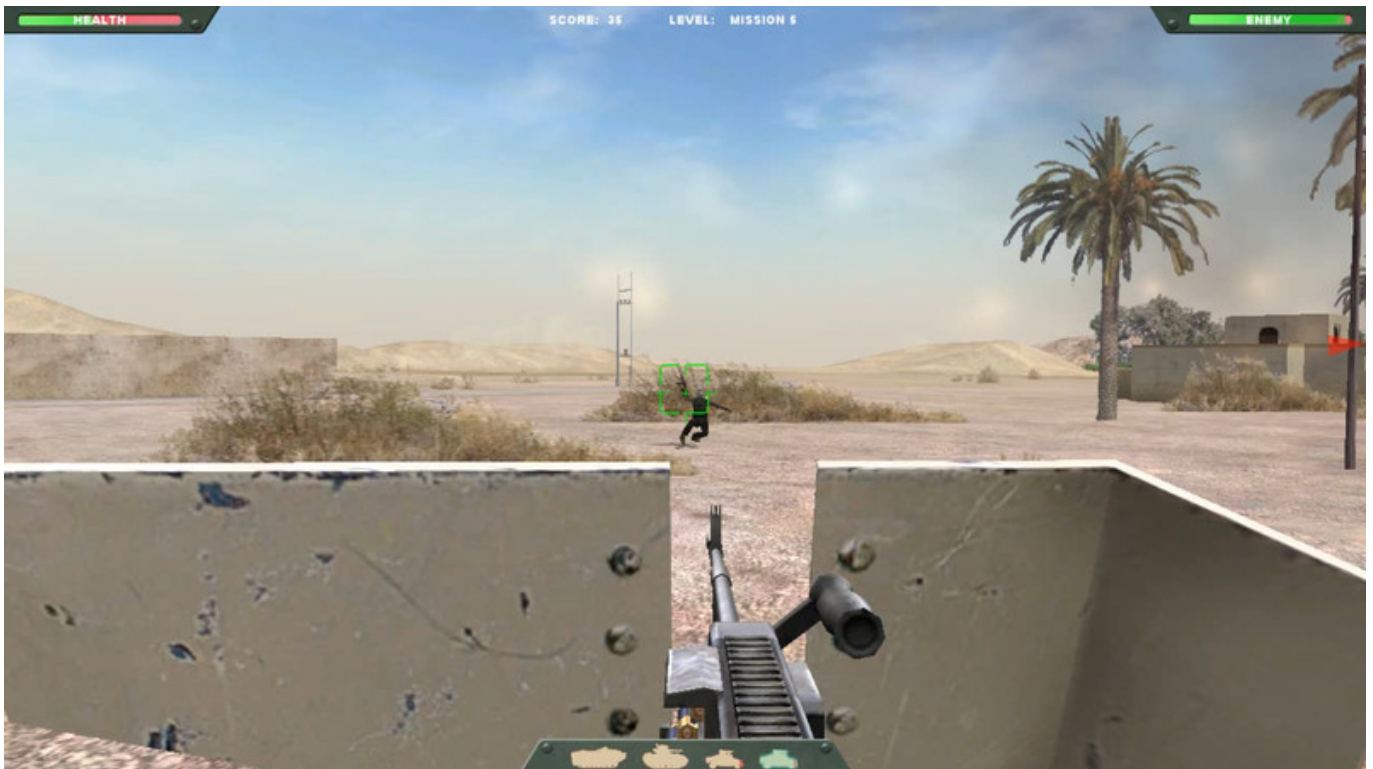


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## Desert Gunner Download] [portable Edition]



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### About This Game

The rules of engagement are simple; If they are armed: OPEN FIRE. Unleash a deadly array of weapons from a convoy of the creme of the modern American military. This time don't worry about running out of ammo, instead worry about saving your own skin! The cities and towns around you hide a fierce and fanatical enemy. Come face to face with the deadliest of traps; Improvised explosives! At anytime civilian vehicles around you can become vehement bombers, Roadside rubble hiding enough explosives to mangle and destroy most modern machines. When you aren't directly engaging leftover cold war tanks and APCs, armed forces with RPG's dive out to meet you. The AK-47 remains a staple and releases a constant barrage of fire from all sides. Switch freely between vehicles and their many mounted weapons and engage the enemy with true arcade-turret style gameplay. 360 degrees to experience a vision of battle, of dire conflict as it plays out in the digital desert. The most modern weapons are only as good as the gunner who operates them, your wide variety of weapons and armor remain vulnerable to attack.

