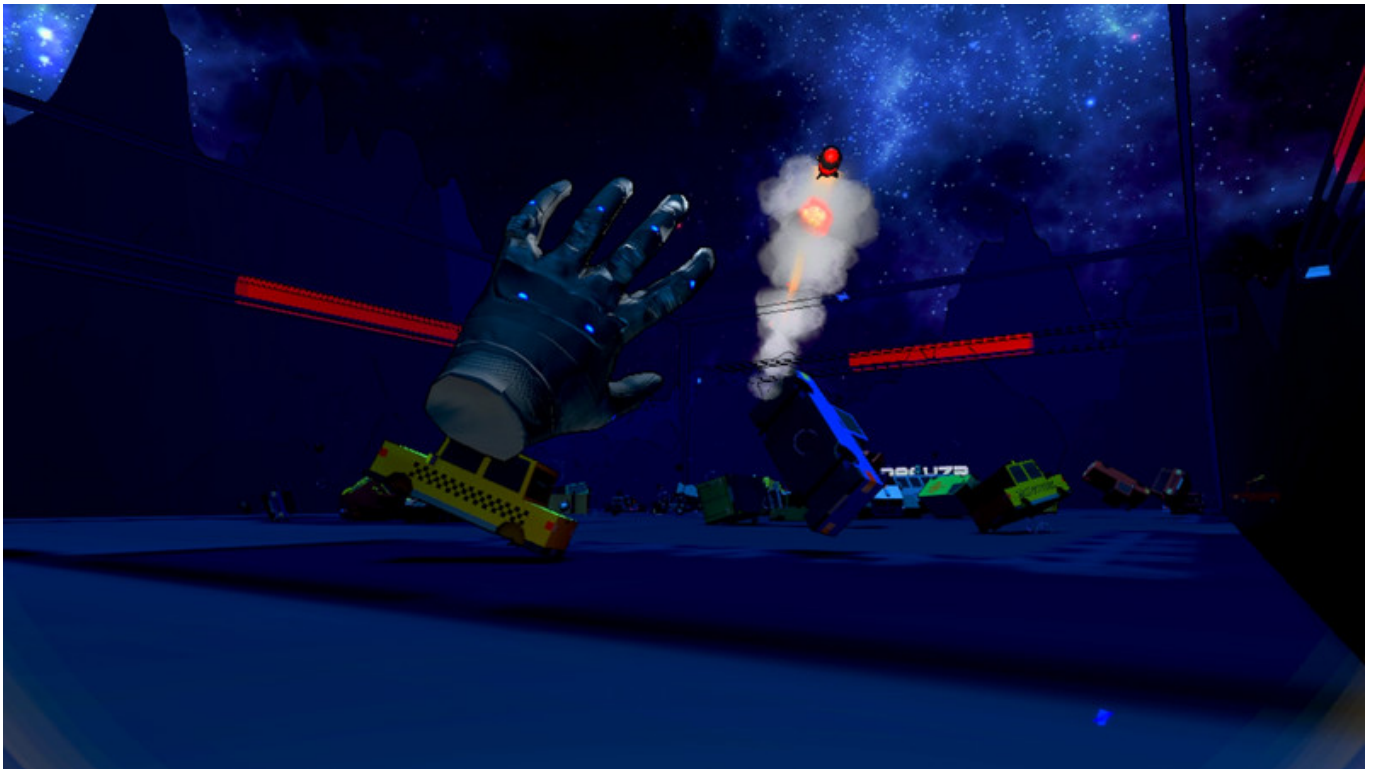

SkyDrift: Gladiator Multiplayer Pack Free Offline



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About This Content

Are you a natural predator? Now SkyDrift brings you the two classic multiplayer modes Deathmatch and Team Deathmatch, where only the number of opponents you eliminate will earn you honor and respect.

Key Features:

- Improve your hunter skills in 6 breathtaking arenas including Warfactory, U.F.O. and Scrapyard.
- It's up to you to join an existing dogfight or create a new arena and choose from settings like weather conditions or Time Limit.
- Don't forget you can overtake, but it's better to shoot them all down in the SkyDrift Multiplayer Arena Modes!

Title: SkyDrift: Gladiator Multiplayer Pack

Genre: Racing

Developer:

Digital Reality

Publisher:

HandyGames

Release Date: 28 Nov, 2011

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Minimum:

OS: x86 or x64 bit versions of Microsoft Windows XP/Vista/Win7

Processor: AMD/Intel dual-core processor running at 2.0 GHz

Memory: 1GB for MS Windows XP and 1.5GB for MS Windows Vista/Win7

Hard Disk Space: 1GB

Video Card: ATI/nVidia graphic card with at least 128MB of dedicated VRAM and with at least DirectX 9.0c and Shader Model 3.0 support. ATI Radeon HD 3600 series and NVIDIA Geforce 8600GT

DirectX®: 9.0c, June 2010 update

Sound: Integrated or dedicated DirectX 9 compatible soundcard.

