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## Faceted Oculi Pack Download Install



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### **About This Content**

The Faceted Oculi Pack contains an assortment of faceted oculis : 2 Red, 2 Blue, 2 Green

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Title: Faceted Oculi Pack  
Genre: RPG  
Developer:  
Ubisoft Montréal  
Publisher:  
Ubisoft  
Release Date: 30 Apr, 2014

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**Minimum:**

**OS:** Windows Vista, Windows 7 SP1, Windows 8/8.1 (32/64bit versions)

**Processor:** Intel Core2Duo E8200 @ 2.6 GHz or AMD Athlon II X2 240 @ 2.8 GHz

**Memory:** 2 GB RAM

**Graphics:** nVidia GeForce 8800 GT or AMD Radeon HD2900 XT (512MB VRAM with Shader Model 4.0 or higher)

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 3 GB available space

**Sound Card:** DirectX Compatible Sound Card with latest drivers

**Additional Notes:** Windows-compatible keyboard and mouse required, optional Microsoft XBOX360 controller or compatible


English,French,Italian,German,Japanese,Russian




METAL SLUG DEFENSE

# DECK

 : 000200

 : 00036300

 BONUS : HP+10%



PF 1 PF 2 PF 3 PF 4 PF 5 PF 6 PF 7 PF 8 PF 9 PF 10

 TREVOR (JUMMY)



LV:30 / AP : 90



BACK



OPTION



SHOP



CUSTOMIZE



SORT





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This is only a first look review after about four hours playtime. I might update it at some point.

All in all a great roguelike game. Great atmosphere, superb sound design, fitting (if somewhat minimalistic) graphics, creepy enemies and lots of equipment to research and outfit your Deadnauts with. The game does a great job making you feel like a remote mission planner.. you feel very distant and disconnected from the life and death struggle of your Deadnauts on a strange alien ship. Yet, at the same time, you become more and more attached to these sensor blips on your screen after each (usually harrowing) mission.

But there are also a few things I find lacking. While I do like the challenging difficulty, the game just sometimes grabs you by the b\*\*\*s and doesn't let go until you're dead. And that can happen in the very first mission, which makes this game rather frustrating for newcomers. If you can't handle RNG and missions going from everything is dandy straight to hell in a matter of seconds, you should stay away from this game. But that goes for any roguelike, really.

Another complaint I have, is that you can't seem to hire new Deadnauts during a campaign. You can only clone your existing five Deadnauts.. which makes playing the game with randomly generated characters completely unappealing, because you can just create five very good minmaxed Deadnauts since you're stuck with the same guys for the entirety of a campaign anyway. Which makes the game's claim that Deadnauts are expendable (says so in the intro) untrue.

Another thing I found annoying is that you can't abort a mission. You have to complete the objective, before you can evacuate your Deadnauts from the alien ship.. why? It would be cooler, if you could abandon missions, xcom style. Also, the mission objectives themselves seem to be lacking in variety. In about four hours of playtime and probably 10 - 15 missions I only ever had two objectives: to either find the ship's log or to destroy mysterious artifacts. But maybe I have been only unlucky so far, since the missions are randomly generated. And the missions themselves (layouts) have been fairly varied.

It would also be nice, if the game would allow you to carry over researched equipment from one campaign to another. Starting at zero every single time you start a new campaign can become quite tiresome.

Despite those flaws (well, they are flaws only in my opinion ofc.) I still think this is a great atmospheric and in style unique game which deserves a closer look. There is a demo available on Screwflie's Deadnaut page, as far as I am aware.

In it's current state, I would give this game an HONEST 7/10 (honest as in 5 is average and everything above that is good). A great, but not perfect, game!

UPDATE: It took me about 7.5 hours to complete my first campaign (including character creation, so actual playtime was probably closer to seven hours). Sooner than I expected.. but then again, the game does offer high replay value. Mission objectives have become more varied since I started over, so that's good.

But I did notice another annoying thing: you perform actions by clicking on ingame popup texts (such as investigate, hack, etc...). The problem is that your Deadnauts can sometimes only interact with those, if you rotate your camera to a different angle.. which can be really infuriating in situations where every second counts. Luckily this bug happened only infrequently. I can still recommend this game to roguelike fans who don't mind the other stuff I have listed.. Not the greatest game ever. Far from it, infact. However, it works and is good for a few hours mindless, not particularly complicated, spaceship combat. (Pick it up when it's on sale, basically).

You must play it with a controller though! The keyboard keybindings are terrible!. I love the music on ckii generally, and feel it helps with the immersion. Unfortunately I can't recommend this pack, not because it isn't good, but because of how often it plays:

"Each of these songs is twice as likely to play than other songs if you're playing a Christian religion group, Muslim religion group or Jewish religion group character and can't play otherwise."

I understand that you want to hear the new music you've bought, but as 90% of your games will probably involve one of those religions, you end up having to turn it off when you get sick of it playing twice as much as all the other songs, especially as one

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track is 11 minutes long.

If there's a way you can mod the frequency of this that someone could tell me I would recommend it; likewise if Paradox patched it. Otherwise it's just a bit of a pain. #1stWorldProblems. Games is dead, but if you have a bunch of friends, it's a lot of fun.. SENRAN KAGURA BURST RE:NEWAL. A game by Gabe Newell.

This game is simulator of the struggles of young Japanese women as they go through the ever challenging school system and prepare to leave to the world of adult-hood.

I have never been to Japan however I have been assured that this game is 1:1 simulation of the educational system by the Japanese Minister of Education, Culture, Sports, Science and Technology (?????? Monbu-kagaku Daijin) who said this in a statement regarding the game. "Its so real I feel like a Japanese schoolgirl all over again. Oh and Asuka best girl. Baka"

I would like to thank the developers who no doubt spent countless hours observing many young in order to bring us this family friendly and educational title for all of us to enjoy.

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The game is so glitchy when you start a new level sometimes carly cant move and sometimes she just desepears from the map completly. dont buy unless you like torture. Got it in a bundle. The "getting boring" curve rises fast.. If you loved Barrow Hill you will love this.

A must for fans of the supernatural ;)

8/10. Another game that just crashes on the loading screen. I try again and does the same thing.. got a steam trading card for crashing twice! Now I am just going to sit and wait for some fixes to this game and try again and not waste my time getting a refund for the 49 cents i paid for it.. This is actually a really cute game. I'm kinda sad that it came in a super cheap bundle cause it's worth well more what I paid for it. The art is very well done with a whimsical fractured fairy tale feel, complete with little in-jokes. It's a pretty short point and click adventure, complete with challenging mini-games and some hidden object segments. The only thing I was kinda down about was some of the voices became annoying if I was staying on one screen too long trying to concentrate/solve a puzzle, and the hidden object games were too sparse and way too easy.. A true representation of the board game that we all loved. The highlands are a great addition as well. Now if they can just create the Talisman City add-on I would have them all! Good job!. I freakin loved it. I absolutely love the main character and his grumpy ways. I particularly love how he kills bugs. I thought it was really funny, although I am not sure it was meant to be. It was way too short though. I recommend this game if you have a bit of a dark sense of humor and can laugh at the ridiculous ways of strict old school catholics.. I would reccomend it if more people played, but atm it's under development and barely anyone plays so it takes forever to get into a game and play. Otherwise, get it! It's a great game to play with your friends.. WHAT DO YOU WANT, MATE?



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