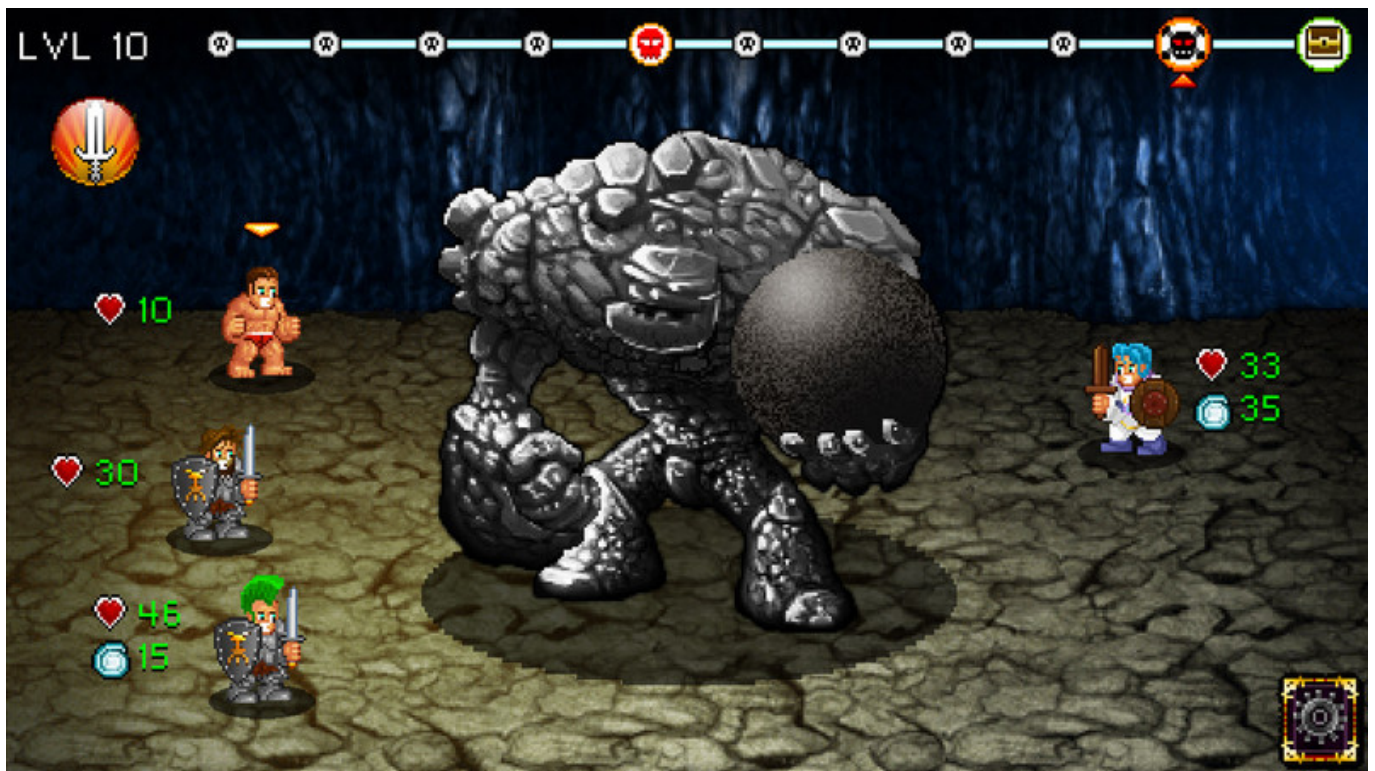

AirBuccaneers Ativador Download [serial Number]



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About This Game

Welcome to the ancient North, once the cradle of culture and peace, but is now corrupted by magic and inhabited by nasty bandits sowing destruction in airships.

Choose to be a vicious Buccaneer or an infamous Viking and take a glider to the skies. Your goal is to drop enemy vessels and secure dominance of the ancient North. Fire cannons, help others, board enemy ships or be the captain – whatever it takes to get your enemies out of the way. The success, as well as the bitter defeat, is solely dependent on how well you co-operate with your crew mates.