English,French,German,Italian







It's okay, I would recommend buying if all you want is a few extra missions because that is what it gives you of course along with two extra characters. HOWEVER the video and all advertising make it out to be an actual story line and maybe some actual quests, when playing however all I found was a bunch of already played maps and then plonked down and there you have it, no structure and no story line. One moment you fight the Templar, then the duke and then they are both against you? I thought they were against each other? That is what the video leads you to believe.

Maybe next time have a DLC that we are paying for and have 6 missions, two on the dukes team and two on the templars, just shows a little more structure and makes it more enjoyable rather than 30+ hours of playing what feels like a repeat.

Not sure if I will be buying the other DLC's, that is unless I get very bored! But for me it's a negative because it lacked substance and was misleading, that and the Duke is one ugly MOFO!. Literally the BEST F1 game you will ever play!!!!

In all seriousness it is fun, but kinda cheesy. It's basically knock off Mario Kart. It also doesn't go up to 1080p for some reason.. Plays like a terrible mid 2000s flash game; heck it is a mid 2000s flashgame, just with controller support tacked on.

Would not recommend.. Fun word game. Challenges are like "Use R to make a 5 letter word" sorta thing. If you have 4 or more of any letter available the challenge will tell you that you must use one. A very relaxing game to exercise your mind. I usually turn off music in games, but in this game the music is discreetly ambient and is integrated very well with the extremely soothing gameplay sound effects. It has Auto Day/Night modes (dark and light) but I prefer setting it to dark mode only because the way the letters float gives me a nostalgic frisson of moving letters around inside the liquid darkness of a Magic 8-Ball toy.

If you like words and relaxing, I can't think of a better game. The only downside is when it shows in the upper right hand corner that there are 1,380 possible words, and I can't find one! haha. Seriously though, I love it and it's cheap as a cup of coffee, so give it a try.. 7 min & 319 tries for 1 puzzle and there are I think a few of it (5 or more). ---{Graphics}---

\u2610 You forget what reality is
\u2611 Beautiful
\u2610 Good
\u2610 Decent
\u2610 Bad
\u2610 Don't look too long at it
\u2610 Paint.exe

---{Gameplay}---

\u2610 Very good
\u2611 Good
\u2610 It's just gameplay
\u2610 Meh
\u2610 Staring at walls is better
\u2610 Just don't

---{Audio}---

\u2611 Eargasm
\u2610 Very good
\u2610 Good
\u2610 Not too bad
\u2610 Bad
\u2610 Earrape

---{Audience}---

\u2610 Kids
\u2610 Teens
\u2610 Adults
\u2611 Human

\u2610 Lizards

---{PC Requirements}---

\u2610 Check if you can run paint

\u2610 Potato

\u2611 Decent

\u2610 Fast

\u2610 Rich boiiiiii

\u2610 Ask NASA if they have a spare computer

---{Difficulty}---

\u2610 Just press \u201a\u2018

\u2610 Easy

\u2610 Significant brain usage

\u2611 Easy to learn \u2264 Hard to master

\u2610 Difficult

\u2610 Dark Souls

---{Grind}---

\u2610 Nothing to grind

\u2610 Only if u care about leaderboards/ranks

\u2611 Isnt necessary to progress

\u2610 Average grind level

\u2610 Too much grind

\u2610 You\u2018ll need a second live for grinding

---{Story}---

\u2610 Story?

\u2610 Text or Audio floating around

\u2611 Average

\u2610 Good

\u2610 Lovely

\u2610 It\u2018ll replace your life

---{Game Time}---

\u2610 Long enough for a cup of coffee

\u2610 Short

\u2610 Average

\u2610 Long

\u2611 To infinity and beyond

---{Price}---

\u2610 It\u2019s free!

\u2610 Worth the price

\u2611 If u have some spare money left

\u2610 Not recommended

\u2610 You could also just burn your money

---{Bugs}---

\u2610 Never heard of

\u2611 Minor bugs

\u2610 Can get annoying

\u2610 ARK: Survival Evolved

\u2610 The game itself is a big terrarium for bugs. First off, this is a quality game. It is well made, great cinematics, high quality graphics (although the scenes a bit on the dark side) - yes worth the \$49 release price IMO.

I have now spent about 9 hrs playing and still working things out. It is not complicated, just an initial learning curve of where and how to build structures, do upgrades, keep resources flowing etc. There is ingame help but I found it to be hints rather than a hand holding guide which I needed when i started playing.

