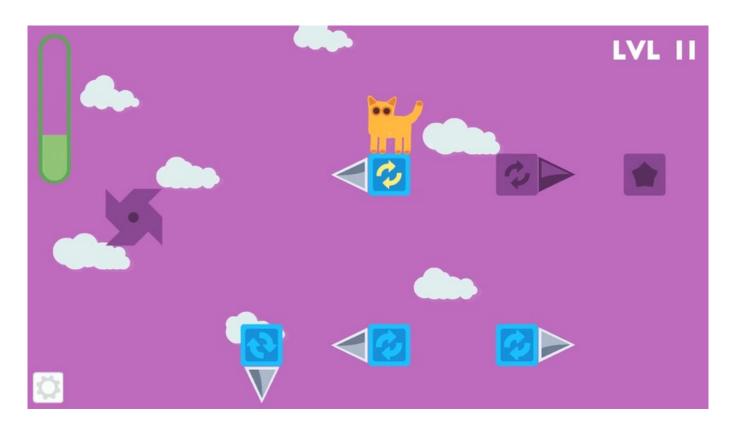
Middle-earth: Shadow Of Mordor - Deadly Archer Rune Portable Edition



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About This Content

Deal extra damage when executing ranged headshots against Sauron's Captains.

Title: Middle-earth: Shadow of Mordor - Deadly Archer Rune Genre: Action, Adventure Developer: Monolith Productions, Inc., Feral Interactive (Mac), Feral Interactive (Linux) Publisher: WB Games, Feral Interactive (Mac), Feral Interactive (Linux) Release Date: 25 Nov, 2014

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Minimum:

OS: 64-bit: Vista SP2, Win 7 SP1, Win 8.1

Processor: Intel Core i5-750, 2.67 GHz | AMD Phenom II X4 965, 3.4 GHz

Memory: 3 GB RAM

Graphics: NVIDIA GeForce GTX 460 | AMD Radeon HD 5850

DirectX: Version 11

Network: Broadband Internet connection

Storage: 25 GB available space

English, French, Italian, German, Polish, Russian







This game is amazing. I realized how graphic quality doesn't have to be the best to be immersive. Little things, like having detailed items scattered about helps quite a bit. A space feels--- lived in. If that makes sense. This game does that well. And also it has good sense of humor too. It is short, so I guess that why it is free which is a shame, I'd pay good money for a fully realized story attached to this game. They have the foundations already, just expand on that.. So what is there to say about "Clans"?

Pretty good, aged like cheese, but still minorly playable, i haven'nt beat this game yet, but i've played it more than any Assassian Creed games, and I do plan on some night, cracking open a beer and raging hard through this game. There are some things I like, 1, its an almost isometric game, which is something I love, thanks fallout. Also this game falls under that, "so bad its good". The combat is very simple, pick fighter everytime, the voice acting is laughable, actually this game made me laugh quite a bit, defenitly one of the best games i bought for less than 30 cents. If you want some real fun, try and convince a friend to purchase this game, and play it multiplayer. Im not gonna rate it, cause it isn't one of those games...Bad Hotel is a very strange tower defense game...if you can even call it that. You are doing what you can to protect your hotel by adding blocks to it that either shoots, gives you more money or other helpful things. The mechanics are based a lot on a beat so the closer to your hotel you build something the sooner the beat will reach it to trigger it but on many levels this can be overlooked and its more important to build the right block then the placement of it (in my personal experience). Not a game I can recommend as it feels quite shallow and very "meh" in lack of better words.

Most achievements are tied to beating the boss in each zone and if you are only in it for achievements you can just skip all other levels and only do the boss fights. There are some major grinds in the game, but thankfully one of them (100,000 rounds fired) can be done while idle if you build things correctly, follow the guide in the community hub for ideas).

Time to 100%: 3-5 hours (depending on luck). MY FAVORITE GAME, I REALLY ANJOYED THE 2065 HOURS SPENT ON THE GAME. IT WAS CLEARLY WORTH IT.

THE BEST GAME I EVER PLAYED AT.. A fantastic tribute to 90s action-adventure games with an imaginitive story and intriguing game mechanics, this title is nothing less than charming.. this game is not fit for purpose - dont waste your money on it. I came for the cute and ended in tears.. Just when you thought it was safe to eat chicken again, the chickens have returned with an organized invasion to take over the entire solar system! Journey to each planet and fight your way through to save the world (again)!

In the first chapter of the Chicken Invaders saga, you defended Earth against an invasion of intergalactic chickens seeking revenge for the oppression of their earthly brethren. However, as you were clearing out the last of the chicken invaders and were looking forward to a double chicken burger special at the space burger bar, the true scale of the problem became apparent: the first invasion was simply a precursor to the chicken's main assault! Their master plan now becomes clear: to invade each planet in the solar system and make sure that it is inhabited exclusively by chickens!

