficult, but there's more than enough variety of objects and cats to make the game entertaining. Easily worth the price.. Fun little timewaster if you have an hour or so to kill.

Might get boring after a while, but so does tetris.

For the general audience, it's alright. Maybe this would work nicely as an IOS or android app.

...now for Stoners, fans of psychedelic art, or a big fan of music that sounds like Boards of Canada?

game becomes an addiction, send help. Please.. I love Making History, it is very different from the other Making History's and I like this simplistic style of theirs. It would be a good starter for people thinking about getting Hearts of Iron 4. CONS---

= double jumping/jumping is inconsistent, always at different height

= cant see the parkour if there is a wall you have to slide bellow

= some of the levels are dark enough to cant see a thing (I thought i got a black screen on one level)

= wall you can wallrun and cant wallrun are similar (most of the narrow paths have walls that you can run but it would have been better if it differentiable easily)

+++PROS+++

=cheap

=easy to kill 1-2 hours if you dont care how fast you gonna finish the level

=community levels are available

=more classic levels future (what i heard)

Overall 2/5 for making the dark levels unplayable and inconsistent jumping mechanics. Since it s parkour game jumping/running mechanic should always with same height and same velocity. This game has not bad velocity mechanics but jumping is awful. Other then that price and time that you will spend on this game is decent.

I wont gonna recommend this game if you have nothing to play. if havent played the clustertruck, prince of persia or speedruners its better to buy those games

also modded games like css, csgo, gmod etc. has parkour servers called "kz".That means if you have any of those games just search for kz and you will find it. Awesome game to play with friends! Highly recommended.. The first time i've played the game, i got many problems with framerate and there was many bugs with sprites. But the Dev is aware and care of your situation and solved the problem rapidly.

The game itself is nice, take some rogue-like elements, RPG items, Asteroid gameplay and a huge replayability, take all of those things into a shaker and tadam : Starship Rubicon

If you like games like Starsector, space game and shooter, this is for you !

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