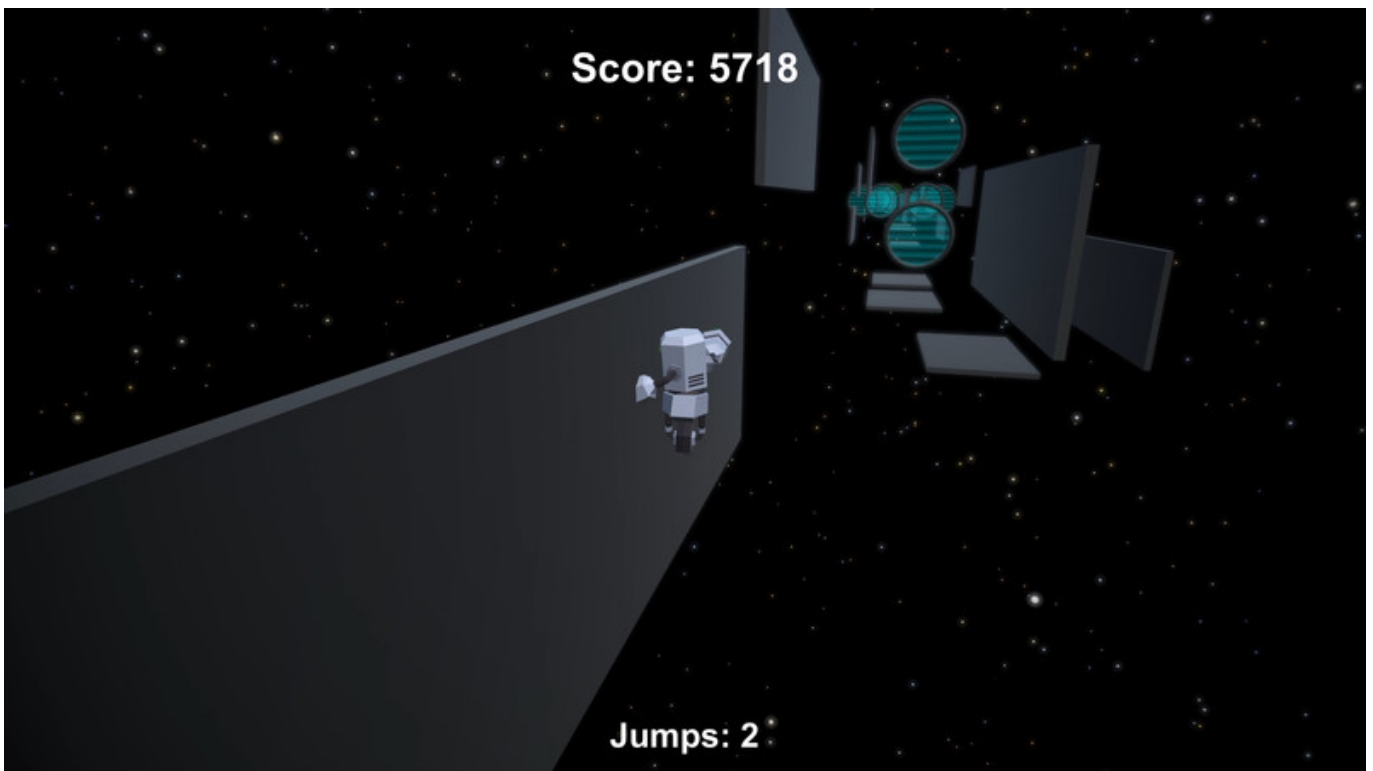

RER2 Extra Episode: The Struggle Ativador Download [License]



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About This Content

Extra Episode: The Struggle

Moira fights to survive the horrors of the island with the help of an old hand. This is her story of struggle and redemption.

*This extra episode provides a different gameplay experience than the main campaign. A new costume for Moira is included.

*Episode One required to play.