A moments hesitation; a folded flag.

Welcome to the 1st Armored division soldier!

Welcome to your first patrol.

You can EXPECT:

- o Hard-core, non-stop arcade action
- o You're "always" the center of attention
- o Unlimited firepower and unlimited ammo

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- o Nasty insurgents with all the nasty weapons you dread
    - o Realistic scenarios and environments
      - o Realistic physics and motions
      - o Realistic weapons
    - o Realistic sounds and special effects
  - o Full cause and effect in a target rich environment
    - o Top ten scores and weapons charts
    - o 20 multifaceted levels to beat
    - o Additional level packs available
    - o Built in cheat code keys

Stand in the gunner seat of various armored vehicles:

- o Armored Hunvees with...
  - M-249 SAW
  - M2 .50 caliber heavy machine gun
  - MK19 machine gun grenade launcher
- o M1A2 Abrams Main Battle Tank
- o M2 Bradley infantry fighting vehicle
  - o AAV's
- o Hummer Avenger missile launcher

Against the leftovers from the USSR:

- o Soviet era T62's and BMP's
  - o AK-47's and RPG's
  - o IED's and car-bombs
- o Gunship helicopters and old Migs

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Title: Desert Gunner  
Genre: Action  
Developer:  
Digital Fusion  
Publisher:  
Digital Fusion Inc.  
Release Date: 31 Dec, 2006

a09c17d780

**Minimum:**

**OS:** Windows ME/2000/XP/Vista/7/8

**Processor:** 850 Mhz Pentium III

**Memory:** 128 MB RAM

**Graphics:** OpenGL compatible video cards

**Storage:** 200 MB available space

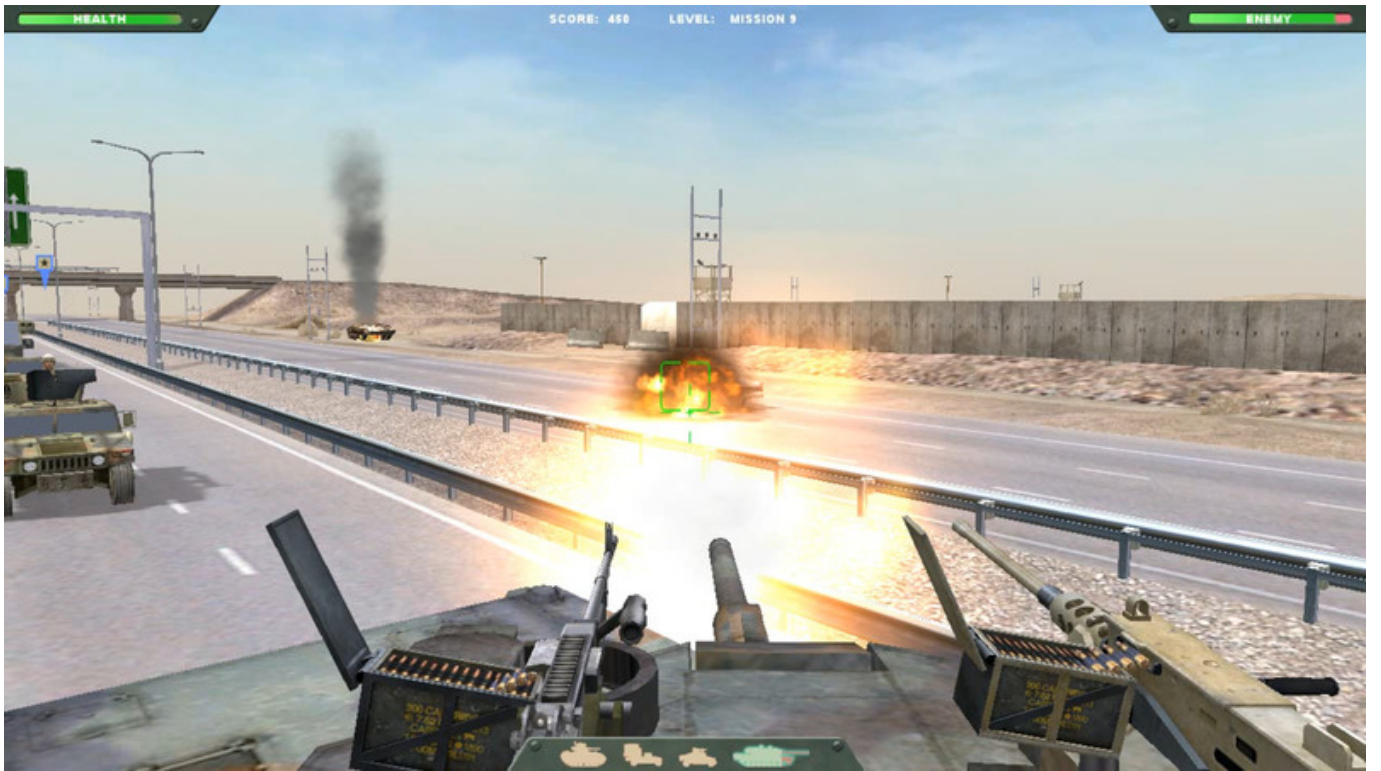
**Sound Card:** DirectX compatible sound card

