PAYDAY 2: Gage Shotgun Pack Crack Highly Compressed



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About This Content



Finally shotguns get some love!

The Gage Shotgun Pack DLC is the ninth DLC pack for PAYDAY 2 and adds Gage's favorite shotguns to the player's weapon arsenal. Depending on what kind of ammo type you use, the shotgun pellets you fire can have armor penetration or be explosive, stunning your opponents.

Three new shotguns, four new ammo types, weapon mods, four new masks, patterns and materials are also included.

Key Features



regulating, gas-operated semi-auto combat service shotgun. The Raven is a bullpup 12-gauge pump action shotgun. Last but not least, the Street Sweeper 12 gauge shotgun, designed for riot control and CQB.



•Melee weapons when everything goes to hell – It's just you and your enemy in close combat, chaos all around you. You grab what you can and you throw it at eachother, wrestling and yelling, throwing punches that hit empty air. Gage will help you out however, with Survival Tomahawks, Utility Machetes, Telescopic Batons and Shovels.



•Four new ammo types – These four ammo types are fitted into regular 12 gauge shells so they'll work with any existing shotgun in your inventory. Useful!



•Four new masks – Any career criminal worth his rap sheet will tell you that it is all about first impressions, and there's only one chance to make that first impression. Make sure you send the right signals by using either Rutger the motherfucking orangutan, Clint the black-capped squirrel monkey, John the mandrill or Steven the silverback gorilla.



•Four new materials and patterns – Four lovely new patterns and materials that'll make you go apeshit while heisting. Enjoy things like "the Banana" or the "Banana Peel" to name a few.



•12 new achievements to unlock – Achievements, you can't live with them and you can't live without them. Enjoy 12 community inspired achievements focusing on the latest shotgun additions.

Title: PAYDAY 2: Gage Shotgun Pack

Genre: Action, RPG

Developer:

OVERKILL - a Starbreeze Studio.

Publisher: 505 Games

Release Date: 3 Jul, 2014

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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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This game is a freaking masterpiece. I've played it through at least 3 times, bought it on steam to add it to my collections. Wonderful game, coaches attention to unobtrusive music. A lot of objects that are cleverly disguised as interior, the game completely absorbs the attention. I would like better textures and translucent dialogues of the characters, but this is in my aesthetic view. Fun, hard, satan, and HARD 10V10. An excellent "sort-of" metroidvania (it's broken into 7 or 8 levels that you're free to come back to later and further explore when you get new items) that looks cutesy on the surface...

The story goes surprisingly deep and also has some great dialogue to go with it. It kept me engaged through the entire 5hr-ish campaign.

The soundtrack is also incredibly well done. Whoever did it needs to do more. Lots of different instruments, great beats and melodies. Remind me of the shantae games.

Ok onto a few nitpicks I have:

- -The launcher is atrocious. There's an option for "full screen keep aspect ratio" but it's in some weird resolution and can't be changed. Game looks fine though.
- -You have to tick a box with some weird abbreviation to enable dpad support.
- -You get the double jump wayyyy too late in the game.
- -The map is cool and all but mapping it to double-tap up is weird and doesn't feel right at all.
- -The big one--None of your map progress is saved, ever. This is extremely crucial if you want to find all the secret rooms, extra items etc and I can't believe its just how the game is (or has never been fixed). Does it break the game? No, but it does keep me from going back into previous levels to further explore.

Still an awesome game and definitely worth playing.. -I LIKE YOU, YOU CAN COME OVER TO MY HOUSE AND \u2665\u

- -WHAT IS YOUR MAJOR MALFUNCTION, NUMBNUTS DIDINT YOU MOMMY AND DADDY SHOW YOU ENOUGH ATTENTION!!!!!
- -I WILL GOUGE OUT YOUR EYES AND SKULL\u2665\u2665\u2665\u2665\u2665
- -WHATS YOUR NAME, SCUMBAG!!!!
- -I WILL PTO YOU TILL YOU DIE!!!
- -YOU SO UGLY YOU COULD BE A MODERN ART MASTERPIECE!!
- -I BET YOU COULD SUCK A GOLF BALL THROUGH A GARDEN HOSE!!
- -IS THAT A JELLY \u2665\u2665\u2665\u2665ING DONUT!!
- -\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665T YOUR NAME IS PRIVATE SNOWBALLS DO YOU LIKE THAT NAME?. This is brilliant just love this game, so much so I even collected all the collectables just for the hell of it, would have been so much better with achievements, very funny in places just what you expect from a Lego game. 2D Portal like

Metroidvania.