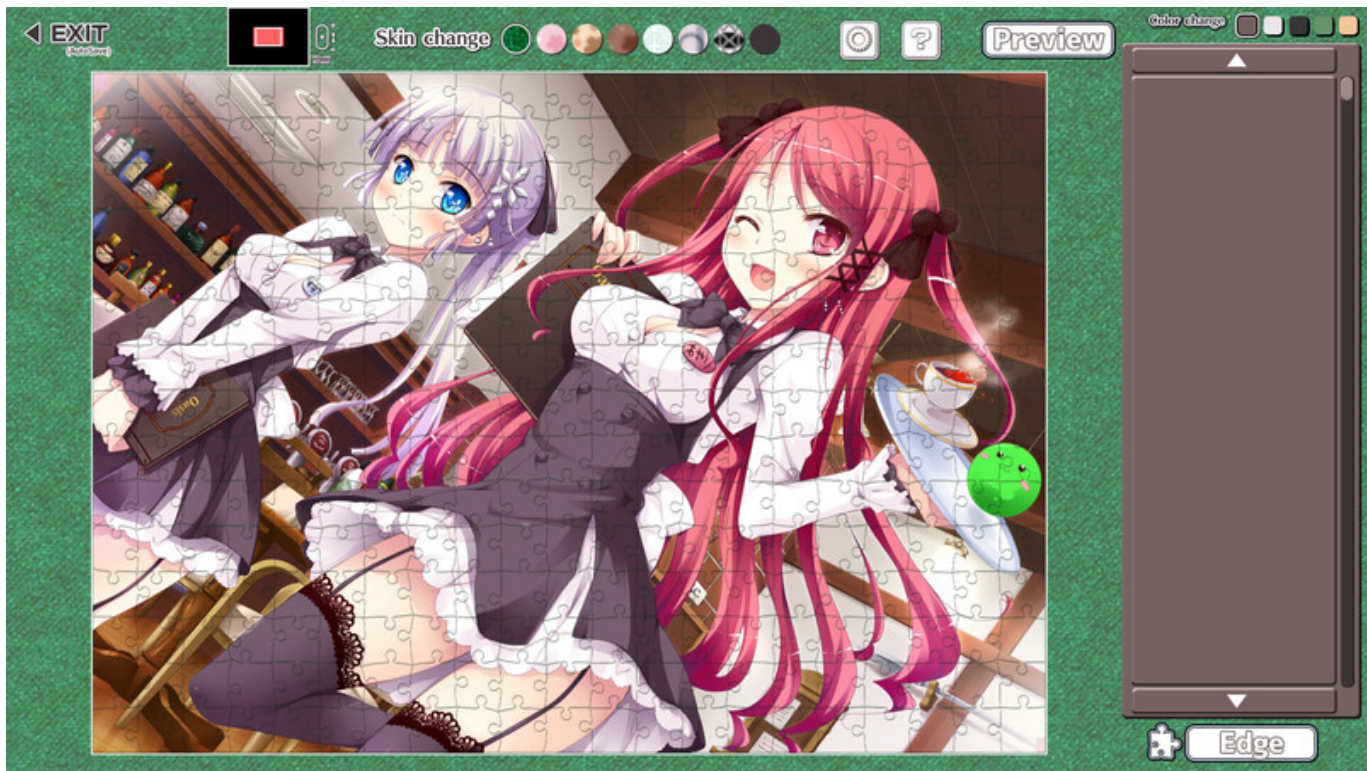
Title: RER2 Extra Episode: The Struggle
Genre: Action, Adventure
Developer:
Capcom
Publisher:
Capcom
Franchise:
Resident Evil
Release Date: 17 Mar, 2015

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English,French,Italian,German,Japanese,Korean,Polish,Russian,Traditional Chinese







resident evil revelations 2 extra episode the struggle. rer2 extra episode the struggle

No

-not even on a sale!

do not even remotely think to consider it for solo play, (and also fairly safe to still disregard for coop), this is unadulterated bs in digital game form,

probably the worst camera i've encountered where a decent one is needed the most, since there is a ton of platforming, and the controls are wonky to boot,

-then it feels like a couple of elements was just thrown haphazardly in near the end, with complete disregard for the mind-numbingly poor control scheme

don't get suckered in by the "purdy" aesthetics, or some novel sense of story, the game is extremely simplistic in play, platforming, "puzzles" etc, and the experience offers nothing remotely rewarding for your time, effort, or money

rarely do you encounter a game this "easy"/simple, yet so infuriating by being utterly hamstrung in its overall disregard and lack of practical/regular design to fit the scope of play instead of some imagined, unrealized, vision

+ when some elements has no consistency or reliability in play, it becomes all the more frustrating, further highlighting flaws and "that's some bs"-scenarios from bad design or wrong gameplay direction choices

make no mistake, this game is not challenging in gameplay nor "by design", its only remote difficulty lies in the poor controls, wonky design-overall blend/handling of mechanics. -which is completely magnified if attempted to play this solo! But will still be noticeable in coop...

this offers no sense of satisfaction or accomplishment from "overcoming an obstacle"/engaging challenging play only a sense of disbelief in oneself of somehow having managed or decided to endure it through to the end. And the regret of having wasted that time, or even money, for the "privilege" of such "experience"

PS. people comparing this in any aspect to Brothers: A Tale of Two Sons need to wake up and get real. Shadow Puppeteer doesn't even come close in any regard to that game, Brothers is a great game, and a grand masterpiece compared to this. This is no Brothers in any sense or form, (nor is it Trine).