Finding the right kind of battle strategy is not self-evident in the merciless winds and twisted magic of the North...

Key Features

- Multiplayer FPS for fans of co-op action
- Intense air battles: airship armadas fighting in berserk frenzy
- Heavy emphasis on teamwork. Solo players, time to team up!
- Board enemy ships and take them over!

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- Four different types of ships: Battleship, Flying Fortress, Cog and Kamikaze
 - Selection of weapons: cannons, rockets, gunpowder grenades, blockers, swords
 - Persistent character development. Begin as a lousy low-life and rise in the ranks to immortal glory
 - Four specialization classes: Captain, Defender, Guerrilla and Cannoneer
 - Use Perks & Flaws system to build a character that always fits your playstyle
 - Find out what really happened in the darkness of the past!

Title: AirBuccaneers
Genre: Action, Free to Play, Indie, RPG, Strategy
Developer:
LudoCraft Ltd.
Publisher:
LudoCraft Ltd.

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Minimum:

OS:Windows XP SP2

Processor:2.6 GHz Single Core

Memory:2 GB RAM

Graphics:DirectX 9.0c Compatible Graphics Card

DirectX®:9.0c

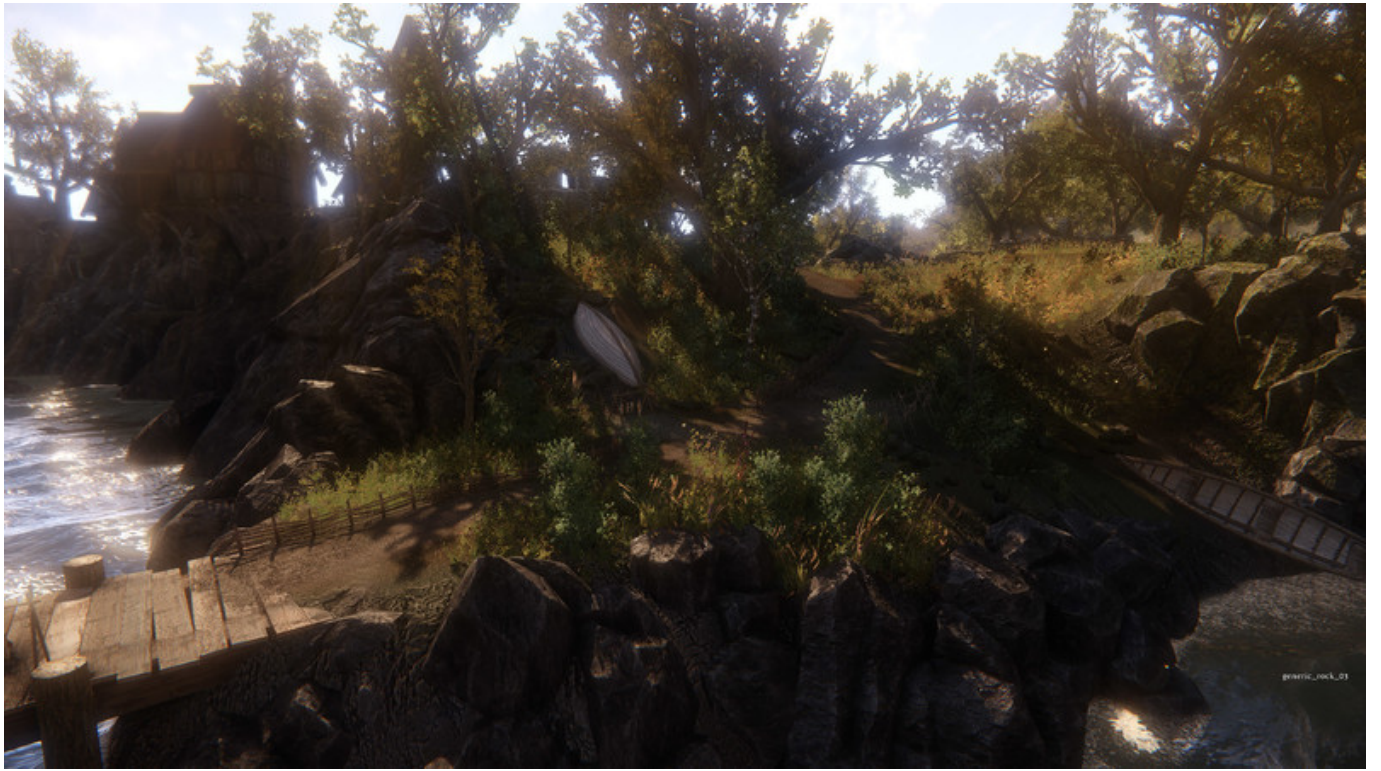
Hard Drive:1 GB HD space

Sound:DirectX Compatible

Other Requirements:Broadband Internet connection

English,Russian,Polish







YES, TWELVE METAL ONES INTO THE POUCH!

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If your looking for an arcade style fun motorcycle - motocross or ATV type game like I was this might be it. Think excitebike meets the original manx tt and even elements of burnout dodging traffic at high speed that's the feeling it gives me. Great fun!. It is a great game. But the lack of community and empty servers really takes out the gameplay and action.. Very good game nice stratgedgi but woud be good if save was a thing. optional enter terrible suicide joke here)

cool game, love the art style, i recommend it. Cyberhunt is a infinite twin-stick shooter game set on a cyberpunk world.. NICE!!!!!!!!!!!!!! Decided to download it and fire it up.

Loving it! Simple and addictive + it's FREE :)

<https://youtu.be/oGfJINRBN5U>

8V10 - The game is very immersive and realistic but I must address a few let downs:

- You stun rabbits by throwing stones at them in a really unrealistic manner. The rabbit will literally only get poked by a stone yet it will still fall to the ground squealing, waiting for you to pick up.
- You can't jump.
- Story dialogue is VERY slow-paced, (2 second breaks in between every sentence).
- You can't drive vehicles.
