
Paladins - Obsidian Pack Download] [addons]



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About This Content

Ride into battle atop a gleaming Obsidian Warhorse, exclusive to this great Paladins bundle!

Even better: You'll get 3 MILLION Battle Pass XP to level up and unlock sweet loot. And you'll get 200 Crystals to unlock your favorite Skin, Emote, or Voice Pack!

The Obsidian Pack contains:
The Obsidian Warhorse Mount Skin
3 Million Battle Pass XP
200 Crystals

Title: Paladins - Obsidian Pack

Genre: Action, Free to Play

Developer:

Evil Mojo Games

Publisher:

Hi-Rez Studios

Release Date: 20 Nov, 2018

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Minimum:

OS: Windows 7 64-bit or newer

Processor: Core 2 Duo 2.4 GHz or Athlon X2 2.7 GHz

Memory: 4 GB RAM

Graphics: Nvidia GeForce 8800 GT

Storage: 30 GB available space

Sound Card: DirectX compatible sound card

English,French,German,Polish,Russian,Turkish







In a sea of poorly made Touhou clones, this happens to be a heavily Touhou inspired shmup that for one does (almost) everything right. The soundtrack is amazing, there is creativity shown in the stage design (stage 4 is great) and the pattern design, which often syncs with the soundtrack to make the battles even more tense. The game is also not impossibly difficult (it's actually on the easier side, but there is an extra difficulty in Ultra to compensate).

The menus are in English, but the story is all in Chinese, so I had absolutely no idea what was going on. Not that it really matters.

Why I said (almost) everything right above: mainly the terrible shop system. Lunatic and Ultra are locked behind it, and It's a boring unlocking system that simply requires you to grind by playing through the game a bunch of times. The auto-dodging system, another shop unlockable, is too overpowered, making beating the game a matter of holding a single button.. At times this game will take your breath away with its landscapes of rolling hills, neat farmland, snow capped mountains and restful sea views and at other times will have you shouting at your screen in anger at its numerous bugs. It is simply not ready to be released, It will not save its own settings, robots not only walk through walls but can reach into a house and kill you, they can also see you far far underground.

My advice to you is wait for a month or two and then see what improvements have been made.. Don't be fooled by the top down perspective of this game. It is nothing more than your standard garbage drag n drop default assets GameGuru exported project.

<https://www.youtube.com/watch?v=d1PE3bkFMf0&feature=youtu.be>

[The game suffers from the same problems most 3D GameGuru games suffer from.. Horrid A.I. and pathfinding as well as your character getting stuck in the environment to add to your frustration.](#)

[While this game is better than most GameGuru rushed and low effort titles here on Steam, it still lacks any form of quality and there are just MUCH better games to play at this price point. If you're looking for a game at least 100x better than this game for the same price, please check out:](#)
https://store.steampowered.com/app/438460/ARENA_3D/

[VALUE: 0 out of 10 - Most people will not get even 30 minutes out of this, much less the 3 hours needed to get a good value score in my book \(\\$1 per hour\)](#)

[FUN: 1 out of 30 - Just not fun, especially with the terrible A.I. and the god awful collision detection.](#)

[CONTROLS & BUGS: 5 out of 20 - Basic WASD and mouse to shoot controls, but you're required to put the guns target directly on the enemy to hit it which makes no sense.](#)

[GRAPHICS & SOUND: 4 out of 10 - The usual terrible textures of GameGuru somehow look better when seen from this top down camera, but still nothing to write home about.](#)

[MY TOTAL SCORE: 10% \(or a 1 out of 10\) - NOT RECOMMENDED!. Buy it on the 75% discount only!](#)

[Its ok, not great, just ok. Why is it just ok?](#)

[Pros: Its a beautiful game. Textures are smooth, flash flare is pretty, text boxes float fine, lovely to look at. Much of the cumbersome clutter from prior Civs have been smoothed out. They have somewhat reimaged city construction so that district system is kind of fun. Coming from Civ IV they've added quite a large number of amazing mechanics that show quite a lot of *potential*. Potential. Po-ten-tial.](#)

