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Legal Action Pending DLC - Digital Edition Download Thepcgames



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Title: Legal Action Pending DLC - Digital Edition  
Genre: Action  
Developer:  
Deep Silver Volition  
Publisher:  
Deep Silver  
Release Date: 11 Oct, 2017

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**Minimum:**

**OS:** Windows 7/8/10 64bit

**Processor:** Intel Core i3-3240 or above / or AMD equivalent

**Memory:** 8192 MB RAM

**Graphics:** GeForce GTX 750 Ti or above / or AMD equivalent

**Storage:** 38 MB available space

English,French,Italian,German,Korean,Polish,Russian





**LEVEL 2**



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it is not so bad people are complaining about the port seriously its okay ..... it wont be the game of the year but man u pay 5 \$ for a game so dont ask to much . u play the game with only mouse and space bar , AWSDF to move and QWER for skills .

There is the storyline quests , dailies quests and infinite random maps to complete to get rewards.  
You farm gear and farm the mats to craft enchants on them. Its simple but its nice .

i would give it a 3 out of 5 and there is at least 10-20 hours of content and grinding and the achievements so it worth it.. Don't recommend if only because if you want it to work expect a fight. It used to work but something changed and it refuses to work beyond loading the logos then it stops.. Neat idea.

I wouldn't buy it, even cheap, until game breaking bugs are fixed (at times, you enter the building select screen and when you leave it the screen fades but does not completely vanish, preventing you from building or doing anything at all).

Also, because the game is real time, the building screen should pause time.. It's cheap yes, it is kind of fun but it's 30 minutes worth of fun then it's all over, the achievements can be unlocked within that time period too, so bare in mind that this game does not really offer any reason to play it again.

The game as i mentioned is fun and entertaining but it seriously lacks content, if they went as far as to add some extra content this game could be much better, more enjoyable and even more appealing.

For now it's a very casual puzzler that doesn't really offer much challenge, so as it stands now it is a easy +1 to perfect games.. It's ok, but given that it's no more than 15 minutes long, the \$10 price tag is a little steep.. I'll start with the TL;DR - Good game, recommend picking it up!

Now for some rambling...

Like many Vivers, The Brookheaven demo was an early favourite of mine. There was definite excitement leading up to its launch. Like most things that get hyped, its tough to live up to expectation. Im happy to say that while maybe it didnt quite get there, it got close (for me) and it is indeed a great title, with a few bum notes.

I dont want to spoil anything, so Im going to be understandably vague for a moment.

There were a few key things that the game had to add IMO on top of the demo, content-wise, in order for it to be a great game. Of course, you know you have your new weapons to unlock, some trinkets which can buff certain stats can be found, and some surprise elements. They are all there and accounted for!

There are no difficulty options that I could see.*(\*They have since been patched in)* The campaign mode (which is all Ive done as of writing this review - there is a Survival mode too) is paced a little too slow for my liking. Mobs come predictable and steady for most early stages, your average player isnt going to have much issue. Youre also told to use the flash light sparingly, but I rarely turned it off (altho insta atmosphere +2 when you do!) and had plenty of battery (ammo is similarly ample). The pace does pick up in later levels and some awesome moments await. The sound is great. The scenes are detailed and atmospheric. The models for the enemies are great.

Some bad stuff:

For some **insane** reason, you are required to select a full load-out between each wave. Not per game, not per scene/stage, but **\*every single freaking wave!\*** An option to continue with the same items would be GREATLY appreciated. *(\*This has since been patched in, ALTHO as of amending this review, I found it to sometimes leave out some of your loadout)* On top of that, there is some odd delays between info screens, its a 2 second pause (multiple) that just doesnt need to be there (In case you think maybe its my system, thats unlikely, new Broadwell-e OC'd with all the trimmings).

While the scenes are well detailed, with good design, you are sitting in the same place for each level. Non interactive too.

Some small bugs (*\*snip\** review too long - nothing game breaking!!)

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I dont like the low health status effect, even without being that low health (half-ish) the entire screen gets a red fog which gets denser the lower your health. Id rather a vignette effect. (*\*This has since been patched in, I like the new visual*) Also, no heartbeat sound effect! That one is in the rule book, surely!

The biggest let down, by a mile, is your contact. She sounds like an older lady, who had a sherry-ambien mixer, and frankly couldnt care less about you or even conveys any personality for the most part. She'll tell you about the vital tasks you must do (altho, you dont really do anything, you stand and shoot things!), but her tone and sense of urgency could also fit perfectly with reminding you to DVR her stories (soaps/drama). Actually, she'd give more of a crap about those things!