- The fire system can be a joke: it's a very very very cool concept (fires don't always light, you have to select a fuel, a fire source (matches, a flare, etc) and tinder to get the fire going. Newspaper burns incredibly easily in real life, yet in game you can still fail to create a fire when using newspaper. It is literally the easiest thing to create a fire using newspaper).
- There aren't all that many wildlife threats. [Spoiler warning ahead] There are wolves and bears and moose, wolves and bears are very aggressive but moose will only defend themselves when provoked.
- There is a small loading screen before you're able to enter a building.
- The story mode is very repetitive, everything you need is strategically placed which breaks immersia. There is very little "effort", at least in episode 1 from what I can see so far. It's just to and from, harvest wood, get food, check out a bus crash, go to a farm, etc. The survival is where the fun really lies.

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Cool features:

- You can get in cars, (can't drive them, as stated above) and search the two visors, the glove box, the trunk and the hood for loot.
- Performing certain activities requires you to spend a certain amount of in game time and in game calories. For example, cutting up a big chunk of wood would take you about 20 minutes real time and would spend a small amount of calories and energy.
- Weather systems and temperature systems are very good looking and are suited to make you lose temperature faster in storms. Different clothes give you different cold insulation.
- I really enjoy the searching mechanic. You have to click and hold to search through objects to find loot and there is a LOT of things to search. Glove boxes, storage containers, crates, wardrobes, bedside tables, tool boxes and more.
- The wildlife attack system is fantastic! There is a small slow motion break when you get attacked by an animal, allowing you to choose what you want to use to defend yourself. If you chose a small knife, you will stab the enemy multiple times before it backs off, whereas other weapons like axes hit a lot slower due to the weight. If you chose a revolver to defend yourself, you will hit the enemy 4-5 times with the handle end of the gun before being prompted to "Take Shot" and scare off the animal.
- You can choose how long you want to sleep.
- If you're waiting for food to cook, you can left click and will be prompted to "pass time until ready", which essentially speeds up time until the food is cooked.
- You can find books on your adventures and read them to gain skills in various things.

