Insane 2 Download For Pc [Ativador]

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About This Game

Insane 2 offers a number of innovations in the off-road racing genre. Besides the traditional time trial mode, the game features 9 other game modes, including the popular "Capture the flag", "Gate hunt" and "Pathfinder", as well as some new competitions, such as bonus hunting, territory control and helicopter pursuit. All of these modes are also available in multiplayer, with up to eight players participating simultaneously.

More than one hundred and fifty races combined into championships and cup competitions take place in Europe, America, Africa and the Antarctic. The game has an enormous variety of long distance tracks: sand and snowy deserts, high-speed roads and impassable cross-country paths, African beaches and deserted Antarctic stations.

The game features 18 vehicles of different classes, from buggies to monstrous "Bigfoots", as well as an additional prototype class. Rating points won in the races can be used to upgrade any of the vehicles, from a selection of 15 running gear, body or engine upgrade alternatives. Each vehicle is furnished with a detailed destruction system. Reaching the end of a course without suffering any losses is an enormous challenge that only a select few are able to accomplish. The opponents, who constantly create extreme situations, aren't the only danger: players also need to watch out for railway crossings, heavy tanker trucks and even lightning in stormy weather.

Key Features:

- 18 vehicles from six different types: 4x4, SUV, pick-ups, trucks, extreme vehicles and prototypes.

- 20 locations, 170 races, 4 continents (Eurasia, America, Africa and the Antarctic)

- 10 game modes, also available in multiplayer

- Rating and game achievements system

- Detailed vehicle destruction and a car tuning system

Title: Insane 2
Genre: Racing
Developer:
Targem Games
Publisher:
Game Factory Interactive
Release Date: 24 Jan, 2012

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English,Russian

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Didn't include the 4th DLC Pack after the fact, removing the point of even calling it a "Season Pass." Great job!. I had really high hopes for this game but sadly it falls short. I love climbing games and climbing is not bad at all. The game is well optimized and looks nice (If u like the cartoonish art style). Sadly I was hoping for more story. After I completed the game which took under 60 min I still had no clue what it was about. I actually thought the game was loading the next level but instead it was over which was a huge disappointment. The game had a lot of potential but at this point in time, I can not recommend it for the price. If you like climbing games, don't mind the short playtime and find it for 5$ or less you should try it out.. Alot like Terrraria. The price is questionable and not worth it. Game is fun at first but gets very boring very fast. 3 out of 8 M8.. Fun RPG deffinently needs some work but for being released less then a week ago seems pretty good.. The Alien Breed Trilogy is a less than decent twin stick shooter with a sufficiently mysterious narrative that actually kept me going to the end (of all three). However, every time I find myself enjoying the game, its short comings slap me to my senses and prevent me from ever getting immersed. This has been an exercise in identifying poor user experience and player discomfort. I cannot recommend this game when there are twin-stick shooters out there, like Shadowgrounds, that I've enjoyed with a lot less effort to stay engaged.

What I liked:

+ Visuals are decent, and do a sufficient job at making things look credible. I found the voice acting to be above what I expected.
+ Good variety of aliens.
+ The length of the game is ok for its price.

What I disliked:

- The controls and camera were highly uncomfortable to use. Your hero aims where your mouse is, which is what you'd expect from a twin-stick shooter. The problem is with the camera. There's a tilt just enough to create a parallex error, which makes it really uncomfortable to aim and shoot, especially when you need to do it quickly before getting swarmed at times.
I highly recommend you enable FPS mouse aim in this file:
Steam\\steamapps\\common\\Alien Breed 3 Descent\\AlienBreed3DescentGame\\Config\\DefaultInput.ini
Change bUsingFPSMouseAim to TRUE.

This will make Alien Breed feel like Shadowgrounds in terms of camera and controls. You always aim north of your screen, with the mouse rotating your guy. This elimates the parallex error. The problem is, there are specific parts of the game (in all three episodes) that lock the camera and revert the controls back to the original feel. At times, this is fine. At other times, like at specific boss fights, if you have the FPS mouse aim set to TRUE, you're unable to aim, and have to revert the controls to fight properly.

What I also found uncomfortable was the way you use items like grenades or health packs. No quick bar here - you have to tap buttons to browse through your item list, and hold the "use" button (to various durations depending on item) to actually use them. They were clearly not designed to be used on short notice, but I've found myself frequently needing to do so. Most of the time, it was either the flashbang to stun the horde mauling you to death, or a medkit to survive long enough to fight back. Because of the cumblesome way to use these items, I could only use one of them in a hurry, never both.

Speaking of grenades, the frag grenade also weren't designed to be used as a reaction to an incoming horde. You have to charge

up the "toss meter" to throw them far enough to avoid killing yourself, but the meter charges up so slowly that by the time it's tossed out, the horde would be in your face. This usually causes the grenade to blow up on impact, which kills the aliens nice, but would also seriously hurt if not kill you.

- No unlimited\/quick save. You can only save the game at specific in-game consoles that your hero comes across on the levels. At times, the frequency is fine, at other times, it's rubbish. It's possible to go on for what seem like 30 minutes of game play without encountering one of these consoles. I've once the game crash after a boss fight, only to reload back to a save console a short distance before encountering the boss in the first place.