While it's notable it, sorta, tries to do its own thing, sadly it falls shorts in so many of its own areas, and doesn't even come close to other games and what they did.... This pack is mostly covered in the Channel Battles pack, which also gives you the required planes for the campaigns, but also the English Channel map, for only slightly more money. Alternatively, you can buy the planes directly from the Rise of Flight store (unless you've already made a purchase on Steam, like me).

Buy Channel Battles or stay away from the Steam version entirely.. If it is in the sale and you know that you like simple hidden object games, this is your poison!

But if you pick this for the story or "amazing" cut scenes look elsewhere, it ends with a to be continued and not a hint of how or when...

I found myself laughing at the "animation" and story through the game and enjoyed looking for the items. its worth the pound odd I payed for the enjoyment of 3 something hours so far.. This add on is very difficult and not like the original game at all. You are forced to have multiple saves and follow a specific style to be able to complete the missions. Unless you want to do hundreds of restarts until you know exactly what is going to happen this DLC is not for you. You could open a room that has a spider spawner in it that will kill all your creatures no to mention the constant incursions into your dungeons. Not fun anymore!. I have completed what is available on the early access release, here are some thoughts:

Pros

- *Strong melee combat system, with some innovative ideas (combining dodging with counterattacks as well as combos -- combos are unique for each weapon)*
- *Bufs for boss fights make them doable yet challenging*

-
- *Very few glitches (game never crashed on me, no notable visual bugs -- one time I was drinking some Soju when I entered a boss fight and the cutscene showed a floating bottle, not a big deal)*
 - *Challenging -- get punished for not being thoughtful about attacks, combos, use of stamina, etc.*
 - *Multitude of enemies each with different strategies and attacks (for the short game that it is)*
 - *Fun progression and death related challenge (the more you die without finding a totem, the higher the enemy morale -- meaning they become more aggressive but I am unsure if they deal more damage or not?)*
 - *Eerie atmosphere and enemies (from demonic humanoids to worms)*
 - *Souls-like RPG elements (sleeping to level, resets enemies except minibosses)*
 - *Price, for this gem the 9 dollars I paid for it was well worth it*
Cons -- there are very few and they do not really take away from the game experience
 - *Short, but could be expected from the early access -- kind of seems like a tech demo in some ways, an introduction to the combat system and world*
 - *Minor development of story -- mostly focused on the combat and dungeon crawling*
 - *Some funny translation when talking to the NPC*
 - *There's one NPC who says the same thing each time you encounter him*
- Overall, I give the game a solid 4.5\5 for what it is. Again, it's short but it was very fun. It does remind me of Dark Souls\Souls series type games but that is not a bad thing for me. It is a first person variant to the challenging RPG, which feels innovative and fun. Looking forward to more.*

Well worth the 9 dollars.. This was one of first adventures I played at the time of release in 1996 and I have good memories of it. There were some serious problems with distribution back then and today the English only copies are very rare collector items and extremely expensive (I saw copies offered for thousands dollars). So it's good that it is available again for affordable price as a digital copy.

The remastered version was not released in perfect state with some bugs and missing features but developers do care, already improved lots of things and listen to the players suggestions.

The game is humorous 2D cartoon like adventure set in the Old West era (this is the only game in Fenimore Fillmore series in 2D as sequels have different 3D style). It's in similar style as some classic Lucas Arts games with point and click mouse controls, verbs and items inventory, and Fenimore Fillmore is the funny antihero like Guybrush Threepwood.

The game does not take anything seriously and there are plenty of crazy situations.

The graphics was glorious SVGA at the time of release and it has still been improved in re-release as the developers have access to an original art.

The gameplay is long without the walkthrough and puzzles are mostly logical but relatively hard as there is access to many locations at the same time soon after the start so player can get lost sometimes.

Music is good but there is not much of it, it could surely be better in this regard. On the other hand, English voice acting is great - not only Fenimore, but other characters as well.

