
Rocket League X Monstercat Vol. 5 Download Gratis



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About This Content

Rocket League and Monstercat finish the year strong with a new volume of chilled-out EDM anthems ready for snowbound nights. This final 2018 EP gathers together select cuts made for Rocket League fans by Monstercat Instinct beatsmiths such as Grant, Rogue, Hyper Potions & Nokae, Rootkit, and more!

Track Listing:

1. Grant - Castaway (feat. Jessi Mason)
2. Rogue - Badlands
3. Hyper Potions & Nokae - Expedition
4. Rootkit - Oh You
5. SMLE - Runnin (feat. Nikki Smith)
6. CloudNone - From Here

Title: Rocket League x Monstercat Vol. 5

Genre: Action, Indie, Racing, Sports

Developer:

Psyonix, Inc.

Publisher:

Psyonix, Inc.

Release Date: 3 Dec, 2018

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Minimum:

OS: Windows 7 or Newer

Processor: 2.4 GHz Dual core

Memory: 2 GB RAM

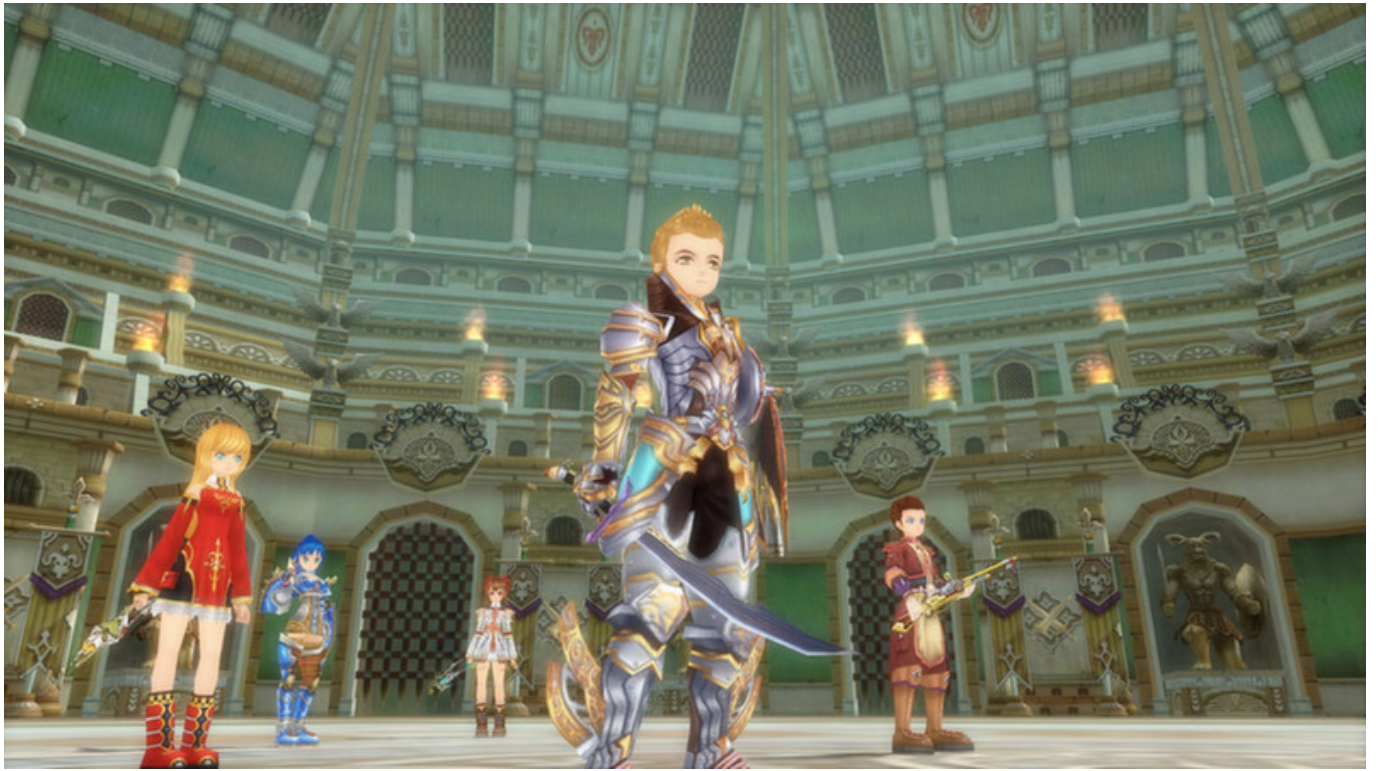
Graphics: NVIDIA GTX 260 or ATI 4850

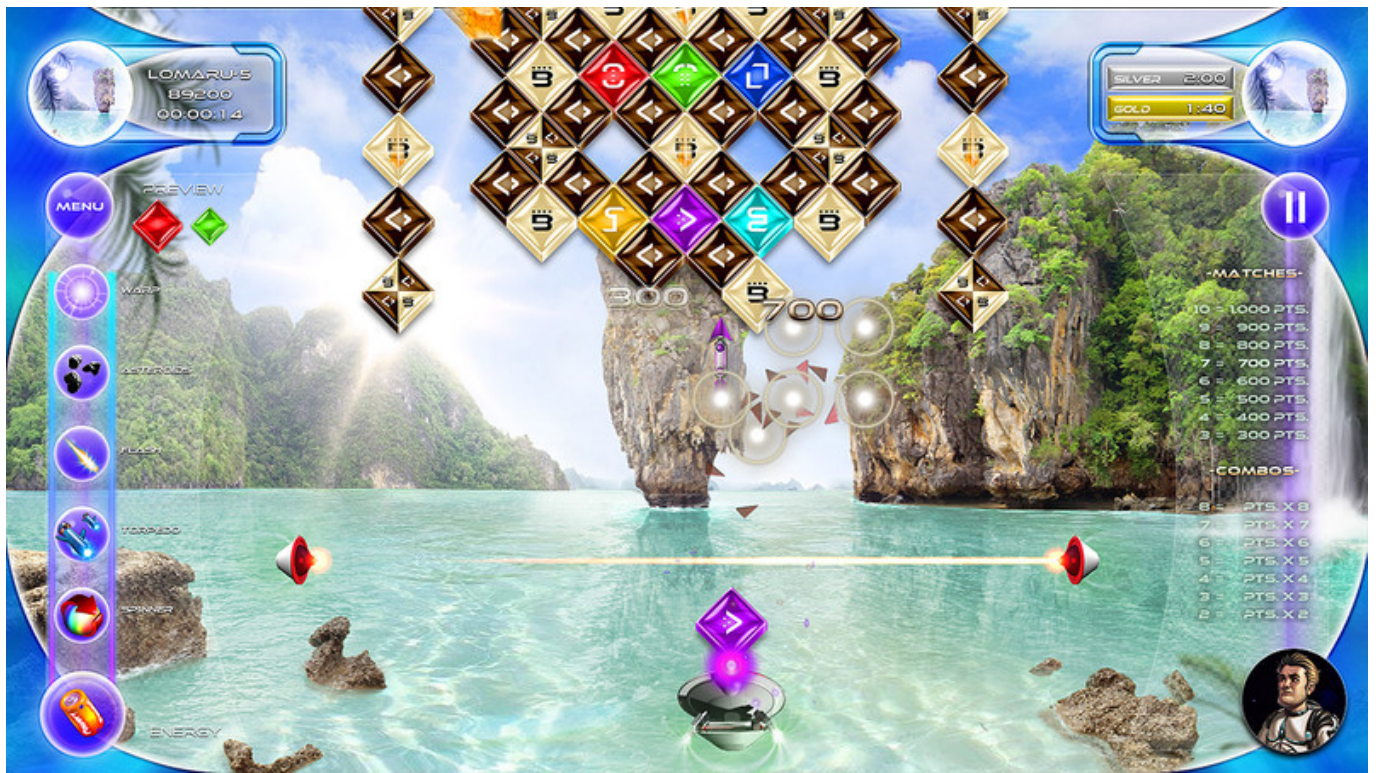
DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 9 GB available space

