
Saints Row IV - Reverse Cosplay Pack Download Install



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About This Game

Become the Avatar of the Saints Row Community with the Reverse Cosplay Pack. Chosen from the best of our fans' entries to our Reverse Cosplay contest, two outfits were handpicked and turned into in-game outfits! Wear the Genki Space Pimp outfit to end Zin filibusters in style, or don the Freckle Bitch's outfit to deliver justice the Saints way.

Title: Saints Row IV - Reverse Cosplay Pack

Genre: Action, Adventure

Developer:

Deep Silver Volition

Publisher:

Deep Silver

Release Date: 5 Feb, 2014

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Minimum:

OS: Windows Vista (x86 or x64)

Processor: Intel Core 2 Quad Q6600 | AMD Athlon II x3

Memory: 4 GB RAM

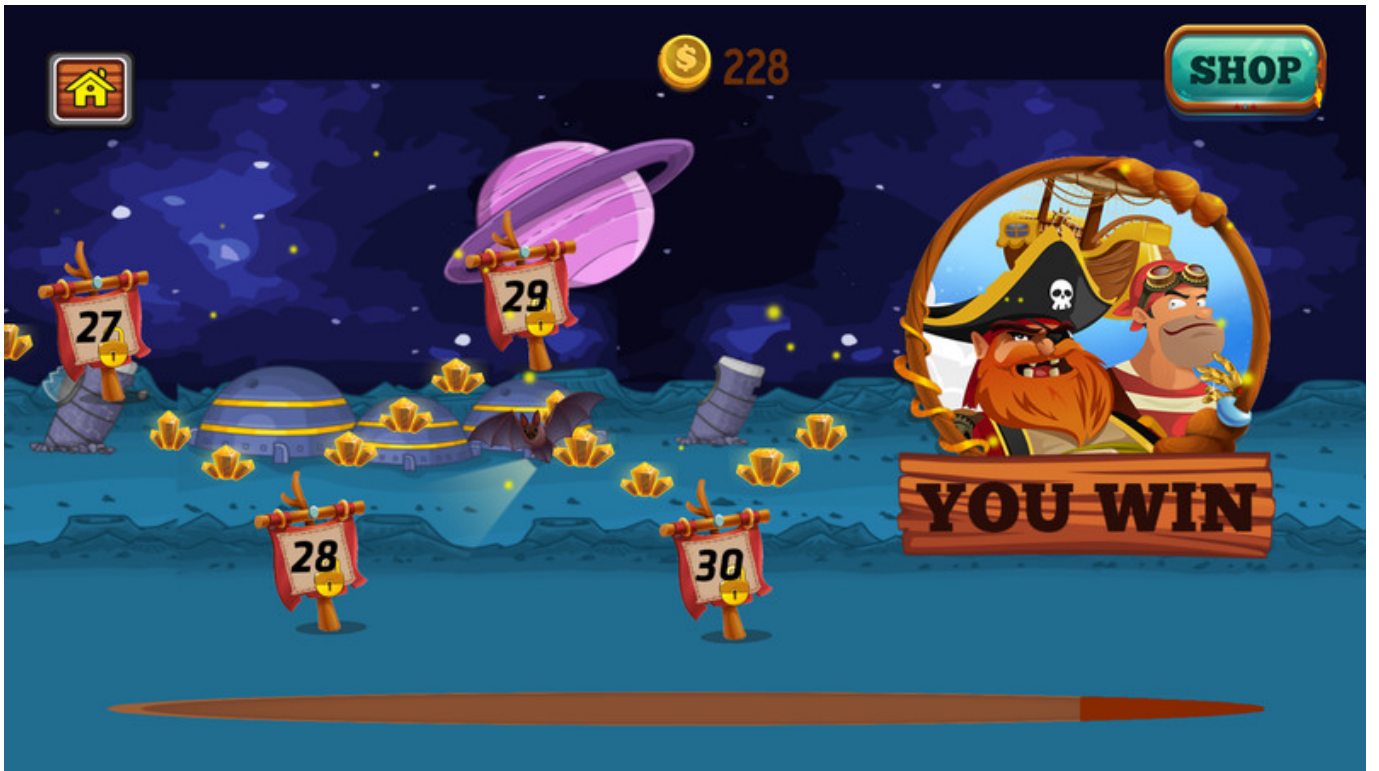
Graphics: NVIDIA GTX 260 | AMD Radeon HD 5800 series

DirectX: Version 10

English,French,Italian,German,Polish,Russian,Japanese







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Nice game!