Im not going to end on a bad note, so Im pretty much going to repeat the TL;DR. The good very much outweighs the bad, and this game has enough content to be worth your time and purchase. Its a quality shooter. I will revisit this review in the future, as the game is newly launched and will inevitably have tweaks and patches over the coming months. But it is an easy recommendation as is.

**\*\*UPDATE 15th Sep\*\***

Been off from VR land over a month, but as I said I would update this review down the line, Ive gone and had a play around with the newer version of this game, which has since received some patching.

The updated good:

- The lack of difficulty options (and options in general) has been addressed.
- The very poor low (where "low" could stand for 70%!) health effect has been improved.

(Old lady still dgaf tho, not that I expected them to re-record/cast her dialog/role.)

The updated bad:

- While the option to reuse your previously selected loadout is a new and welcome addition, it can forget some of your choices, namely special ammo and throwables.
- Even in the 40 mins I played of the updated version, new bugs have crept in, such as cropping of the scoreboard. I can see "SCO" (score) at the top and the first 2 and a half numbers of my points. Or that the SP cost of some items randomly are not shown (health and batteries) - you still get charged tho!

Not sure to include this as a bad/bug, as there are other factors that could be at play. But I was having a hard time getting headshots. Even using the laser sight with the line connecting between their eyes was not working. Adjusting my aim and tilt (physically) slightly to hit at the very top of their skull worked. They have added an angle option, but I didnt alter it. So IDK. Im no eagle eye and I havent used my Vive in a month, maybe a recalibration is in order :S. good game :). Totally useless. Trust me.. So glad I picked up this game. A real challenge to win even on Normal. And you can see the map! (so tired of clouds and rain in Attila - even tho it is my fave). Here we find a period close enough to our own time to be familiar. Amused to see the names of all the British generals and ministers are streets and towns in my corner of the Commonwealth. The Victory conditions will force you to over-stretch. Diplomacy will turn sour as soon as your prestige exceeds all others. Gains in economy become doubly expensive with each upgrade to properties. Naval supremacy is essential. But the war will be won on the land. If you are Russia your admirals are terrible. If you are Great Britain your land units are exceedingly expensive. If you are Austria your allies are waiting for the first slip to strike you in the back. If you are France your advance in front leaves your rear unprotected. If you are Prussia... (haven't played them yet). Highly recommended game.. Its German



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**SiNKR** is a **decent** little puzzle game.

60 different levels build upon each other to introduce and make use of new elements to solve a puzzle. The player is being familiarized with these new elements in short tutorial-esque introductory levels. There is no help to the game per se, instead it focuses on trial and error to get the player to come up with ideas, which for its size works well.

Unfortunately, even though 60 levels may sound like a lot, you can expect an average play time between one and two hours. Levels do scale in difficulty, but personally the longest I had to spend on a single puzzle was around ten minutes. Furthermore, SiNKR doesn't offer much replayability, as there is no incentive to play the same levels again.

Overall, for 0.99 EUR SiNKR is a decent way to spend an hour or two exercising your brain. It might be improved with expansions such as Steam workshop integration, although for its size the usefulness of this idea remains debatable.. It's a great game for simple fun, quick races without high stakes. Even though collision avoidance bugs out sometimes and leaves you freefalling underneath the map, and the things the dev said they fixed in the last update weren't fixed for me (Although I'm on Mac, maybe that's the reason), I would suggest the buy. 3 dollars is a fair price, and a could be a good investment -- as it's a new game and will develop further.

P.S. for the dev: Practice is the correct spelling. C, not S.. Zombies with mods. Do you need to know anything else?. game ok in early acces good grafics cotroler mouse taste good deseve all money the other games. Marc is a garbage human being. He's a predator - grooming, exploiting, manipulating, and blackmailing his students. Why is he a love interest, then?

He ruined the entire game for me. I couldn't even progress in the game without having to accept his offer. I kept getting the framed ending because I didn't want to accept. I stuck through everything for Pol, the character who sort of saved the game for me.

Nil should have been a love interest in Marc's place. We could have just gotten back together with Nil or something. I understand a story needs a bad guy, but Marc is a vile person. He could have just stayed a bad guy, not a love interest. He makes me sick to my stomach.

I absolutely do not recommend this game. It forces the protagonist to have sexual relationships with a certain character against the player's will. It's also poorly written.. This is basically a facebook game in fullscreen. There is nothing more to really say on this game.... Ever wanted to play a stripped-down version of Kingdom Rush with worse gameplay, fewer levels, generic graphics, and annoyingly repetitive sounds and music? Me neither.. Personally the best DLC for the Anno series by far. just buy it. best dlc ever



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