English,French,Italian,German,Dutch,Portuguese,Japanese,Korean,Russian,Turkish,Polish







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Really cool game, addictive af. The game's a bit repetitive though, Good visuals and good music too.. Another amazing Sword Art online that will certainly please both fans of the SAO and Berserk series.

Kirito is the true Black Swordsman.. Instantly regretted installing this. Got bored within the first 3 minutes...

Guess what other people think (choice a or b).

'Can you impersonate Donald Duck?'

'Do you like Red Wine or Rose?'

'Do you prefer a shower or bath?'

YAWN..... The game is great, and classic, but the crashing bug and long waiting time between the turns vs pc needed some improvement.

after this game has come out for more than 10 years, you still cant manage to get a smooth gaming experience, developers, this game isnt finished yet. stop making new generations and get the stuff fixed!!!!!!!!!!!!. Although this game is now more than 15 years old it is still beautiful and awesome. Handpainted backgrounds, great gameplay and the memories of good-old-days of primary school... Well, if you are in challanging platformer games with real soul this one is surely for you.. perfect game to 'wake up' before study AND it will help improve your typing dexterity. dev also listens to your feedback :) which is rare these days. there are few modes; typing words, single letters, random letters, forward, backward and so forth. there are almost no other art asset except the words which is a good thing for the intended purposes. i think it deserves full price. great work dev! and i hope you delve deeper into game development :). This game single-handley gave me more methods of reaching goals than any modern AAA RPG game has in the last 4 years.

Refund / 10.. You guys know those ♥♥♥♥♥♥ indie horror games that you can tell were either made incompetently or in three minutes. Well, this is a member of that cesspool, but this time the game is actually pretty good. The VR makes it feel like a normal horror game, except you take the things that make a horror game immersive and multiply it by like 8 billion. Only thing I could think to improve are the graphics (they look like GameCube level stuff), but I think that is a very small price to pay for feeling like you're literally standing in a well-generated dungeon with genuinely disturbing atmosphere and creatures. It's great, and it's like less than 15\$.. It's like one of those games that came pre-installed on your computer back in the 90s. But not one of the good ones.. Love the tone of this one. So many things to do! Hidden things too! I do wish that you could use the spells in a more practical way than just as practicing on things around the room. Well worth plaything, though.

This is utter garbage I can not warn you away from this game more. Even in the sale its not worth it. It should be illegal to sell products like this, other products have to pass quality control. Worst game i've ever played and i've been into computer games since you had to put a tape cassette in them. Most people reading this probably wont even know what a tape cassette is... utter garbage STEER CLEAR ***. only like an hour into this game and I already feel like im \u2665\u2665\u2665ing done with this\u2665\u2665\u2665\u2665\u2665 Its got some good concepts, and decent art, but the game play? are you \u2665\u2665\u2665ing kidding me? First off its NOTHING like any of the other might and magic games, its more like playing bejeweled with some extra mechanics, thats it. Because of this bejeweled mechanic, and monsters randomly spawning on the field, theres not actually much to strategy with the game, its RNG, its luck. It does a good job of making it seem like you need skill to win, but its really all about having things lined up for you so you can add or remove one unit and get a giant combo before the enemy does. Then they turn around and have their units lined up better than yours and its just an auto lose.