Works for me. :)

I just started my playthrough of HL2 with this graphical update and don't get the negative reviews. I have played HL2 several times and this looks like a very tasteful update of the game without turning into someone it never was or wanted to be. Think of it like an old house with a fresh coat of paint, new windows, new doors, but still with the charme of the original building. This update doesn't try to turn it into a modern square building. Nothing of what I've seen looks out of place like it is often the case when modders go too far by traing to turn old games into what they think they could look like and then they screw up the art of the original.

People who can't see the difference either don't start it correctly, have never played HL2 or need to get their eyes checked. It has been years since I last played HL2 and even I notice the differences.

So, unless this update breaks the game later on, I give it my full endorsement and would recommend it to everyone wanting to play HL2 with a little polish.

EDIT: Found the game breaking bug for me. This mod is cut for German players even if you have the uncut HL2. So, I have to take back my recommendation for German players.. Homeworld Deserts Of Kharak just keeps getting better, the Soban and Khaaneph DLC's add so much more to the game!

Even if you're not into the multiplayer side of things, the two DLC's add a ton more hours to the game for Skirmish mode!

BBI Devs seem to be doing everything right at the moment, they've responded to 99% of feedback, Deserts Of Kharak is shaping up to be probably one of the best Homeworld games yet!. A decent looking, unremarkable mobile port that is surpisingly fun, despite its simplicity.. Alea Jacta Est as an idea for a game is a good one In execution it needs a lot of work

The game suffers from slow run time and an annoying habit of crashing and at times the game simply doesn't register my commands and i have to click multiple times before it gets the message (although this cold just be the slow runtime)

The gameplay could be interesting if I knew what was going on as the tutorial does a very poor job of explaining how battles work and tells you nothing at all about the units (ie what there stats mean, what different units are good for etc) from what i can gather it seems that armies have a power score based on their units and health (possibly morale too) and this combined with the general and terran will determine the outcome of a battle it feels like a more complex and interesting version of the battle system in crusader kings or EU (which is good cause both those games need a better system for battles) and I feel that if I could just figure out what to do (and have the game run well enough to have the chance to do it) It would be very deep and challenging and a lot of fun.

As it stands now I wont recommend this game, give it a few months to sort itself out and wait for another steam sale by then hopefully it will be running well enough to be some real fun.. Initially looking at this game, I was really intrigued. The game looked really interesting and different so I thought I'd try it out. As much as I wanted to like this game, I just couldn't. The combat is probably the worst aspect of this game (not to say I couldn't find more wrong with it) the mechanics are just...off. For one your character is extremely slow in attacking which is a fatal flaw in my opinion, and although you can figure out the enemie's attack patterns and (more or less) dodge their attacks I've found that some things that definitely shouldn't have hit me have (I think this is due to the animation being off) Another thing that bothered me was that you have to wait several seconds before you are allowed to roll\/dodge again whIch I feel like puts you at a further disadvantage since your character is so slow. I really want to see more of this game the combat is just so grueling I couldn't get through it. This has the character and enemies of Serious Sam, only in a side-scrolling twin-stick shooter. I didn't love the controls, and the way the enemies teleport is more frustrating than in the FPS. This might be great for die-hard fans of the franchise, or players willing to devote themselves to mastering the controls and difficulty. But there are so many great side-scrolling shoot'em ups available, I can't recommend this as a starting point.. A very simple game which will give you at least 3 minutes of enjoyable play time.

Thats it. The most PvP fun I've had since Fat Princess. This game is INCREDIBLE and the devs continue to innovate at every turn. I'm so happy I found this game!

Squids From Space takes a simple game of capture the flag and turns it into clutch demolishing humans with a mech and laughing maniacally while driving a jeep over pesky squids. There are other game modes besides capture the flag, like king of the hill and capture and hold, and each mode can be one valuable player away from winning the game for your team. If you have a crew of friends you usually play PvP games with, buy Squids From Space for the whole squad and enjoy a few hours of extreme rage and Vor the sweet taste of victory.

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