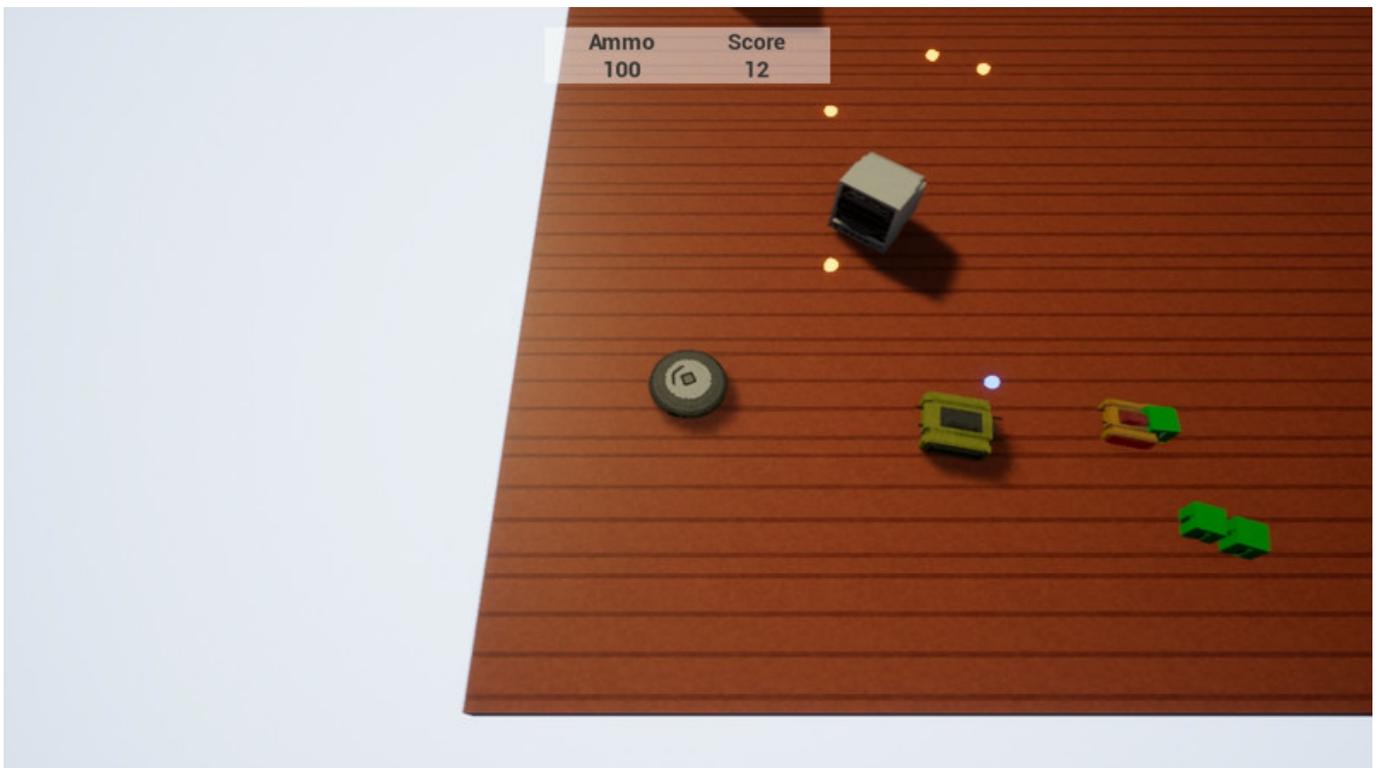

PAYDAY 2: Gage Shotgun Pack Download Link Pc



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About This Content



Finally shotguns get some love!

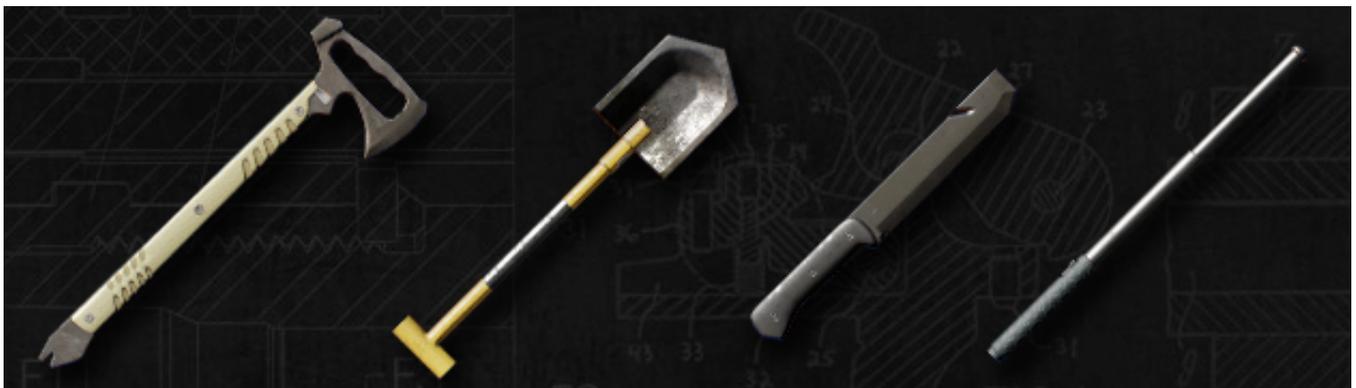
The Gage Shotgun Pack DLC is the ninth DLC pack for PAYDAY 2 and adds Gage's favorite shotguns to the player's weapon arsenal. Depending on what kind of ammo type you use, the shotgun pellets you fire can have armor penetration or be explosive, stunning your opponents.

