
Monster Energy Supercross - Compound Ativador Download [License]



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About This Content

Expand your gameplay with the new Monster Energy Supercross - Compound. Discover the outdoor compound with two tracks and test your abilities with new and exciting challenges. Select between a Supercross and a Motocross track and either better your performance in the Time Attack Mode or compete against other AI in the Single race mode.

Title: Monster Energy Supercross - Compound

Genre: Racing, Simulation, Sports

Developer:

Milestone S.r.l.

Publisher:

Milestone S.r.l.

Release Date: 17 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64-Bit or later

Processor: Intel Core i5-2500K; AMD FX-6350 or equivalent

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 760 with 2 GB VRAM or more; AMD Radeon HD 7800 with 2 GB VRAM or more

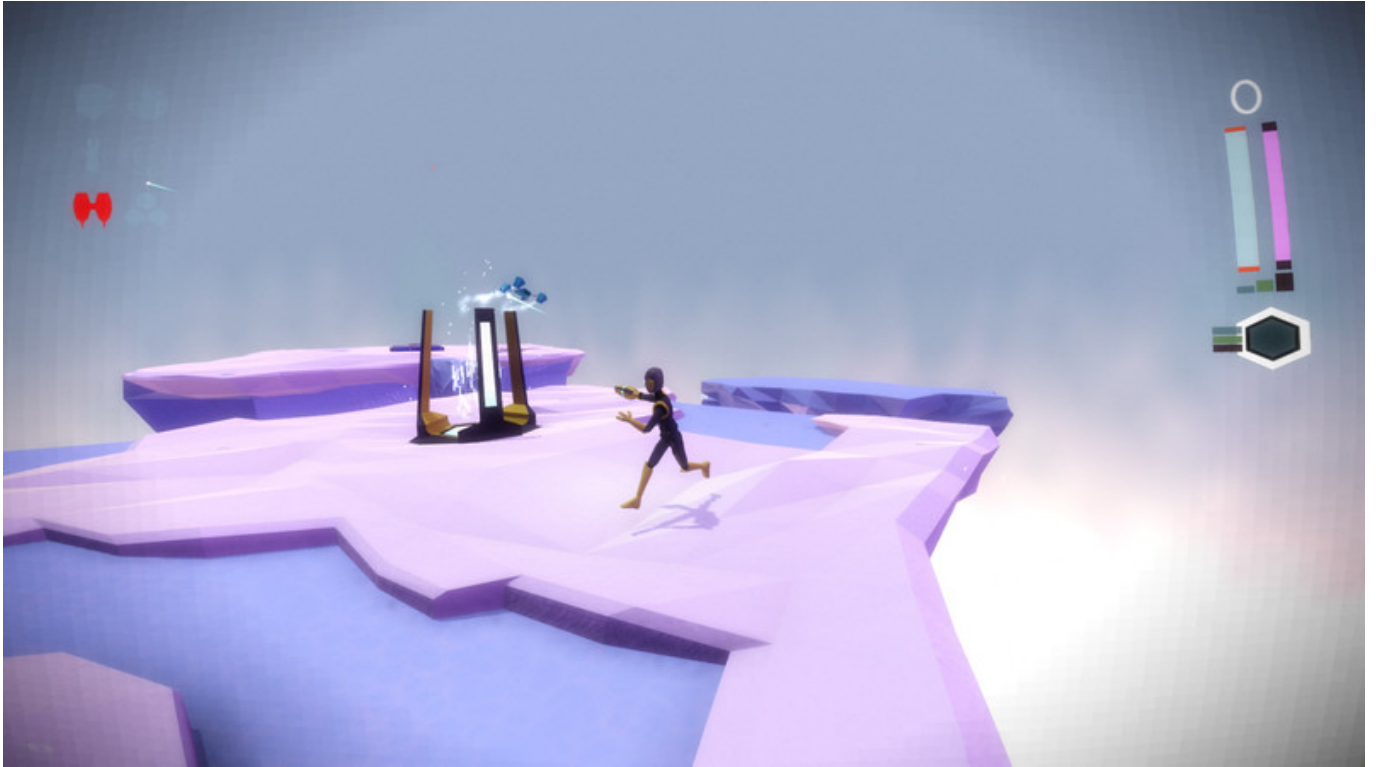
DirectX: Version 11

Sound Card: DirectX compatible

English,French,Italian,German







Ya know, I went in this expecting something pretty straight forward and simple and ended up pretty surprised that there was a little more to it than just floating around killing people. I mean yeah you do that. A lot. But there are a few things that make this a little more interesting.