Its only annoying that you can't save your progress when you die, but it's not that long game so I don't have anything to complain.. The Ubermoh games are all suprisingly enjoyable twinstick shooters. Each game is iterative and improves only slightly, so either get the whole collection or the most recent one, as the older versions are simply inferior.. "I have lived my life to the best of my ability. But I have not been able to escape fate, anger, or pain. Bring me the answers and the road that leads to the truth. Reveal to me once and for all, how all of this will end."

\u2015Ezio Auditore da Firenze, Assassin's Creed: Revelations Teaser Trailer

Well, completing the last part of Ezio trilogy was a task accomplished faster than I imagined it to be. Now that I'm checking my gameplay time, and comparing with previous instalments, I realize this one indeed had much, much less to do overall. Is it a disappointment? Far from it. Assassin's Creed: Revelations is a wonderous part of the series, and a somewhat rushed, yet appropriate ending to Ezio's story. Here, we'll keep seeking the truth in a completely new setting: the meeting point of two worlds, and my hometown, Istanbul.

Here goes my casual warning for my reviews of the AC series: "will contain spoilers". Since the series are presented like a well-woven TV series at this point, it is impossible to make a clean-cut review without giving some degree of spoilers. Now that is out of our way, we can recap. At the end of Assassin's Creed: Brotherhood Desmond and the company managed to locate the vault that Ezio hid his Apple of Eden, under the Colesseum: Santa Maria Aracoeli, originally, a temple to Juno. Yet, as they managed to reach the apple, Juno herself - another of the Those Who Came Before - appeared and took control of Desmond's form, stabbing Lucy and leaving Desmond's fate unknown as he dropped unconscious. Following that, we learn that Lucy indeed died, Desmond has been in a coma, and he was placed in Animus, in hopes of preserving his conscious. There, Desmond meets subject 16, Clay Kaczmarek, who was the assassin Abstergo made tests in Animus, prior to Desmond. Clay explains Desmond that he has to go through the remaining memories of his ancestor, Ezio Auditore, to go back into his own consciousness; while the rest of the crew journeys to New York to regroup with the rest of their order. So, be ready to live through Ezio's time and life in \u0130stanbul, to save Desmond from his cyber prison in Animus!

Going back to Ezio's life, it is revealed that in his old age, he set out on a journey to Masyaf to visit Altair's secret library, which he learned about in one of his late father's letters. A quick investigation dictates that the library is sealed by various keys and Ezio isn't the only one who will be seeking for those keys. Yup, you have guessed right: it's templars again. Ezio's journey will soon take him to Istanbul in search of those keys though, and there, he will meet the Ottoman Brotherhood, founded by Niccolo Polo years ago. No need to note that he will indeed get involved in their affairs and conflicts as the Mentor. So, be ready for another action, mystery and romance packed Ezio run, added a bit of an oriental touch this time.

I must confess that watching the silhouette of my beloved city, encountering figures familiar to me and hearing random conversations in Turkish, in a AAA game was quite a delight for me. I imagine this must be the exact feeling of an Italian gamer once they played one of the previous games: excitement, familiarity and a bit of pride for your culture, since someone found it interesting enough to depict in such detailed manner. I recall hearing some Turkish remarks in the first game, but since this one mostly takes place in Turkey, every conversation held, has at least one Turkish word or saying. On that part, let me declare the game to be a wondrous success: yes, it depicts the Ottoman culture of the time quite correctly, with maybe some exaggerations. The daily life depicted is point on, yet one approached dubious to the concept of Janissaries wearing those heavy armors and masks. That was plain funny.

Oh, we were talking about the game, right? Not Turkish culture. Okay, this one has collectibles and side quests, just like the ones before; yet the number of things you can do isn't quite as satisfying. Guild missions, parkours, independent assassination quests, side scenarios are nearly non-existent. There are 1-2 DLC missions, and some training missions, giving some background and relationship depth to your young recruits once they become den masters. Quests from a Venetian bookshop owner named Sophia Sartor - Ezio's romance interest in his old age - holds the primary progression concerning your look for Masyaf keys. As a mini-spoiler, our search for the keys, will bring us back with an old friend. Be ready to meet Altair in his old age!

The rest of the main story though - the debate for the crown between Selim and Ahmet, and of course Selim's son, Suleiman, who will become Suleiman the Magnificent in the following era - isn't terribly well processed. Sure, there are remains of the Byzantine Empire (Templars, in this setting) and their powerplay against the Ottoman throne, but Ezio is more of a side

character to all those happenings rather than the main hero of the scene. So, you mainly stick to your business of looking for the keys, rather than liberating a country in which you are simply a guest. Not as heroic and satisfactory as previous games. All you mainly do is being a pal to the young Suleiman, and make sure his uncle's plots wouldn't come to fruition.