There are 3 factions to learn to play- each quite different,
Like other RTS games the idea is to build up a base/bases and pump out fighting units and destroy the enemy.
You only need to collect one type of resource. You can have up to 200 units.

Technically the game plays very smooth and well on the main, i have had the game crash once when I was right clicking madly.

Is it fun? Well yes, I am enjoying the campaign I have played so far. The campaign consists of 15 missions-
5 for each of the 3 factions so plenty of opportunity to learn all aspects of the game.

The skirmish mode seems a bit limited as there are only 8 options of maps which include number of players each map.

I have not played the MultiPlayer as yet, due to none of my friends having this game, so cannot comment there.

Nothing can beat my AoM/AoE games but I did enjoy the slightly different style of game here and glad I bought it.
If you enjoy space RTS games this is a nice one. 8/10

. Game feels like a prototype with loads of potential. Such a shame they didn't turn it into a quality game.

The only reason i'm giving it a thumbs up is to convince the dev it's worth working on this game.. A great novel and unexpected endings, I just love it

I have this. I have played it.

it is not a game. It is a terrifying experience.

This is some sort of conglomeration of code that looks like a tile game but is so entirely artificial that every moment you spend looking at it makes you painfully aware that you could be doing something else. ANYTHING ELSE.

It's hard to find a reason to play this game for even a few seconds.. Bad game

Bad dev

. Great fun tactical RTS. Because it is realtime and the battlefields are small, you have to move very fast and respond to all (4) of your soldiers to keep them alive.

Community is a little small right now, but there are always players around.

Steep learning curve! Be prepared to lose, and ask other players for help. The in-game hints\utorials are not hugely informative.

Has a lot of potential. If unsure, worth picking up in a sale.. It's an interesting idea. The graphics are cute and fun. After you unlock a few cards there ends up being some good variety. The hidden combo system is an interesting innovation and pretty fun.

*However, the upgrade system needs an overhaul. It encourages you to stall every single fight, which leads to a huge boring grind early as you stall and stall to focus on leveling up your cards. Hitting into shields to upgrade your attacks, overdefending to level up your defense cards. Stalling to level up your FORGET cards. It's super flawed, but you *need* to upgrade your cards to proceed far.*

I'm assuming this will get tweaked during EA. Other than that, I've been enjoying this guy so far. Solid game.

(UPDATE: Beat the current content in about 4 hours on my second try. Review stands. I'm a bit more positive on the upgrade system now, but it does need a rework. The balancing tends to be that enemies eventually get "Ultimates" which force the fight to end one way or another. One minor complaint is that some of the upgraded cards are worse than the cards before them, but that's just learning all of the cards in the game. This is going in the right direction and I'm glad I purchased it. Deckbuilders! The armor\weapon system looks.. okay, I guess? The example armor\weapons aren't very interesting and it's a grind to make a single item.. not sure it's worth the feature so far.). Firstly. I will add I have never played a RL game before More of a Union fan.

However as there is NO decent RU games out there I gave this a try and was So So happy I did.

Positives:

1. Graphics are great comparable to any AAA sports title. I have had no drop in FPS or any issues with a 3 year old rig on higher settings.

2. Gameplay is smooth and as far as I am aware pretty accurate to RL play style. tackles are fun and you have a lot of options of set plays and tactical calls re defence alignment etc.

3. Content - the create a player most games have these days its as detailed as I would want without being over the top. Carrer mode can swap between manager, existing "superstar" or your created player which gives it a fresh take.

Cons:

Very few. However if I was being picky.

1. Key mapping/bindings I am happy playing with a controller but I would have thought its not challenging to allow me to alter my controls. I usually play with Keyboard but without key mapping its impossible. Key mapping on controller perhaps not as important but would be preferred.

2. Attacking set plays: such as Switch, loop moves and miss moves. You can elect to throw a pass 1, 2, or 3 players out but thats it really. Considering there is defensive tactical alignment and altering defensive lines etc I would have hoped for a slightly more

detailed attacking system. currently the attacking "set play" consists of two types of backline set up for kicking options That's it. The rest is free for all.

Overall though its a really fun game with a lot of content, completely meets my needs for a rugby fix. Would recommend.. This is quite possibly one of the best DLC packs I've ever seen in a game period. You might look at this and think "HOW THE HELL IS A FRONT WHEEL DRIVE SLOW AS HELL CAR FUN?" Well I'll tell you how. Lift-off oversteer. That's right. A front wheel drive with OVERSTEER. Not to mention a little bit of turbo lag. It's a perfect car with perfectly controllable countersteer. This is an absolute must-have DLC pack for this absolute must-have game. You will not have more fun than this (besides some of the obvious fun cars). 10\10. This game will steal your soul, and by soul I mean free time.

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