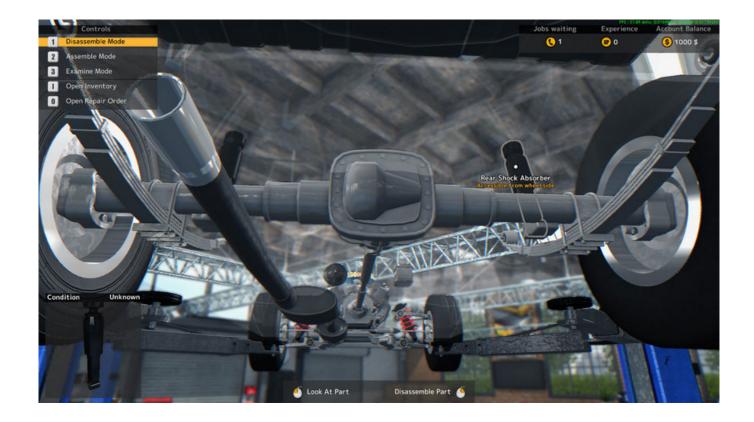
Putrefaction 2: Void Walker Portable Edition



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About This Game



Putrefaction 2: Void Walker is a sequel to FPS Putrfaction, released in 2015, offering much more improved and fast-paced gameplay and more lighter action-adventure tone.



After destroying ancient evil in the first game, you were transported to another galaxy and became Void Walker - a warrior, who travels to a different worlds and times in search of the ultimate enemy. Now you must work for mysterious being, searching for clues and blasting through enemy hordes to find the answers.



- 1) Improved, more fast-paced gameplay
- 2) Brighter and more colorful game world
- 3) New weapon and player upgrade systems
- 4) Three different worlds and time periods to explore
 - 5) New and improved survival mode
 - 6) Different player abilities and perks
- 7) More expansive and open-ended level design than the first game.
 - 8) Over 100+ different achievements!

Title: Putrefaction 2: Void Walker

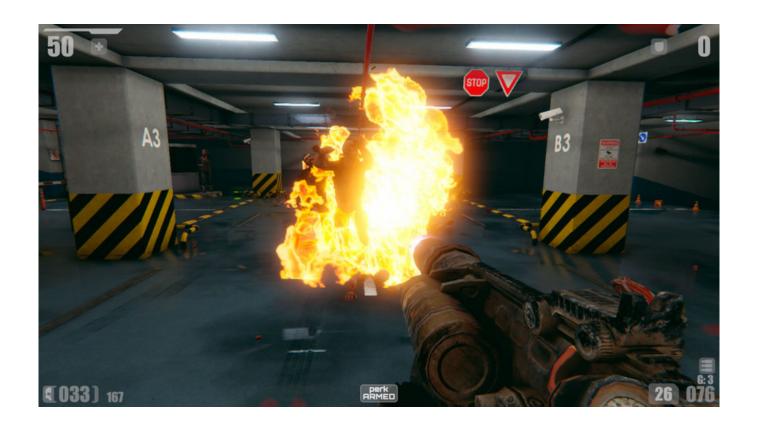
Genre: Action, Indie

Developer: Kazakov Oleg Publisher: Kazakov Oleg

Release Date: 29 May, 2017

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English,Russian







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a great way to practice or learn the basics of html and css-- a lot of it has been review for me, which isnt necessarily what i was looking for, but for a beginner this would be perfect. and its not like reviewing what you already know ever hurts anything.

overall very fun and i recommend it highly.. Funny little game to enjoy when you have not much time.. >gets DLC >plays bomb dockyard on solo stealth dw >everything goes to plan >falls off a ladder and dies

0V10 Too many ladders -IGN. I don't get it. It's trying to be a commentary on various videogame and pop culture subjects and the public perceptions about them, but it does so with an extremely lame sense of humor, kind of old concepts, and "fleshed out" with rudimentary flash games. There's nothing in here that I haven't seen expressed much more fluently and with many less spelling and grammar errors elsewhere.

Spoilers ahead I guess? I can't tell what it's trying to do with the whole pony and otaku bit. The "clopper", or the pony developer, had the most well presented game yet was degraded (and featured) the most, and the otaku had a dakimakura body-pillow with a girl on it (of course he did) and a custom AI that very obviously a reference to erotic dating sim games. ... Which is supposed to make what points? That bronies aren't usually as dumb as people make them out to be and... ha ha funny sex jokes? Throw in some things about games being pretentious, something about using the up arrow to jump in platformers, artsy games and quick-time events without really making a point about any of them, just pointing a metaphorical finger at them, and I'm just left baffled. The games themselves were extremely dull as well. They could have been made into a 15 second cutscene each and nothing would have changed except saving the player 5 minutes per game. Again, with poor jokes poorly executed sprinkled throughout the entire thing.

This is one of those pieces of media where I just step back after finishing it and wonder what the drive to actually make and finish it was. This is not something I would want associated with my own name at the head of the project.. I'm not sure what to make of the ending but the journey is great!. It's a good game, I'm loving it.. Ideal for kids I suppose, it has a nice story for a click-and-search game, did finish it a tad quick though. I guess some more puzzles wouldnt hurt! All in all a not-to-tough a nut to crack but it does bring pleasure.. This was my 3rd time to play this same adventure. I first played through Adam's Venture Episodes 1, 2 and 3. They didn't cost much, so I appreciated the simple game, which still was funny, beautiful and family-friendly. Those episodes aren't available anymore, instead there is AV: Chronicles - a same game with a little bit remastering. There also Evelyn's hair color had changed from blondish to brown, and episodes had moved to chronoligally "right" order.