- Lack of hit\/kill confirmation audio\/visual feedback. Shooting the aliens feel weightless and floaty because there's little\/no audio indicating hits\/kills, just green blood particles and the alien flipping over to die. This makes the gun mechanics feel unrewarding and unsatisfying. The only satisfying weapon is the shotgun, because a lot of stuff die to it in one hit, effectively making the firing sound fx feel like the hit\/kill sfx.

- No stamina indicator for sprinting. There are boss fights where you have to manage your sprints, so the lack of a stamina bar makes it annoying to know when you will be forced to stop sprinting, or when you can sprint again.

- Uncomfortable\/tedious level design. You are made to backtrack quite a bit to flip switches in sequence so that you can eventually proceed. I found it hard to get immersed in the narrative significance (or lack thereof) of these switches, so it got repetitive quickly for me. To add to the discomfort, your hero sometimes gets caught in the level's props that looked passable, forcing you to back off a bit to walk around them. This can either harmlessly break the flow, or cause you to get swarmed and die. There's also one level with overlaying bars at the top which blocked the camera's view of your hero, which can also be annoying or fatal, depending on the situation.

- Unclear weapon effectiveness. You can upgrade your weapon's damage\/reload\/fire rate. I've only ever found it worth upgrading the damage since ammo\/credits are precious. The problem is, it's unclear how effective the upgrade weapon actually is. The upgrades are described qualitatively instead of hard numbers, so you don't really know how much damage you're dealing. At times, the same alien dies noticable quicker, other times, they can withstand a longer barrage. It may be due to the range drop off, but it feels random and frustrating, because the inconsistency prevents mastery of how many rounds\/long to shoot for each kill. Also, despite the impressive visual fx of the "later game" weapons, their damage output appears disappointing when used on bosses. The shotgun at close range was the best for me almost all the time. Maybe this was by design, but the ammo was so precious on those weapons that I never felt it worthwhile to use them on mobs.. While it occasionally has its moments, this is not a good game, the story is fairly generic, you rarely feel in any danger of anything apart from choosing the wrong way around the maze and running out of ammo, and the main way of trying to make the game seem harder is a high camera angle which means you spend the game looking at the floor in front of your feet instead of down the corridor.

Further issues include the camera angle shifting and being blocked when you go through doors, which is also when you are most likely to encounter enemies, so you have to adapt a strategy of opening doors and then backing off so you can clearly see the enemy (of which there are only two, the zombie like experimental subjects and later security guards with night sticks). Also for a game with limited ammo, the decision to have it so picking up ammo refreshes that ammo type up to a cap is particularly annoying, it generally means you have to spot an ammo container, then use up that type of ammo clearing part of the level, then find your way back to refill.

Overall the game is playable, but it is pretty flawed and there is nothing really to recommend it particularly - apart from the very start with no weapon trying to avoid the zombies on the first level it is a horror/survival game that feels more tedious and mildly annoying than scary or horrific.

Ugly. Clunky. Unintuitive. Unfun. Full of bugs.

I spent the first 20 minutes doing the tutorial, being immediately attacked by people in the town I spawned in to, and then getting stuck in a rock. I tried to restart to see if it would get me out of the rock, but then the game didn't seem to think my character existed. I restarted again, and my character magically existed again - but now the game was in 4x3 despite specifying 1920x1080.

Which would maybe be worth it if the actual game were any fun. It's not.

. Early game: Ma, I got this in the bag!! No sweat!

Mid-game: started to hyperventilate (-.-")

Late-game: pulling hair out

Finish: I... I... did it?! Goku exhausted

Easily one of the best puzzles I've played in many years. Good art & soothing music. I'm hooked on this game series. 10\/10. I was expecting a story driven game, but its really weak. The controls with a keyboard and mouse is bad. At least i met god at the end.... BEST.ENDING.EVER.. \u2665\u2665\u2665\u2665ing good game. DO NOT PURCHASE THIS GAME!!!! Seriously, save your money. HORRIBLE sound quality, extremely slow gameplay, clunky mechanics and user interface, and outright BORING compared to playing the actual card game with real friends. Just... for the love of the Gods, please do not put yourself through this torture.... Anyway, this game is good for its price, but:
1. No gamepad support :(
2. Very slow interface
3. Very easy bosses, which have simpliest AI
4. All levels openned. This was an awesome game! If I never found it, I would have wasted my money!

The Crown of Leaves is a fantastic point and click game, with a deep story, fun and intresting characters which, you can gain info and read their bios on, gain intel on objects, and so much more! I just played my first run, and there are still so many options, achievements, and cards to unlock! I thought this game would be another weird, unintresting product where in the reviews people would say, "Oh, this game wasn't worth it" and etc, but it really is! I highly recommend you buy this game, and even if your hesitant on using your last bit of money, try something new, it's amazing.

I cannot wait for Chapter 2, this gives me so much time to explore everything fully for things I've missed.

Also the Social Media and fans are hilarious and great-
I'm willing to sell my games for however much the Next Chapters will cost, just to play!. I BASICALLY recieved this for free in a bundle when the series was on sale, but I would have 100% paid full price for this pack. Lolita(ish) nurse Rebecca is absolutely worth it. SHE'S SO CUTE. Also yes you CAN see up her skirt when in certain positions\/during cutscenes for u pervs out there (definitely not me though no-no it was certainly not the first thing I tried to test at all)

BILLY LOOKS KIND OF REALLY RIDICULOUS THOUGH but Rebecca does too so I mean. It works. But we all got this because of nurse Rebecca anyway. No one cares about Billy (rip)