**Additional Notes:** Currently the game doesn't run properly with the default steam shortcut. Instead run the .exe directly. The .exe files are usually in their respective game folders at \Steam\steamapps\common. Combatability problems can be avoided by setting the executable to run in compatibility mode for windows XP.

English









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Just roundhouse kicked Osama bin Laden 10/10. this deserves GOTY status.. it was worth the 50 cents but not a penny more. Save your money and buy some tic tacs instead. You'll have more fun that way.. The game is That's the bottom line. First let me get this out of the way: I've played this for probably an hour, despite what steam's weird gametime tracking thing says. I've played it on a few different computers which is probably why it says I've played it for such a short time.

Secondly: This is probably the second worst game I've gotten on Steam, the worst obviously being Air Control.

In Desert Gunner, you're a guy manning a turret. In the desert. That's literally it. The "multifaceted levels" the game description promises is really just one level where your convoy drives slowly in a straight line and you shoot at things.

Unlike some of the great turret shooters out there (Beachhead 2002, lookin' at you buddy), in this one you'll have NO clue weather or not you're actually hitting anything. You fire and fire and fire and no visible damage or anything happens. Then your'e dead. Start the level over again. But when you start the level over again you won't be able to tell because the whole level is a straight line.

You can switch between guns with the WASD keys, not that the game tells you that. Also, when you start the game up, the three green dots that are offscreen on the main menu are actually "options", "credits", and "exit" respectively. You simply won't be able to read them because the game, on all three computers I've tested it on, the game insists on running on a non-native, non supported resolution.

I've tried it on a 4:3 monitor where it started in 16:9, and a 16:9 where it started in 4:3. No idea why that is, but worth noting: You won't be able to read half the main menu items.

If you're a gun-nut such as myself, you might be interested in reading the technical specs the game has on all the weaponry you'll be using. You'll be significantly less interested when you find out that most of them are downright incorrect, and all of them are wirtten in text with font so small that you can't read them.

All in all, don't waste your dollar. It's not even fun to laugh at like Air Control, it's just a mess. The developer put three seconds of effort into this, so you should treat them similarly.. Desert Gunner is just a tepid pile of nothing, and that's even if you can run it correctly. It's entirely comprised of awful, repetitive turret sections where you shoot Iraqi soldiers while driving towards Baghdad - at least I assume they're soldiers. The game calls them insurgents, but most insurgents don't have a dozen tanks to throw at you during the average engagement.