I love the horror movie references and B-Movie feel this game has too. Over all it's a fun time-waster and I recommend it.. My play time (16 hours) is what you will spend on one playthrough without much grinding and if you know what to do and were to go. As long as I know this game by heart (played it long time ago), it was just a refresher before playing Book 2-3 and Balrum. If you expect to try different builds in Book games please consider to go with warrior in this Book as next Books will add useful additional content and mechanics to test your healer and mage.

Performance.

Flawless as usual :) My OS is Linux - Debian 9 x64. This game is what we can call a true Linux port. works as expected, no issues found. It uses somehow limited screen resolution 800x600 (blends well with game old style look and feel) so make sure to select fullscreen and use 4:3V5:4 screen if you have one instead of widescreen to keep original picture.

10V10 highly recommended! it's a real gem, and it's your lucky day to find this game FREE

. its too hard. This has to be in my honest opinion my favorite game of all time. I really love the environment of the game, it's beautifully sculpted model of San Francisco is really a sight to see, and there's always something happening, like a conversation or some random event like a drive by shooting or someone smashing a car, there is almost never a dull moment. The gameplay itself is very fun too, the single player is fun on its own, the addition of the ScoutX app that gets you to explore the world in exchange for rewards was very genius, the random collectibles are quite challenging to get to and have so many ways to approach them, allowing for a stealthy style of gameplay, or a loud style of gameplay, or a loud-but-nobody-knows-i'm-there style of gameplay. There's so many ways to approach everything that it's just crazy. The missions themselves are alright, there's definitely forgettable moments as well as moments that are very great. The character customization is very fun to play around with, and there's definitely stuff that makes me think "Yeah, i'd wear that in real life". Combat is also pretty good, although i'd say the melee weapon, which is some kind of a ball with a tether, is a little too OP. In online bounty hunts, you can literally just win by just spamming F while nearby someone, and the damn ball can penetrate heavy armor. The characters are great and offer some very funny writing, and Marcus (main protag) has a smile that has been blessed by god himself. The map is pretty big too, so even when you've been playing the game for days, there's definitely some areas you haven't explored or never even knew existed. This entire time I haven't even mentioned the multiplayer/co-op. My god, if you have a friend who also has Watch_Dogs 2, the co-op is so much god damn fun. You can literally just mess around for countless hours accomplishing almost nothing and it doesn't get old. The emotes you can do make this game even more fun, especially considering the dances you can do based on what you're wearing. I'd also like to mention how absolutely amazing the original score is, the radio is alright I guess but the original soundtrack by Hudson Mohawke is something I could listen to forever. I've said many great things, but now here are the cons. I feel like as if this game was a little too short, even with the DLCs. Grinding through the main story is definitely not something I would recommend, because you could quite possibly finish this game's man story in a whole day. Speaking of the soundtrack I mentioned earlier, some of the best tracks aren't even listed in the soundtrack, causing me to have to listen to 30 minute rips of the song somewhere on the internet just to enjoy the song. I'd also like to mention how the random criminal acts from Watch_Dogs where you would randomly have to find a criminal and you have to take them down have been removed from the game, which really would have been a fun little minigame to do. There's certain areas you're not allowed to access after you've completed the mission they're featured in, which was really a big letdown to me. I really, I mean really, would have loved to re-explore the nuddle campus, but apparently I can't because game. They really took a unique approach to the multiplayer, where if you're in an area where another person playing Watch_Dos 2 is also at, you can meet that person and possibly team up with them as well. This sounds cool on paper but it does kinda get annoying when someone can just enter your game and cause a mess in your session. The hacker invasions are very annoying, especially when you're trying to find a way to get somewhere specific and now suddenly you have to find some dude who's trying to hack you. Thankfully though, you can disable this minigame from happening in the settings. This game also really does require quite the beefy computer, I have my game on low settings and I still have an average of 30-59 fps. You also can't crouch in this game, you can only use cover. However, you can pet the dogs in this game, and this game has very cute dogs, and you can also Watch Dogs, and your friends can Watch Dogs 2. In conclusion, I love this game to death, and if this game is on sale and you have quite the machine for a computer, I suggest you definitely buy this game.. Looks good , have played with the provided sets but cant figure out how to make the trains go or how to save.

