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## LAST WAR 2044 Pack



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### About This Game

#### LAST WAR 2044

is a unique world that survived a nuclear war. In this world you are given the opportunity to fight for survival against monsters. Also, a large number of weapons will be given (*from a pistol to a minigun*). In addition, there is the opportunity to build turrets. In this game, you have a choice how to defend the fortress with the weapons available in the arsenal, and build powerful turrets that can repel stronger mutants.

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Title: LAST WAR 2044  
Genre: Action, Strategy, Early Access  
Developer:  
New Vector Gaming  
Publisher:  
New Vector Gaming  
Release Date: 7 Mar, 2018

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core i3-6100 @ 3.70GHz

**Memory:** 4 GB RAM

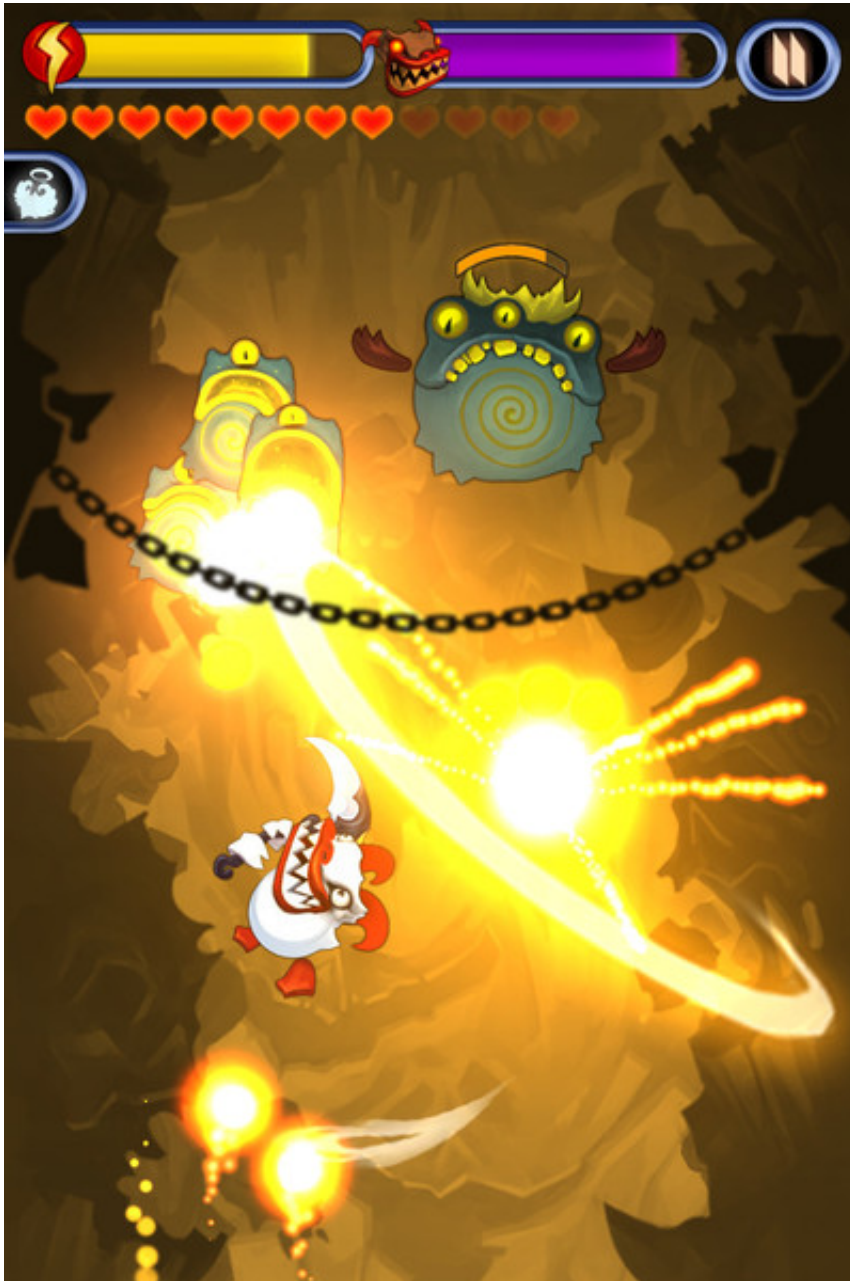
**Graphics:** NVIDIA GeForce GTX 660

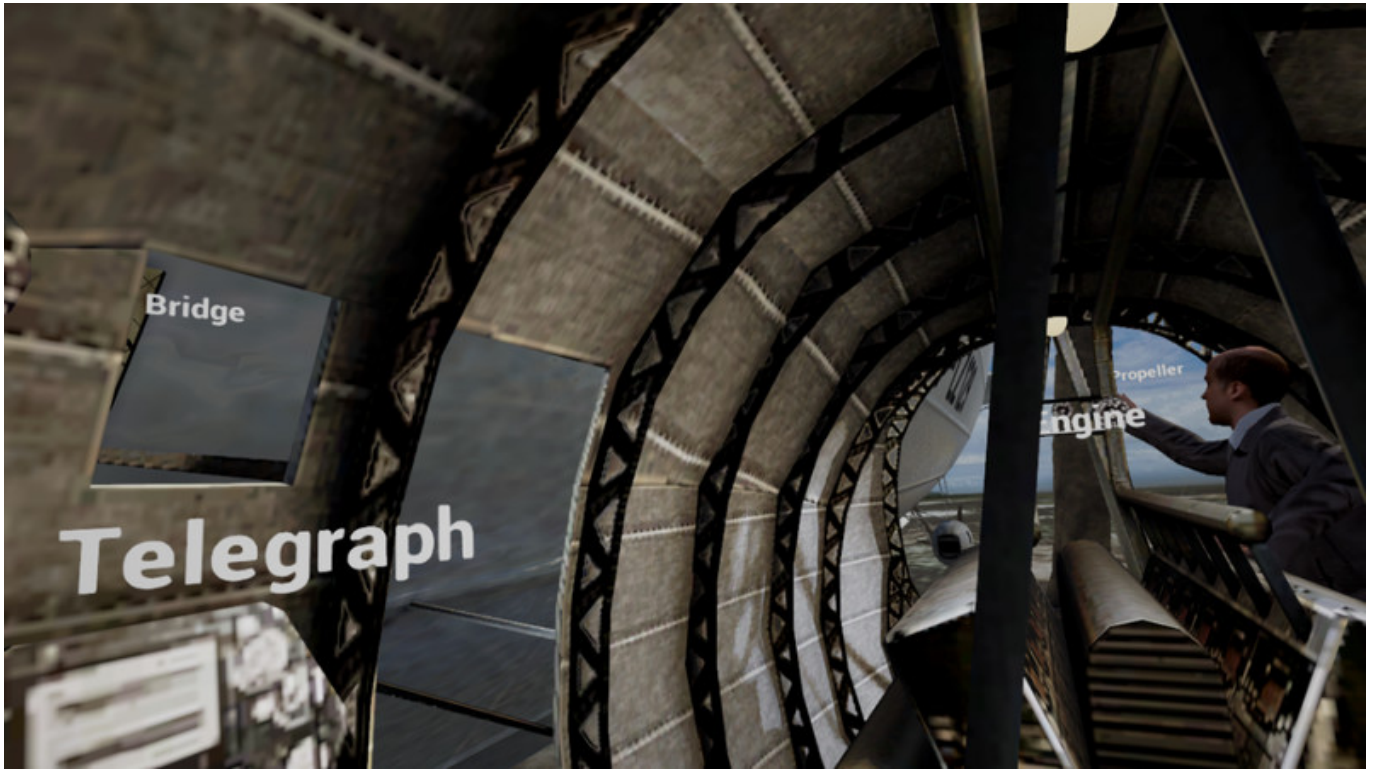
**DirectX:** Version 10

**Storage:** 4 GB available space

**Sound Card:** Realtek High Definition Audio

English,Russian







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Not far into the tutorial, I discovered that in order to play the game you need a mouse with a "middle button." I can't comment on the gameplay, only the fact that you might need a new mouse to play the game. Yes I am aware that some people can download software and reconfigure their mouse, but I wasn't one of those people and this information wasn't provided up front prior to purchasing.

In addition, even though my hardware and OS was much better than the recommended system requirements, there was a great deal of flickering and other issues that required closing and restarting the game several times each time I played.