Another HUUUUUUUUUUGGGGGGGGGGGGEEEEEEEEEEEE problem with the design, and I don't know why the hell they did this, they make it so you can't actually 1) skip your turns without waiting for 2 min worth of animations 2) concede the damn match so you can start over again. You are forced to wait ten min mindlessly clicking buttons to get the battle that was over with turn 1-2, or close the game out entirely so you can try again. Its just, such a stupid oversight and I don't see any excuse for it.

If you want a strategy game thats good for begginers and kids, this might be ok or even good. Other wise this is a hunk of steaming garbage. Im going to keep playing it out (I spent the fkin money) maybe it gets better and I come back to change this review. But I only see myself getting increasingly frustrated as time goes on.

Oh I almost forgot one of the best bits. It tells you at the very begging of the game before you even start playing theres an auto-save feature.... there is no auto save feature. Like me many others lost hours of progress thinking there was no need to save the game after every battle. I feel like this was designed by amatures and just wear the title of "might and magic" to boost sales, like a video game franchise.

EDIT: after further playing the game, change a little bit. First, they give out exorbitant amount of resources for which to get your important units. However the problem with this is, yeah the units are easily replaceable but too easy to replace. To the point where theres no real consequences for losing in battle. Also and heres the big part, you can run into random encounters which provide exp and resources, but only after the first campaign. So this makes it so you only have to RNG the\u2665\u2665\u2665\u2665\u2665out of individual battles and not the whole campaign. Its still RNG dependent which serves as a way I assume, to add more play time. the poor saving mechanics are still a huge flaw, but the game isnt garbage like it first seemed.

2ND EDIT: So after finishing the game my opinion hasn't changed much, but I was a bit harsh on it at first. Those UI problems just arn't nessisary and it isn't up to the standard of other M&M games. Its nothing like any of the other games, and its basically just a glorified Bejeweled. If you were going to play for the multiplayer, it seems it no longer functions anymore because its not being supported, idk. The story while semi interesting (just because they are borrowing from an already established story), the writing itself is just atrocious, as if written by highschoolers, and ones who didn't care about the story at that. Personally I don't think the story is all that important, but its just another thing to add to the list of problems with the game.

-To give credit where its due though, the game does a few things well. The animations are gorgeously drawn and it seems to have all been done by hand. Not all of them are fantastic, but the bigger units in the game get pretty cool animations.

-Its a low stress game, the matches are super easy as long as you take your time and think about moves, and theres no real consequences for losing so theres no real stress.

-Its a good time sink, if you were looking to kill about 20 hrs.

-Its possibly a great game for kids if your looking for an introduction into the series. The poor quality writing might actually be a benifit here, making the story digestable by... well anyone with a vocab of 100 words.

Buy on sale for kids or if your looking for a game that doesn't require you to think much. Killed my enemies. 10/10. It's pretty fun trying to figure out the combos and the logic behind them. The quotes are a nice touch as well.. not my type of game. amazing concept, actually exciting rules and objectives. Gameplay however makes me want to hang myself.

Ill be back when optimized and added -at the very least- a brightness slider.

A lot of things annoy me, for example carrying space is extremely limited without some sort of bag or clothing (like, cant even

equip two guns and ammo), the drops are really weird (like, an LMG comes with 25 bullets. 25. Its an LMG, why would I pick that over a pistol that comes with like 50?), and like I said, the game is basically unplayably dark for me. Im hopeful, but my expectations have basically already died. I will keep up to date. I was going to say this was the best of the trilogy but now I am not so sure after completion, The stories are kinda drab, slightly interesting but nothing gripping, but some of the puzzles are good and all the scenes are very well drawn, Most of the gameplay is find a key for this and use a crowbar for this which by the end you will be rolling your eyes to the heavens how much it's used through out the game. A good game for early morning coffee to get the grey matter going.. I remember the first time i bought this game, dad had to buy it for me since i was underage, i was so intrigued and fascinated at how there could be so much blood and violence and cussing in one game. It also introduced me to Cypress Hill. This game is a GEM and belongs in every hardcore FPS players collection. 10 outta 10!!!

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