Probably in the demo. But too tited to look now.. Alright, I'll go ahead and give this one a positive - IF it sounds interesting to

you. If you don't like a lot of reading, choose-your-own adventure style, you'll become bored. That is the meat of this game is the great writing.

You must choose from a list of events to initiate to progress to the next week and they're all a few paragraphs of what your character is doing. You pick one of those choices, a few paragraphs of the result of your choice play out based on your stats, and then you receive rewards but mostly it's to progress the week because you put characters in your house to passively generate resources. Resources are what is used to upgrade your furniture and sometimes spent on events. The game is pretty straightforward about what does what and how to progress the story. There's not a lot of things you have to keep in mind. There is a finite number of weeks before you must complete the game. Full disclosure, I have not done so yet, however the time limit does not seem too short that you'll feel the need to hustle. It's okay to fail events occasionally.

It's sort of like Princess Maker almost except it's lacking in the actual gameplay and ability to progress your character's stats. There is no combat. You will only be seeing the inside of your house (pretty good art though) - exploration and interaction with NPCs is done through text. I've mentioned this earlier but the writing is **great**. It's what's kept me going. So for \$4.99 I think I got my money's worth but definitely keep this in your wishlist and buy it on sale if you've gotten this far in my review.

To the devs, something that would've really gotten me more invested in this game is more party interaction. There's a little and that's how you unlock characters' bios but it's mostly random and there's one event that means nothing in the end except two pages of their biographies I frankly don't care to read because the characters mean nothing to me other than passive resource machines. I didn't find the bios as intriguing as the main game story.

Anyway, I'll be keeping an eye out on what the dev does next and recommending this so hopefully their next game will be an improvement.. Good modelling, good texturing, good sounds, good dynamics. Highly recommended.. Tare jocul , trebe sa recunosc , mai ales cand nu ai ce face! :D. Motion sickness warning: this game is very nauseating. It has a 'cage' option that helps but for some reason it doesn't turn off or fade when you stop moving so it's quite unplayable because you can't appreciate the aesthetics and that's basically the entire game. Its also has an option to constrict your view when you move but it doesn't kick in until you get up to speed and the nausea from that will add up over time, and it has no options to choose how intense the level of occlusion is.

The game is bad, too. It's way too easy to fall down slim cracks in the floor and extremely unforgiving when you try to grab a ledge to save yourself when you fall. It's painfully awkward.

Also the environment is very lackluster and the scenario is dull. I don't feel any need to explore or save this world.

There's pretty much nothing else to the game than that. Real disappointment.. Very beautiful and interesting game with a nonlinear storyline and an unexpected turn at the very end of the game. I recommend!

First impression: Seems to be playable game with fun characters and nice graphics.
I really like the atmosphere on this one, its relaxing and nice to play.
Definitely like old platformers :)

What I'd like to have in full version is controller support and/or at least possibility to change controls on keyboard.
. Good for kids, it amused my 12 year old for a couple of hours. She pointed out the name is a bit misleading, as you aren't playing as a puppy, or learning to cook dog.. It's basically a flashgame or free cellphone game listed on Steam in the guise of a real game. Bad sound effects, loooong booooring redundant missions... glad I used TF2 item sales money and not real money..
Were to start, The first thing I noticed was the voice's from the NPC were extrimly low and hard to understand even with my sound all the way up. Then Im walking to the rager station and as im going up the stairs I get stuck and im unable to get free.
Had to restart the game and that fixed that. But I did get stuck on other object in this game. This game is full of glitches. This is more like Project glitch. I don't recommend this game as it is now unless the the gliches are fixed.

See game play and me getting stuck on the stairs: <https://youtu.be/DY6Q-vq9yKQ>. I can't possibly tell if the game is good or not because:

- when my desktop is set to 144 Hz, the game runs way too fast

- when I disable "use maximum refresh" from the NVidia control panel, the game runs... way too slow

I suppose it would work if I set my desktop to 60 Hz but I don't want to do that. Tired of those games not running properly without messing around.. No button configuration? Really?

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