I can recommend this game to the fans of "old fashioned" wacky point and click adventures.. The Secret Of Hildegards is on the lower side of average with low res graphics, many incorrectly translated object names, spelling errors and a fairly abrupt, unexpected and unexplained ending. It's not terrible but it lacks depth and quality. There is no voice acting but the music is pleasant. It's hard to recommend but there are worse ways to while away a few hours if you're keen on the genre and can get it cheaply, otherwise there are much better examples available. 4\10..
EDIT-12\8\2018 MOUSE CONTROL!!! Great addition, and adds much to play, game length, and ball control (or seems to for me. Especially improved by mouse control is ball aiming! Section on lack of mouse control removed.) Also, pressing ESC out of habit (to pause) no longer exits the game. (Perhaps the best sign of a good game is attentive developers. If so HA2 will do very well. Thank you!)

As a player who has an almost obsessive interest in the PONG, Breakout, Arkanoid genre of arcade game, Halloween Arkanoid 2 (HA2) was pretty much a certainty (at least at this very reasonable price.) While I've been playing such games since my Odyssey console in 1973 included a PONG game, I won't begin to say I'm proficient. But I can speak from more than four decades of intermittent experience.

Please keep in mind that what may be its biggest plus may also be its biggest (review) negative: 150 levels. I can't begin to comment on more than the first handful of levels within the first few hours of release, or the increasing originality of levels that a player would both hope for and assume. But since many aspects are almost certainly universal, many of them can be safely discussed. (And this review can be edited over time.)

Confusing to me is the purpose for the scoring available on each level. Perhaps this has meaning further on, but without leaderboards or any obvious use for scores (beyond a HIGHSCORE selection on the Main Menu, purpose for which is unclear...Grand Total perhaps?), it seems more reasonable to not assign values to blocks at all, since scoring seems to have little critical purpose, and only clearing the field seems to matter for level progression. (I hope to find myself corrected by developers, and perhaps have it also included within the game in some manner.)

What DOES HA2 offer? The paddle is able to extend all the way to, and even beyond the edge, and that's a feature I'd like to see more often. Another very nice feature is that pretty much any contact between paddle and ball will act to rebound the ball into play instead of a corner nick knocking the ball downward. And as mentioned above, there are enough powerups to virtually drown the average player. No, there is no clever or interesting backstory (nor is it practical to expect one at this price), and this player is certainly most curious as to just how far new ideas and concepts can expand in 150 levels. And it's also a strong feature that each level is individual, and only needs to be defeated once to remain unlocked forever as it unlocks the next level in sequence.

Is Halloween Arkanoid 2 for you? At this price, my personal choice is a resounding YES! However, I'm in the fortunate position to be able to buy pretty much as many of them as I wish (since none are expensive.), Most gamers do not have this freedom, and must be cautious in their choosing. With so many choices of this genre on Steam at approximately the same price range, I suspect the mouse issue will be a deal breaker for many.

Thank you.. Got it from GOTY edition ;)

One of the best skins in this game ^_^ . I've been seeing a lot of negative reviews on this DLC....

To be honest, I went ahead and bought it with the full expectation that it was going to be as bad as was stated.

However, it turned out quite different.

Yes, I lost my first attempt to play a simple skirmish match... but then realized it was the things I needed to do that was at fault. There are some major differences from the other two factions.. but overall, it's still run the same, just some new twists.

These twists may have confused some players into thinking the faction is weak, but I attest, soon as the Undead get going... they can be a Tidal wave of poisonous, infectious, freezing cold to the touch, skeletal death to any enemy.

Using the poison cloud when your troops are in a cluster and then leaping at the enemy groups simply is a sight to behold.

From what I've read there may be some misunderstandings about the Bloodsucker units...

At the start (as a bat), they are pretty weak (easy to kill).. however, they run (or fly away) until your other units begin engaging... then they swoop in and deliver some nasty hits on the enemies.

They also have a task.. hanging around the cemetery helping revive your dead. So it DOES pay to have several of them (ended up with 6 even from the start with no problem).

One more nice little tactic... is to cast the "Summon General" spell on the battlefield (or in the dungeon)... this summons a ghost with a sword and it is a similar spell to the Summon Evil spell that all factions have (including this one). However, this one in particular can be cast outside the dungeons also...

The warrior, comes with a few skeletons to fight... they are good at causing such a diversion you can then cast a 2nd spell nearby... "Summon the Undead" which summons ALL of your heroes (or rather, villains?) to that spot.

They will rise up out of the ground like a horror movie and lay waste to the enemy which is already engaged in fighting the General.

Then cast that Toxin spell and enjoy!