I hate to give a negative review, because it looks like a beautiful game with a terrific concept, but if I can't play it, even at the sale price it's a waste of my money.. Absolutely fantastic platformer unlike anything I have ever played. Played it a few times with the kids. It's ok but gets boring very quickly. Definitely not worth the price. Can't believe the DLC costs extra!. Let me tell this straight: writing negative articles is not my favourite way of spending pastime. But the game is bad. Which is really regrettable.

What is actually wrong with FH? Actually, half of it..

1. Visual - this side of the FH is not bad. Not good, not bad either.

2. Sound - see p.1. There's no masterpieces, but still it's good for background.

(and here's where "not bad" part meet it's end)

3. Gameplay - well, some of you may rofl on this one, but i wanna believe that you're all interested in good VN, since you're viewing "Fading Hearts" steam page and agreed that this ganre have a gameplay... well, sorta... Back to the topic. It's not good: choises are too simple and predictable and RPG elements... sorry, to sad for continue. But you catch the point. Too poor, too monotonous. Like the chess, where you have only four pawns on the board. Still playable, but not much fun.

4. Story - that the worst part. It's just boring. That's all. Maybe the best way to describe the game was to say it from the beginning instead of writing the wall of text. Story is just boring. Lack of characters, lack of originality, lack of playtime.

You're not even get used to heroes of this tale, because tale will end faster than you like 'em. And cliché. Cliches everywhere. Main pot, heroes behaviour... just everywhere! Game still could be worth your time if the story being good. VN is all about the story after all. Not this time.

Sincerely, i already made 3 playthroughs. Only because some people really like it and gave a good grades. I thought something wrong with me an' that is i who miss the point or a bunch of interesting routes. My mistake. Game's just bad. Thank you for your time.