The time has now come to don your egg-repulsing helmet and make the biggest omelette you've ever made as you continue your adventure in the second chapter of Chicken Invaders: The Next Wave. Only you can make a difference. Will you succeed? Will the future of chicken burgers be secure? Or will you end up as part of the menu in a galactic chicken restaurant?

Steam exclusive: Choose between original (chiptune) and remastered (orchestral) music Steam exclusive: Unified analogue & D-pad joystick support Steam exclusive: Capabitliy to reassign mouse buttons

This review was taken from LvLRaid.com

Office Race is a zany kart racing game that closely mirrors real-life shenanigans (at least for us here at LVLRaid!). While your boss is away on vacation, you and your colleagues compete to be the first to cross the finish line while avoiding commonplace obstacles, derailing pushes from your opponents, or simply ending up in the wrong cubicle. Fully equipped with "gizmos" to give a helping hand, it is up to you to roll your way to victory in your company owned office chair! (don't damage it.)

Office Race features four game modes: Normal, Multiplayer, Time Trial, and Player vs. Player. In Normal mode, the player races against 5 AI through 14 levels to earn gold medals. Multiplayer is a split screen local game mode where player one uses the WASD keys, and player two uses the arrow keys on the same PC. Try to beat your highscore in Time Trials, or have a one-on-one stand off with a friend in Player vs. Player mode. Winning medals unlocks new custom chairs and player models.

Though the character design consists of nothing more than simple 3D models, it fits the casual nature of the game well. That being said, as we say about our employee Dave\u2019s work area reigns true here - a little polish goes a long way (sorry Dave).

To win the race, the player needs to effectively use their power ups to get ahead of their opponents, choose between the beaten path and (sometimes detrimental) shortcuts, all while responding to various quick time events to avoid being electrocuted - among other unfavorable fates.

The movement mechanics add an extra challenge for us Mario Kart pros that makes this unlike most kart racing games. If you've ever tried to do a sharp turn in a swivel chair, you can imagine what the controls of this game involve. What causes these wacky controls to fall flat is the sporadic and disorienting camera system. Whether it's the sudden low angle when hitting a wall or the quick 180 horizontal jerk in the wrong direction when grazing a cubicle panel, it seems this game has a nasty case of the Camera Screw.

But don't fret, this can be easily cured with a slower rotation and zoom rate to fit the narrow level design and allow the player time to understand what their chair is stuck on. With this simple change in camera movements, Office Race\u2019s quirky controls could easily go from unnecessarily frustrating to fun and entertaining.

TL;DR - Office Race is a fun concept for quick casual gameplay. With some tweaking of the controls, and a lot artistic detail added to the environment, this game could be a novel gem. . Super Game Jam. 10 / 10

Chapter 1+2+3 Review

Wow, I am simply stunned.... I play games and use computers for science; making games is not what I do;

To watch these pairs of Game Designers go through the process of Conception, Programming, Art Creation, Execution, Testing and Re- Iteration in a period of 48 hours is truly exciting.... and humbling.... The people are Geniouses and an Inspiration to their Generation and beyond. They are Modern day Van Gogh's. Then, to be able to play their game after watching the movie is absolutly Exilirating.

<u>Chapeau to the Film Crew and to the Producers: Mission accomplished. What an homage you have created to our modern world of digiculture. I thank you from the bottom of my heart.</u>

2015.02 Addendum - I stand by my verdict - Thumbs up.

A simple survey of the reviews for Super Game Jam compared with patterns of votes (helpful vs not) in other reviews will demonstrate that 'a gang' have descended on this product and consistently voted all positive reviews down and voted all negative reviews up.

Now I do understand that many of you are upset because of delays, or you thought the price was to high, or you work in the industry and you think movie this is cr*p. Ok... Fair... But to those of us from outside the game industry this behaviour just makes all of you look bad, it makes Steam reviews look unreliable, and frankly is just disrespectful to the Steamverse.. A nice route in my opinion and being a GWR fan as well as I like the Pannier Tank engine. I had to get this the moment I spotted it. The Pannier Tank is a fun but a challenging locomotive to drive although its not too hard once you get the hang of it. Don't worry if you get minus score in career mode as driving this steam locomotive is

much more difficult than driving the modern diesel locomotives and you will get better as you play this route more. Personally I would give this a try if you want to have a go and for its age. Its still a good add-on for your train simulator.

Overall Rating: 7/10.. I'm sorry. But was that a 13 minute long game?. i loved the browser game and this is even better, worth the price fun quick and worth the money

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