[Cons: Its way way too simple. The amazing mechanics that are in play are relatively shallow: tech trees are very small, combat is mostly the simple same, way too few units, same simple rock-paper-scissors unit dynamics, unit experience/leveling is so stupid simple there is no real choice, way too few Civilizations and Leaders, C&L differences do not seem to change the flavor of](#)

different games overmuch, some C&L are way overpowered while most others are crap, religions while more integrated still do not seem to have the 'real world' impacts despite the investments in them, too few constructions (buildings\wonders\others) that do too few stuff, great people are still two dimensional, artificial intelligence (AI) is still pretty crap, AI on harder modes just cheats to win (cheating AIs\u2665\u2665\u2665\u2665\u2665me off), though I can tell they tried to work with diplomacy its still meh, trading is powerful but somewhat limited to mid-late game (by that time power creep has overrun trading civs)...

So I looked to the modding community for some complexity, difficulty, and dynamism but though there were some amazing modders none of them were able to add the depth I sought. I thought that after three years the DLCs would flesh it out but wait another three more years.

Addendum: Also do NOT like the childish cartoon style. Started on Civ II way back in the day, absolutly hated that they change it out a few series ago, and hoped they'd change back. Nope. For a community of nerds who likes number crunching, hexed based strategy, civics planning, experiencing history, exploration... why in the ever living \u2665\u2665\u2665\u2665 did they move to saturday morning cartoons? By its nature this game is not for babies!

... in the end is feels just like a fancier Civ IV but for kids who like pretty colors. (Not insult). I own about 95% of the Meridian 4 catalog, and picked up GT: Evil Heroes during that package. I later purchased GT2: Dungeons and Donuts during a sale.
The Background

GT1 and GT2 share the premise of the player taking control of a moody sap (Drake) who overcomes personal challenges to become The Hero That Saves The World. The game is largely a parody of main-stream RPGs, with characters often throwing out asides and references to other games. The jokes are campy and are mostly of low-brow humor; some would say the designers are mocking how sexualized female characters are in other games, some would say the designers are part of the problem.

Characters

Throughout the games, you get the opportunity to recruit new party members with different skillsets, for example:

Angelina: Healer

"The Semi-Divine Holy Avatar Himself": 2 handed swordsman.

Candy: Archer

Each character has a relatively well fleshed out back story, as there is a LOT of dialogue to read. In GT2 they have actual voice actors to play each character.

Skills

In GT1, skills are tied to your player level. Your character has an additional skill titled "Obsession", which is kind of an automatic passive attack with unique abilities.

Ex: Holy Avatar's obsession is the ability to talk everyone everyone to sleep in a 3x3 radius. Including your party members.

In GT2, skills are tied to your "Talent Tree" (which is not very well explained).

When you max a bottom tier Talent, it unlocks your 3rd skill. A second tier talent unlocks your 4th skill, and a 5th tier talent unlocks your "ultimate".

Additionally, GT2 skills have a timer, so you can't use them every turn. Your Obsession meter (more like an ultimate meter), builds up to allow you to cast the Ultimate skill.

The ultimate skills in GT2 are actually pretty useful, with one of them doing massive AOE damage which is needed later in the game when there are seriously 20 monsters in a room.

The Problems

The camera is terrible. It frequently locks onto random locations, and you have to reset the Follow toggle to return to your character. You might even feel sick from it. The Bloom doesn't help either, and may be part of the problem in inducing motion sickness in players. There is extreme camera smoothing in both games.

Characters frequently get stuck. If I have a party member that stands in a doorway, and I try to talk to a NPC outside of that door way, I cannot pass through. My character will choose to run into the party member, and constantly try to move past. The controls are locked and I cannot disable the "queuing" of the talk command. To fix this I had to use the cheat console to teleport Drake to the NPC. This happened at least 30 or 40 times.

