

Total War: Shogun 2 - Blood Pack DLC Download Epic Games

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About This Content

The Total War battle engine has been re-engineered for the ultimate in visceral conflict. Intricate new animations enable your Samurai to carve a bloody, limb-strewn path through enemy armies. The Total War: SHOGUN 2 Blood Pack features new visual effects during real time battles:

- Decapitation and limb severing
- Blood effects on unit models, equipment and ground
- Blood-squirt from projectile and weapon impact
- New sounds for dismemberment and spurting blood
- Blood-spatter effect on camera

The Blood Pack visual effects can be turned on and off from the game Options menu.

Title: Total War: Shogun 2 - Blood Pack DLC Genre: Strategy Developer: The Creative Assembly, Feral Interactive (Mac), Feral Interactive (Linux) Publisher: SEGA, Feral Interactive (Mac), Feral Interactive (Linux) Franchise: Total War Release Date: 30 Nov, 2011

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Minimum:

OS: Windows 7 / Vista / XP

Processor: 2 GHz Intel Dual Core processor / 2.6 GHz Intel Single Core processor, or AMD equivalent (with SSE2)

Memory: 1GB RAM (XP), 2GB RAM (Vista / Windows7)

Graphics: 256 MB DirectX 9.0c compatible card (shader model 3)

DirectX®: DirectX 9.0c

Hard Drive: 32GB free hard disk space

Screen Resolution: 1024x768 minimum

English, Czech, French, German, Italian, Polish, Russian





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How to die in a 1000 ways, starring the Scarlet Sisters.. Definitely better than the first Flix & Chill. The storyline, the characters, the bg music, and especially the artwork in this one is superior to its predecessor. My favorite character would be Frank in this one, given that he is such a nerd and so adorable, who is striving for what he thinks is right and is slowly mustering up the courage to stand up for himself. The main characters go through each of their arcs and produce an ending or outcome that makes them better people, at least with the choices I made per episode. Haha! Music is excellente as well! Kudos to the creator of the game, Jason Lovett, and to Joakim Karud! I gotta say, I have become a fan of your music, Joakim!. These dlc would help if I could check this guide during the game not after I finish it.. Interesting take on something to adapt to a visual novel. This is a game set in an alternate world's World War II. You serve the "Germans" who in this world worship the Egyptian pantheon. There are two love interests and they are a bit divergent, at least in their belief in the Empire... One is a rebel, the other the daughter of a high-ranking official.

Worth the price.. This Game is Crap. Rorona is so precious.. Pester

Cons:

static background screens, location never changes, you wouldn't notice location change even if it did, no progression if you lose, anti-progression

sucks. . Talked to Jason Bought Gift for His Mother Didnt Wanted to Marry him. He Never Talks to me Again

Would buy gift again 9\/11. Really Fun Not Too Long Not Too short worth the money i have played rudders games in the past and they are so fun!

I actually really enjoy this game platform, however, it is extremely rough. I feel the dev's have a good start for a potentially very enjoyable game, and would love to see it take off.

(Please dev[s] contact me, or update me on if this game is just a dead end or if you are still working on it. I would love to hear what you are doing with this and to help suggest things for updates.). Restarant Empire II (and the other one for hotel managment?) is a 'Serious' Tycoon game, and NOT a 'cooking' game.

In 2018, management & tycoon game is plenty, but most of them are on the 'fun', 'big' side, and much more likely to be a city building/theme park/even planets game, proper restaurant games are as rare as it gets.

It's about everything restaurant, the building, decorations, chefs, recipes, ingredients, different staff, different ratings, human resource management, everything...you name it, we have it.

And there are French, Italian & American foods, and coffee shop(really big ones). Plus themed restaurants, you can even own multiple restaurants aroun the globe at once !

This game is truly aiming to build a restaurant from the gorund, inside out, you HAVE TO know everything and make desicions. I remeber play this as a kid, can't read English so have to guess everything, hours after hours I spent on it and still most customers were not happy because I don't understand what they wanted from me, but still I enjoyed it, just because it is fantstic. Even now I can only achevive ~70% satisifaction rate, it should give an idea how 'deadly serious' this game is.

And for a tyccon, th story isn't half bad too! (it has sandbox as well)

I don't think this game is outdated, the graphic was fantastic and its not bad even now.

I think we lost the ability to appericiate its beatuty in deatils. Today's big and *better* tycoon games, as nice as they are, sometimes can feel really hollow and rushed, especially after you spend 8+ hours to build you city, and as soon as its done, you look at it, the excitments soon starts to fade, you try to build more, but its all the same, and you ask yourself, what now?

This game teached me how to 'slow down', and see there is nothing easy about building something great, there is effort & beauty in every dish.

If you like tycoons/managments, definityly give this a try! If you are really not sure, buy it on sale! It is a bit expensive at \$20 for an 10-year-old game, but it sure worth some of your cash! I gladly payed up because I didn't pay for it years ago, and well...I can't wait to play it again!. I hate to vote No on this one. It's sooo close. The South Florida "Feel" is great. The route is accurate. The stations seem decent.

However, this has two major showstopper bugs (and one other bad one) that makes me hesitant to recommend it until they're fixed.

1. Quick Start Routing from West Palm Beach is broken. Trains are always put in backwards. You can get around it using custom consists etc, but this shouldn't be necessary. It's ridiculous.

2. Start from the South and you'll eventually find yourself slowly passing an Amtrak train travelling BACKWARDS at speed (kinda sorta racing you.) This would be amusing, except that the driver of this train frequently derails it, taking down the entire route with it, through no fault of your own.

Less severe but still a problem is 3. You can't travel the entire route. There's no Free Roam with this route, and no Quick Start scenarios allow you to start at Magnolia Park, the Northern terminus of the Tri-Rail system.

Fix all three (preferably fix the third by adding Free Roam) and I'll wholeheartedly recommend it. Unfortunately it's a beautifully done route that's just too bug ridden to recommend right now.. when you think of shmups. You Think of Ghost Blade. It's a fun Port of the Dreamcast Indie.. Play Etterna.. No, don't buy this, it adds minor things like, policies that affect only 1 thing, MANY OF THOSE, imagine a policy that only cost 2 PC, but only decresses card usage by a bit, the only thing cool here, (listen to me) THE ONLY THING COOL HERE, is the business start up program, and the young entreprenur scheme, only 2-3 COOL POLICIES, for 4.99 don't buy this, the only down side is that you need this to have some mods, but if you dont

want to spend money and if you dont like the game as much, this dlc will not make you change your oppinion!

3V10 ----- Only for the mods and for the business..... After watching the trailer and reading positive reviews I was expecting a well-developed fighting game. I was wrong.

Pros.

1) Good-looking cartoonish graphics.

2) Branching storyline. I haven't reached any branching point though, 'cause I've shut it down after about 20 minutes.

Cons.

1) Clumsy controls: low responsiveness.

2) Primitive hits, low variety.

3) Idk, maybe it's a bug but - no voice acting, just text. You have to bash buttons to read through it.

4) The texts don't look good. This game's font choice is very arguable. Text balloons are not animated, just black patches with white text.

5) You can move sideways but can't dodge, can't roll, can't properly jump-hit. I.e. even lower variety.

I don't want to play a bad fighting game just because it's cheap or made by an indie dev. Requesting refund.

Can't recommend.

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