Three new shotguns, four new ammo types, weapon mods, four new masks, patterns and materials are also included.

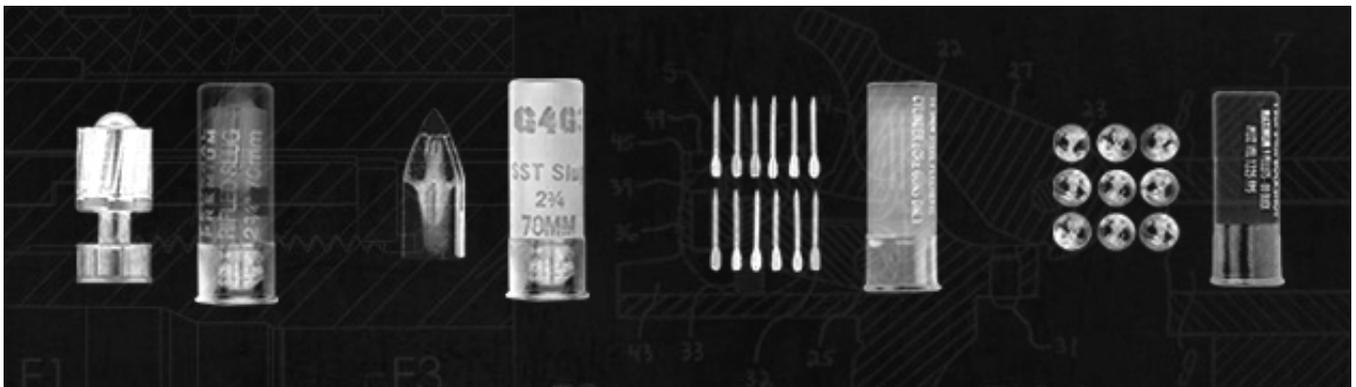
Key Features



regulating, gas-operated semi-auto combat service shotgun. The Raven is a bullpup 12-gauge pump action shotgun. Last but not least, the Street Sweeper 12 gauge shotgun, designed for riot control and CQB.



•**Melee weapons when everything goes to hell** – It's just you and your enemy in close combat, chaos all around you. You grab what you can and you throw it at each other, wrestling and yelling, throwing punches that hit empty air. Gage will help you out however, with Survival Tomahawks, Utility Machetes, Telescopic Batons and Shovels.



•**Four new ammo types** – These four ammo types are fitted into regular 12 gauge shells so they'll work with any existing shotgun in your inventory. Useful!



•**Four new masks** – Any career criminal worth his rap sheet will tell you that it is all about first impressions, and there's only one chance to make that first impression. Make sure you send the right signals by using either Rutger the motherfucking orangutan, Clint the black-capped squirrel monkey, John the mandrill or Steven the silverback gorilla.



•**Four new materials and patterns** – Four lovely new patterns and materials that'll make you go apeshit while heisting. Enjoy things like "the Banana" or the "Banana Peel" to name a few.



•**12 new achievements to unlock** – Achievements, you can't live with them and you can't live without them. Enjoy 12 community inspired achievements focusing on the latest shotgun additions.

Title: PAYDAY 2: Gage Shotgun Pack

Genre: Action, RPG

Developer:

OVERKILL - a Starbreeze Studio.