So this one is already a remastering's remastering, or is it a remake... at first the game was good as it was, but not SO good it should've been made three times within quite a short time. I regret I didn't check at first what the game was about, still the same adventure, and now I lost three times as much money as I paid for the first version. I also noticed that the first puzzle, where you have to make gunpowder, had been simplified, and I quit the game right away.

Buy this to waste your money. Excelente juego, simple a la vez que muy entretenido, lástima que no tenga autobalance de los equipos, algo que los "veteranos" aprovechan para formar equipos de 14 veteranos vs 7 novatos lo cual hace que en estos casos la partida sea como jugar un tutorial en el que se aprende a disparar a dianas móviles, espero que en un futuro arreglen este problema y se autobalancee.

ACTUALIZO:

Por desgracia no solo no han arreglado el problema de los abusos y el desbalance de equipos sino que además el online está MUERTO, ya no juega nadie por lo que es un juego que murió y por tanto paso a cambiar el recomendado por NO RECOMENDADO.. https://youtu.be/IuAlzfgxRn8

I would consider Spectra to be a fun, simplistic game with a futuristic aesthetic. During my time with the title, I found the game to be fun and compelling to want to do better but feel the game is not making full use of it's potential by not including a multiplayer component like a versus mode which I feel would work excellently with this title.

Overall while I do recommend the title, I do so cautiously due to the lack of diversification in the levels and amount of them (10). However the main attraction in this title is the stellar soundtrack which was upbeat throughout. I will say pick this up but at discounted price as I feel £5.99 is a little steep for the amount of content currently available.

The game till the crash on startup i've recently experienced was almost enjoyable...yes there's no so many content as you may think and it's basic, but i've the feeling that it will grow in future due the developer dedication to it.

I can not make a positive review though, because from the v. 1.08 i can't play this game anymore. CTDs o startup everytime i launch the game. An unusual beast \u2013\u00a0really clever, engaging, and interesting, with some really strange rough edges. It's an astonishing achievement in narrative construction, and in some ways that works to its detriment \u2013 the ways in which the environment, and your character's understanding of the environment, are affected by your actions is seamless enough that it can be hard to see what changed (until subsequent playthroughs).

Pros:

\u2013 The setting really is deeply engrossing, and the world-building is top-notch \u2013 quietly and un-self-congratulatorily makes 'diverse' choices, and starts to feel very real.

\u2013 The translation mechanic is really well-done and genuinely very fun.

\u2013 Much more replayable than it seems on a first playthrough \u2013 a lot of depth really unlocks, and none of the depth and variance in the narrative is at all disappointing.

\u2013 Some reviews have complained about the fixed (or semi-fixed) personality of the main character, but she's interesting and it feels very consistent and coherent.

\u2013 Nice devs! Very responsive to community feedback, a lot of broken things have been fixed.

Cons:

\u2013 I think a little bit of 'irrelevant' detail and discovery was lost for the sake of the narrative complexity. It's easy to feel that each individual location was too shallow \u2013\u00a0the overall universe of the game is so carefully-crafted, and I don't think this 'needed' to be an open-world game, but the world can feel very gated off, and individual portions of the experience very tightly-structured.

\u2013\u00a0The ending is oddly underwhelming. This feels deliberate on the part of the devs, and I get the narrative point being made, but the lack of a real moment of understanding is unsatisfying.

\u2013 Save system is annoying \u2013 it's too easy to misclick and ruin a playthrough.

I'd overall unreservedly recommend the game, though \u2013 the truly novel and innovative aspects feel very much worth tolerating the less brilliant side.. This game is really fun to just play for a moment every now and then to kill some time... and some zombies. I like syncros, T.G. Hyper Librarian is pritty good, I like vilons(not very good). I don't particularaly recommend this exept for skilled synchro lovers. The only reason why I didn't put a negative review is because Its not some of the worst dlc.. Standard shooter: hold 'W' until you find an enemy, point and click, repeat.

Altitude at first: Obstacle course!

Altitude later on: Varied fights with constant maneuvering. The layout of the area and the speed, position and angle you have relative to your enemy when you encounter them all affect how the battle plays out.

Some beginners tips:

The most popular map, "Football", has no obstacles so is easy for beginners.

The bots who sometimes fill out teams on public servers are mostly on difficult settings with perfect aim, and can give even experienced players trouble. Their main weakness is that they will focus completely on whatever target or objective they have at the moment, ignoring other enemies unless you go straight in front of them.

When on a server, press TAB and look at the player's levels next to their badges. If there's no number, they're level 60. Sometimes a level 60 will start over from level 1, for prestige, but you can tell them apart by their more complex badges vs a beginners cartoony blue and yellow ones.

Anyway, level 60 people are usually pretty good. Sometimes I don't even fire at low level guys, just circle around them dodging their shots, and they often crash before managing to kill me:) The game has a high skill-ceiling. So you might want to find a server with beginners, the servers with just a few players on them often are.

Now, get online and try to hit me :). PUTIN VODKA BALALAIKA. dopest game ever legit

the perfect difficulty, it's challenging and fun

the controls are sweet as well

the artwork is incredible, and soundtrack is cool

the easter eggs are random and what but yes good

also VERY GOOD GAME
also it has trading cards
and is cool game cheap
and is good goood goododddodoodofo
it is seriously amazing game worth every cent :)))))))))

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