Gameplay-wise, aiming your weapons and firing is all you do. This isn't helped at all by the fact that aiming in this game sucks, there's practically no feedback that tells you where you're taking damage from so you can react in time, and the difficulty begins at "brutal" then shortly shoots up to "you're not finishing the first level without cheats." Your small convoy is swarmed with enemy armor, RPGs, and regular rifle-toting soldiers that can still somehow damage your tank's health. Imagine Kaizo Mario with AK47s and you're halfway to Desert Gunner.

Meanwhile, the entire aesthetic is lo-fi and amateur to the point where it honestly looks like one of [Hezbollah's propaganda FPSes. That was probably unintentional, given the player's entire justification for driving through the Arabian Desert is pretty much "they're shootin' at you, kill 'em all!!!" which isn't a good look for a game about one of the least justified wars in modern history.](#)

[This isn't even an enjoyably bad game: it's just bad. Please avoid it.. A interesting work of Avante-Garde. Desert gunner is a shovelware title mostly taking place in what I can earnestly say is the Middle East. It's graphics are ghastly and its gameplay repetitive. What I find interesting is its unbelievably hard difficulty. Boasting 20 levels, yet I can not surpass the first one. For any collector of the shovelware kind, it is definitely a piece worth getting.. Just shootin'...thats all I expected. and thats all this game promised. and it is exactly where the game fails.](#)

[I get no sense that my guns are doing damage. either that or the gunsights are off. Shoot and shoot and shoot and the enemy tank keeps coming and then I am killed. I soon realized I was not having fun. Munkey is moving on.](#)

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Not worth the 50 cents, not worth the 84 meg download. Animation is wooden, movement is choppy, and the muzzle flash looks like a texture tear. 1/10. At least the quit button works correctly.. Not the worse 50 cents I spent, but close. The Mouse sensativity in the game is WAY to high for my computer so I can't controle my aim. Too bad this game is so cheap and poorly written that there is no way to set the key bindings or adjust my mouse sensativity so I could actually play the game to find out if I like it.. Honestly it can be fun but it's not really.. replayable.. How da hell could this get released?!?!?. Very Glitchy!!! Kept shutting down.. I'm a sucker for budget titles....so I figured I would drop the .50 cents that was required to purchase this game. It's an on rails shooter....which means that you have no control on where you are actually going....and it always results in you traveling in a straight line. But I'm getting ahead of myself here. First off....there is something seriously wrong with the start up screen. There is some sort of ripple effect streaming down from the top of the screen. I don't know exactly what it is....but it's a graphical error to say the least. Once you start up the game it disappears....and you are smack dab playing the role of an invisible soldier in a convoy. There is no tutorial....you just mow down whatever flashes red. There are different vehicles in your convoy....with an assorted array of weaponry. I didn't spend enough time in the game to see if I could switch between any of them....but I do know that when the vehicle you're in blows up....you do gain control of the next one. There is usually a health pickup lying in the road at some point....but that's all that is remotely noteworthy about the levels. The graphics are obviously nothing to write home about and the sound effects are nothing more than boom-boom and pew-pew. I played the game until I died for the first time (the third level)....and trust me....your .50 cents....would be better spent on a canned soda from a vending machine.. There are two constants in the world: how much Shinobi 3 rocks and how much Desert Gunner sucks. I propose that we shall make use of international star system where a single star represents Shinobi 3 divided by Desert Gunner. I rate this game as no stars. It's worse than itself.

Seriously, it's an old shovelware. If you thought that Delta Force: Task Force Dagger was a sellout, just wait until you see. Generic. Bland. Cheap. Glitchy, sorta. Just use turrets, feel no feedback, no fun, shoot at targets. No music. Sound volume all over a place. Graphics sucked for 2006, when it came out. Barely any control or much to do aside from aim and shooting, it's not like you can knock missiles out of air.

Personally, I got only to level 6. Then convoy made a temporary stop and the tank in the rear ended up ramming vehicle in front until the tank itself blew up. I quit right there. Now I shall go and cry over me, being an idiot who brought some shovelware games on Steam at whatever year it was.



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