Publisher:

505 Games

Release Date: 3 Jul, 2014

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Minimum:

OS:Windows XP SP3

Processor:2 GHz Intel Dual Core Processor

Memory:2 GB RAM

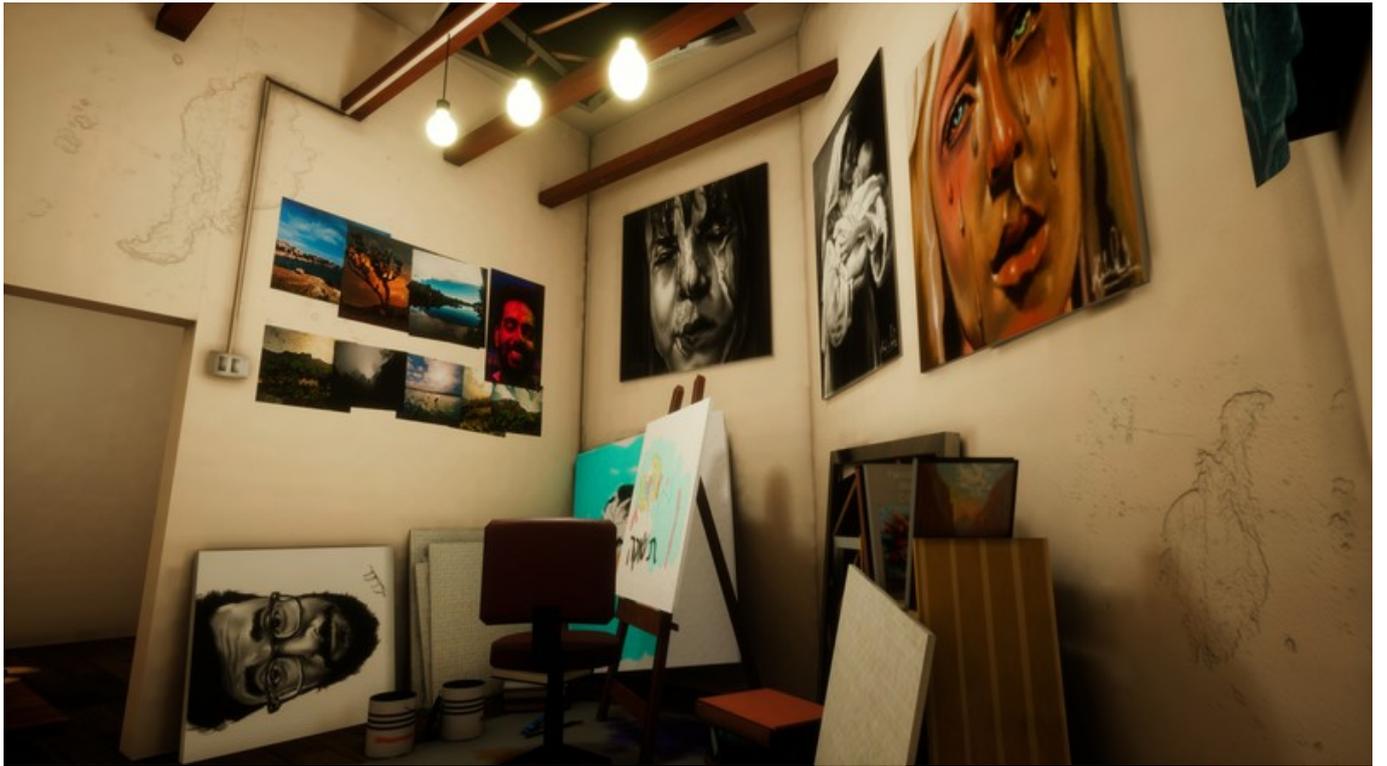
Graphics:NVIDIA GeForce 8800/ATI Radeon HD 2600 (256MB minimum)