Well, such is understandable though. Considering that Ezio is in his late fifties in this game, one shouldn't expect him to be the young daredevil he once was. Still, he will see enough action for his time in Istanbul. The same mechanic of buying shops, collecting weapons and recruiting young assassins to do your bidding still applies. Now you can go after rare books, rather than artworks; and you can send your assassins to different Mediterranean cities to take over and bring extra income. Oh, and there is one major addition: from now on, we will familiarize ourselves with bombs! Be ready to meet Piri Reis and learn the basics of bomb making from him. It hasn't been a revolutionary addition to mechanics for me, yet some might very well enjoy it.

Going back to the setting, Istanbul is a pleasing experience, alongside the chapter you'll be playing in Cappadocia. Yet, the number of landmarks you can collect, and pieces of lore you can stumble upon is nothing compared to Rome. Setting might have been glamorous with more investment. As it is, it is simply pleasing and different for the European audience. For me, meh. It is heartwarming and enjoyable. Masterpiece? Nah, it would have been a masterpiece with more content.

Again, as the closing note: controls are way, way better. Various key combinations work properly this time. As a PC port, they did a magnificent job this time. Reaction rate and the number of new maneuvers is simply perfect.. Since the overwhelming success of "DEEP SPACE WAIFU" which is a game that's been on my wishlist since release I got a bit relieve of stress for this water down copycat game call space girls.

You planet lack women and it's up to you to save your planet. You must find and stripe those giant space girl of their cloth and capture them, take them to your planet, mate with them so your civilization would continue on....

Well that's the cover story anyways. In truth this is a basic bullet hell top down shooter game with the objective of removing girl's cloths. Not quite appropriate for kids but young adult will enjoy this greatly. Like I said before this game lack the depth of Deep space Waifu but it does have power ups, lives, bosses and can be quite a challenge for new comer to bullet hell game.

The bullet pattern themselves are really simple and there are just 4 type of regular enemy and the boss bullet pattern wasn't that complicated anyways. The only thing is the speed of this game is quite fast and your ship's hit box is large too. Than again it's nothing a regular human being cannot handle.

Quick one hour finish if you good with bullet shooter since there are only 22 levels in total. 11 girls will be stripped of their clothes. One level for regular cloth and one level for underwear for every girls.

5/10 for a quick enjoyable shooter that lack depth. If you got spare money buy Deep space Waifu instead of this one. But you this fall somehow fall into your library be sure to play and enjoy it!

PS: changed the rating from 7/10 to 5/10. changed the thumbs up to thumbs down. This game is not nearly as good as DEEP SPACE WAIFU now that i played that game.. The game can not hide the fact that was established in 1998. The biggest drawback is only one table. Actually it should be the only comment about this game. Playing this is a waste of time and buying this is a total waste of money!. A great base for a survival game on an exotic island.

. it says it is in my library but in the game it says that it hasn't and that i need to buy the discs or return to the demo region of seattle

Great story telling VR experience (not a game).

The volumetric rendering is still in its infancy, but looks "good enough", at least to me for the use-cases shown here. It takes interactive storytelling to a new level.

The story was pretty good, and even brought some tears to my eyes. (a first with VR stories)

Overall recommend, if you aren't super stingy with your budget (25 minute experience for 6\$). I hate this game horrible gameplay

. I recommend this game if it's 2008 and you live with your parents. i flipped out when i realized i bought this with the other pixeljam games, i totally forgot this game existed. i played the heck out of this in high school on a keyboard, and since im pretty sure i havent gotten much better at this game since then, let me say that it was totally meant to be played with two joysticks. i already beat it again once, but now i need to get the ending where both brothers make it...

its pretty tough and fun but still on the short side- \$5 is an appropriate price. really looking forward to v. 1.5!! this is ♥♥♥♥♥tt been trying to get this ♥♥♥♥ing game started all day, shooting my a disk read error on the last ♥♥♥♥ing update. bring back h1z1 ♥♥♥♥ this

. I own yet VIRTUAL Sports, from Vive Studios, than is just excellent (best VR tennis available for any system by a big margin). I ever watched at Arcade Saga because of his many features, and especially progression and powerups. Something didn't convince me 100% for the full price, but during Summer Sales with a big discount I can't say no.

Well, it surely worth 5\$ but hardly I can suggest this one at 20\$.

There are three (simple) games with ton of levels and a good polishing, but all of them are so so to play. It looks a sort of medley between Holoball, Holopoint, Racket NX and Cyberpong. From the quantity side is a winner, but still get old fast.

Let's hope than the next Vive Studios game (even Virtual Sports has two disciplines) won't be a collection of something, but just a single and full featured game good enough to be sold alone.

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