In GT1 there is a major gamebreaking glitch where the Holy Avatar would be completely disabled during a battle. The battle

round timer would still be enabled, and you would be stuck in an infinite loop. This required a reload of an earlier save file to fix.

In GT2 the quest journal offers only Italicized and Normal text views. It is unclear if a quest is Completed, In Progress, or Not Completable. That last detail is interesting, there are at least 5 quests in GT2 that if completed, disable your ability to complete other quests. Some of my quests that were "completed" still remained in the journal, while some that were incomplete just disappeared.

GT2 lacks progression logic. Finding your next mission requires you to talk to just about every NPC to figure out what you're doing next. The need to do so is not tracked in the quest log. There is also no notification that informs you to talk to a NPC. If you surf the Steam or Gamefaqs forums, many players ask "WTH do I do next?" And the answer is usually "Talk to everyone". This was not as big of a problem in GT1 as the maps were not as large.

Final Comments

I eventually used the cheats "goto\\god\\healall" to complete both games. "Healall" resets the movement tracker so you can move from one end of a map to the opposite end in one turn. This made progressing through the (really boring and tedious) fights much quicker. Even then, it still took about 10 hours to finish GT2 because of all the walking and talking you're required to do. I would estimate that GT2 would take over 30 hours without cheating. And let me tell you the 10 second ending is not worth the effort[1].

Humblebrag: This post here is more comprehensive than anything you'll find online. Nobody wants to write a walkthrough or a guide for these games because GT sucks. If you're stuck on a mission\\quest, leave a post and I'll see if I remember how I did it.. Decent point & click game. If you like this kind of games then you'll like this one as well.. \u2713 Goofy universe, strange situations and storyline

\u2713 Having recurring characters is actually not a bad idea

\u2713 Excellent soundtracks, reminiscent of the first season's

\u2718 Voice tracks are of rather poor quality sampling

\u2718 Still no Linux support!. It may say that I have this game but I have actually never played or seen this in my life but it looks like it's for five year old's anyway.

Small FPS in it's infancy. There's a few different modes, maps, and enemy types. Could use some polishing, but not a terrible game for the price. I've seen worse. If the devs continue development, this could turn out to be decent.. Bombslinger is the kinda Bomber Man like concept I've been hoping for for years! I've enjoyed more than a few Bomber Man games but the same ol grid arena battles for the single player mode always felt lacking. Bombslinger has totally figured that scenario out! It plays more like the original Zelda, you can walk around a map in any direction, with seemingly random area designs for each new room you enter. Getting to use the Bomber Man four-way explosion mechanic in a kind of action RPG style game really gives it a feel all its own. Also the 2DV3D Pixel art style looks great and totally works with the overall aesthetic of the game!. ---{Graphics}---

\u2610 You forget what reality is

\u2610 Beautiful

\u2611 Good

\u2610 Decent

\u2610 Bad

\u2610 Don\u2018t look too long at it

\u2610 Paint.exe

---{Gameplay}---

\u2611 Very good

\u2610 Good

\u2610 It\u2018s just gameplay

\u2610 Meh

\u2610 Staring at walls is better

\u2610 Just don\u2018t

---{Audio}---

\u2611 Eargasm

\u2610 Very good

\u2610 Good

\u2610 Not too bad

\u2610 Bad

\u2610 Errape

---{Audience}---

\u2611 Kids

\u2611 Teens

\u2611 Adults

\u2611 Human

---{PC Requirements}---

\u2611 Check if you can run paint

\u2610 Potato

\u2610 Decent

\u2610 Fast

\u2610 Rich boiiiiii

\u2610 Ask NASA if they have a spare computer

---{Difficulty}---

\u2610 Just press \u201a\u2018

\u2611 Easy

\u2610 Significant brain usage

\u2610 Easy to learn V Hard to master

\u2610 Difficult

\u2610 Dark Souls

---{Grind}---

\u2611 Nothing to grind

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