The other units can be confusing but just know this, hire a couple of zombies first and go for about four. Because they are tougher to kill and hit well. They also run the Laboratory which is like the forge.

It is similar to the forges of the Orcs and Demons but with a twist... at level two you get the ability to add a second type of structure to the room. It's not a replacement structure like the Orcs had when they upgrade to the master forge... but a leveling chamber (similar to the Orc's Fighting pit).

There is where you can UP your troops.

Also, similar to the Orcs, is a "Place of Rest" area... Not to be confused with the cemetery. My first mistake was thinking that was the place my troops would heal up... and they do... but not when they are dead (lol)!

The cemetery revives them... the Place of Rest is kinda like a healing bed AND... the Beer room in one.

So not only does it restore their hitpoints (like the admiration platform of the Demons) but it satisfies the units (like beer).

The other room is where the pots are made for using in research (and traps)... it (like the Orcs' Tinker room) has a structure that can be upgraded with a better one. Just think of the Goblin room when you make one of these, however, do note that the Skeletons that run it --- are ranged (archers).. unlike the Goblins from the Orcs.

As for the traps...

There is a skeletal hand that slaps enemies around as they walk past (like those swinging blades of the Orcs -- or the tentacle of the Demons).

There are some floor traps... one that freezes enemies briefly (for the hand to slap around)... and another that releases a toxin. And another "center of the room trap" ... is a freezing blast thingy that works wonders on troops.

The best trap... imho....

Is the rolling snowball trap.

Like the Orc's Rolling ball or rolling explosive ball... this one rolls alright.. but it does not push the enemy back... but rather makes them stick to it as it rolls.

The laughs I had from those (sometimes my own troops would get caught in it).. was well worth the DLC price I paid.

Overall... I think this DLC is good.. it's great to have a 3rd faction to break the boredom of the other two. Might be tougher to some... but really it is a learning curve probably more than anything.

10/10 would Roll the snowball over my guys and the enemy again. PopCap and Square Enix made a game. It's a JRPG where the battles are decided with monsters (which you collect, like Pokémon) that play Bejeweled Twist. Also, kickass soundtrack.. Shadow Ninja is bad. Have no delusions, it's like the love child of a tablet runner and a flash game.

It's a single button game where the player jumps over spinning disks, whirlpool disks, ninjas who pose, ninjas who menace, a dog and an explosive tower that kills you sometimes.

Despite only having one button the controls are still unresponsive with the character sometimes not jumping on downhill slopes. Left and right 'move' the player but I got all the way to level 31 without ever having to use those controls.

Actually the the left V right controls are basically broken with left accelerating the character towards the left of the screen - sometimes so enthusiastically that the stage starts scrolling backwards and the character falls off into nothingness. And right accelerating the player towards the center of the screen - generally causing the player to get hooked on something. Do not touch anything except the jump button.

There's very little in terms of graphics. The stages are black with the exception of the weirdly out of place and low resolution skyscrapers. Red clouds obscure blades, ninjas and the player. Jumping over something when you can not see yourself nor it is bad game design.

Black clouds also hide ninjas and blades against black backdrops. In the all stages I played the only real challenge was learning where the mostly hidden obstacles were.

There's no significant ramp in difficulty, once you've played the first few stages the others was just variants of tap-the-button. Stage 24 introduced a glimmer of fun because there was a genuinely tricky timed platform jump but that was it by the 30th stage nothing else had happened and the tedium had set in.

For a game with controller support it's shoddy - you can jump with the 'A' button but not restart the level. That requires a mouse click. Curiously the players death 'animation' kicks in only about one in every 8 deaths, usually you're immediately kicked back to the menu.

And the menu. There is no way to reset progress so if I ever wanted to go back to a previous stage I can't. The options menu is a picture saying you must play the game by jumping. There are no options. The story menu is a picture of some poorly laid out comic frames that cannot be exited. The only way to exit the story menu is to close the program.

Collision detection is atrocious. Huge bounding boxes around both the player and the obstacles will see you dying in mid-air time and time again. Particularly bad are the strange little kill-you-at-a-random distance towers and the explosions; some of which do not kill you at all.

Shadow Ninja feels like a half-finished student project that someone is asking money for. It's not worth it; even it were free it would still not be worth it. Steer clear - save your money.. I mean it is pretty much dead by now. Yes combat is funny, but there is very little actual official content.

If you want to buy it - be ready that there will be nothing new in future.. Some experiences are good, like standing on the cliff, or going up a lift. The dark experience is spooky. Overall, good for a quick all round multifaceted VR experience.

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