. An excellent part 2.

It's starting to pick up some speed. I'm looking forward to part 3.

Hopefully season 2 will fully focus on superhero hijinks.

. keegan why did you buy me this game you got drunk off of bud light why would you do this. Pretty good game, i know that there was some sort of microtransaction problems at release but those issues are over now. Great graphics, decent fast combat gameplay, I got a nice lengthy play time for it and could easily go back to it and log more hours playing it.. Fun with friends. Can't wait to see what comes of this game. I'm excited to see a game with couch coop against bots or against eachother. The gameplay reminds me of a halo mix game. It's super entertaining with friends!. Two thumbs up for the minecart levels. One thumb down for bad cloud support (the clouds in world five are no fun and cloud save support seems to be missing).

All in all a very competent platformer, tight mechanics and great level design.. Interesting and new gameplay here; it's different in a good way. Just give the demo a try; it's a neat little game. Cheap, too.

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If you are old school game fan as I am, buy it. Otherwise dont.. ok, now I'm waiting for the "Discovering Colors - Vehicles". The game is pretty fun.

The game can bore you afther playing a lot of levels.

Some levels are to me more like speed based then looking for the right answer. To me it's frustrating you can't move on to the next level.

But still I do recommand this game if you like puzzle games. If you can get this game for 1 or 2 euros it's woth it. If it's more then I would wait till it's 50-75% off.. I absolutely adored this game. The art style is unique and lovely, and the gameplay offers a really awesome puzzle-solving experience from start to finish. I was captivated the entire time and only wish that the main story was longer. But fret not, for there is still boatloads of content, especially if you are the type of gamer that loves to explore the environment and look in every nook and cranny to see what there is to see. There are plenty of things to do and tidbits to figure out that have nothing to do with the main story itself, so you can definitely keep busy! You have to be the type of person that enjoys learning and "detective work", though. (I myself filled up like 30 pages of a notebook with information I gathered along the way as it helped me learn how the in-game coding language worked and whatnot!) Every "ah-hah!" and eureka moment I had whenever I discovered something new was a really satisfying feeling. :) It has deer. Well first if you couldn't tell from the trailer the game runs at what looks and feels like 25fps. So thats not great, but it's a new game and that is something that could be patched. Moving on the game only has 4 weapons you can buy and that's it. no upgrades, or attachments are available. So you run out of toys to play with after 5-6 waves. There is no progression that carries over from other sessions. Just endless waves of the same 3 enemy types spawning over and over. Also from what I could tell theres only really 2 modes theres the regular mode that has lighting in the map and one without. As far as difficulty there doesn't seem to be much difference between normal and hard. As for nightcore from what I could tell it's just hard with the lights off. The map does change and introduce platforms, but they serve very little purpose other than getting in the way, or giving you a spot to sit and VERY slowly heal. Since the enemies can't jump up them. This game feels like a place holder demo and isn't worth your money in my opinion. Unless you are wanting to get it on a steep sale or a cheap bundle to make a few cents off the cards. The only reason I played this is because I thought it could be like the old ratchet and clank areanas or like the deathlock spin off in that series, but it is not even close. I would not recommend this game to anyone. You'll have seen all it has to offer in about 20-30 minutes if not less and have to wastse your time requesting a refund.

Also something I forgot to note is that enemies can get stuck behind the spawning gates leaving you with no way to progress to the next wave. In which case your only option will be to exit the game and start over.. Great game...

But sadly, following an update October 2016 none of the DLC works.

So would recommend purchasing elsewhere.

I would happily switch my recommendation if it magically started working again.

Having said that, I never did see any chimpanzees.... I just finished this game tonight. A few, assorted thoughts in no particular order:

- awesome art (I dig this style)
- AMAZINGLY lovely music (if you want the music, google the names of the songs and artists bVc it's creative commons, so you can DL it for free on various Soundclouds)
- interesting story. I will leave it at that at risk of ruining it or spoilers
- really though, game gave me srs feelz. It has been ages since a game did that to me.
- there is literally only 1 choice branch in this entire 'game' .... it is more of a kinetic novel than a choose your own adventure novel, though you really are choosing a path to some extent, but once you make the selection, you don't get to choose again. just sit back and enjoy it.
- the story seemed really unbelievable in general, but I get that is the point of novels, games, etc. but maybe it was part of me going "no way!! this can't happen!" because the story is so cute and I had strong feelz about how it branched off.
- replayability in the sense that you will want to start a new 'game' each time to see the different outcomes (or to collect the achievements) which brings me to:
- yay steam achievements
- yay screen shot capability

I was sad when it ended yet it felt right at the same time. Which is good, in my book.

Overall 10V10 worth the cashdollaz - on sale or not.. This game feels like katamari and animal crossing with a twist. It was a lot

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of fun and worth the cheap price if you like those games.. The damned thing just kept going. In a good way. It's a very entertaining ARPG with a lot of replayability and enjoyable systems that kept the experience fresh. The vibe was great and kept me entertained and engaged in the story. It's a great buy on sale and I'd recommend it in a second to anyone who likes ARPGs.



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