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It's a very great exploration adventure survival game set in harsh snow conditions. I love it and I recommend it.. Just bought this as i noticed it on the humble sale, Used to have this back in the day when it was originally released and have got to say that despite reviews saying it doesnt work and is glitched I bought it anyway and guess what it runs PERFECTLY for me, no issues whatsoever on Windows 10, massive thumbs up for this :). Fun, challenging game. Kind of dissapointing how short it was. I got only 50 minutes worth of gameplay. It is very cheap, however.. Just fun. Easy rules, easy to play, easy to teach, can get complicated or sopjisticated very quickly. Have the board game too, but use this game to play alone and started to use this to teach my kids how to play (we are on one side, and use the game as the other). This way we can all be on the same "team" while they piece the logic together. Wish the graphics were a little sharper and the AI levels more sophisticated, but will do in a pinch and can still beat me.. Simple, yet enjoyable runner. Nice visual presentation with a very catchy song. Controls could be tighter and it would have been nice to have controller mapping. The basic fire and ice swap mechanic works well. The only major downside is some of the pickups are poorly placed making it very easy to lose your combo multiplier without feeling like you could have prevented it. For score chasers this is a pain. The leaderboards with friends option is a nice addition. Overall its a good, simple breaktime game worth a few bucks. GG!. A fun little game. Sadly, it gets boring really quickly. Whenever I play, I sit for about ten minutes before getting tired of it. Maybe it is just me, but the mouse pointer seems to be a bit laggy, and I serious can't stand writing in the product codes. I can not recommend spending money on this. Maybe if it gets on sale.. I was

gifted this game ironically but it is unironically good. You just go around as a wise-beyond-her-years teenaged girl with a 1920's chic fashion sense and solve inane mysteries, taunt ♥♥♥♥♥y rivals, manipulate boys, and get away with smoking in the basement. I have no idea what the larger plot is (or if there even is one) but, screw it, who cares? Girl power!. Let me start by saying I purchased this game at full price despite the game being out for several months and despite the fact that it had ZERO reviews. I had put it on my wishlist back when it came out and was looking for something new to play and I noticed no one had really found this game so I decided to buy it, play it, and review it to try to help anyone who was interested.

The game is sort of an odd Slender clone but it's not quite the same. You have 16 nights to collect 75 crystals scattered around a large open world. The world is filled with zombies but not so many as to make your task impossible. The reason you are collecting crystals is because the valley used to be protected by this large crystal that brought lots of light but lightning shattered it and now you need to find the crystals and bring them to a shrine.

I'm on day three (there is a day/night cycle) and I have collected about 20 crystals. You need wood to light your torch at night but I haven't found nearly as much wood as crystals. So, I've tried to use my light sparingly. The zombies will freeze you in place if you look at them for too long so as soon as you see them, just head a different direction (like in Slender).

If you do not finish the game in 16 nights, the game is over. I can see how that could happen as the crystals are sometimes hard to spot (the grass can be pretty tall in some places) and the world is pretty massive for a game like this. I had a habit of turning my torch off at night so I could see the glint of the crystals in the distance. Then, I'd just head towards the glint until I found it.

For the price you pay (\$4.99 full price), I thought the game was descent. It's not going to be a breakout hit but I assume it's this dev's first game so I have to say, I enjoyed what I played and thought it was well done for a first attempt. I definitely will play it again and I will not be refunding it (but I never do that anyway - if I make a purchase I feel I am responsible for making that purchase and it's not right to refund it due to my own ignorance or stupidity but I know most will not agree with that opinion).

I highly recommend giving it a try if you enjoy slender-ish games. It's not quite as scary as slender (although the night is really, really dark so it can be forboding and the nighttime music I enjoyed considerably more than the daytime music - the night music is very good and caused most of my tension). I do feel that you can play this game for much longer stretches than Slender just because of the sheer number of objects you need to collect and the size of the world (which is much larger than I thought).

I did have trouble clicking on things in the tutorial but as soon as the game started, that problem went away. Also, the game starts with some wide sweeping camera views that you can't skip. Some people may not like that but personally, I enjoyed it because it gives away the positions of most of the crystals so if you pay attention to landmarks during this section, you can remember where a good many of the crystals are for when the game starts.

Thanks and good luck!. easy too 100%, not much replay value after that, but for the price its well worth it

the graphics are well done and the comic is drawn nicely

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