DirectX®:9.0c

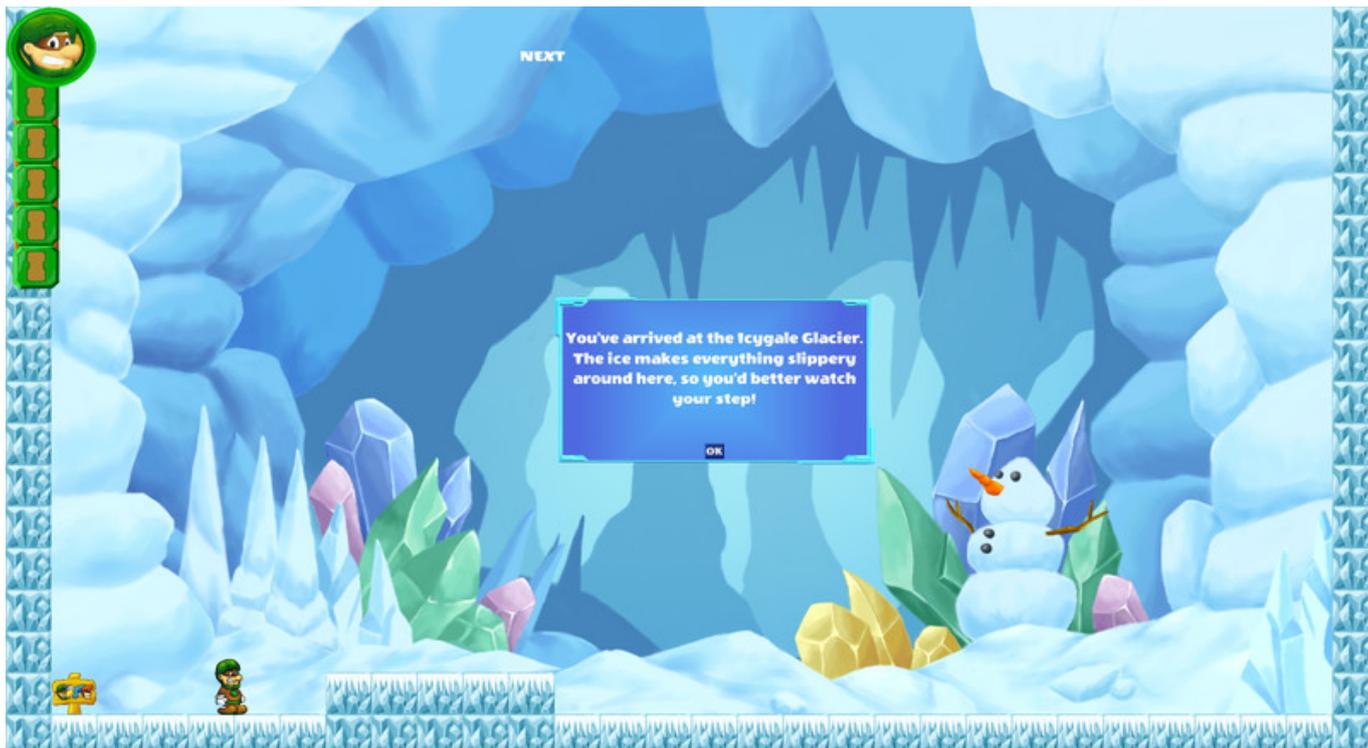
Hard Drive:13 GB HD space

Sound:DirectX 9.0c compatible

English,German,French,Italian,Dutch,Russian







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I have no clue what to do. I've literally pressed every button on my keyboard and mouse, I can't seem to make any progress. I was able to buy workers and assign them to build a sawmill and whatever other mill it said I needed to build... but it's already showing I don't have resources to finish those buildings? However, as far as I can tell the only way to gather resources is using those buildings. So... how is that supposed to work? Furthermore, I can't move the camera at all... and there is no menu option to view controls nor is there a guide provided on steam. This feels completely dead in the water. I'm going to go back in and try to continue figuring things out, but until some sort of explanation or guidance is provided this game is a hard pass from me. Is this game listed in early access? It should be if it isn't. This is a horrible user experience. I plan on refunding if I can't get some answers here.

--Update--

So it appears that despite the game saying I don't have the resources available I was able to successfully build the windmill ... while I was logged out writing this original review its progress meter filled. So essentially this looks like a really bad click and wait game with no real guidance on what to do or what your goal is. It's definitely not a finished product and should be listed as early access if nothing else.

One other big evidence that this game is unfinished... there is no way to "delete" your character/account/save? Idk what you would call it because the game doesn't say. So effectively, you cannot restart. You're stuck with whatever first game entry you've created. I'm asking for a refund now. This was an extremely misleading entry in the steam store.. Only if you have a controller or two, Keyboard controls suck, otherwise this game is fun as hell.. Fun little game. Not very complex or hard, even with minimum use of inventory items. Just one achievement was tricky to get.. It feels like a gear vr game that has been blindly ported to steam with very few changes made to fully utilize room scale vr or motion controllers. I'd give it a go if it was free but it's not worth buying in my opinion.. its like im really there. this game is so frustrating and broken as all hell you play as a machine with a diver following you and I swear the moment you stop he doesn't he glides and in some cases glides to his death. which is so common that you will die over and over and it keeps getting frustrating everytime. when you try to collect oxygen good luck keeping it up because you lose it the moment you spend the entire time trying to figure out where you're going. What's so frustrating is the fact that I would appreciate it if there was plenty of oxygen tanks so you don't have to worry but unfortunately there's levels that don't have any and you're ♥♥♥♥♥♥♥♥ out of luck, and good luck going back a few levels to get more because you'll start back with very little oxygen. This is nothing more than a cash grab that was trying to get Markiplier to play it and it's disappointing that they've focused on getting a youtuber to play rather than fix their broken game.. Coins which help unlocking things in game. I recommend buying the bundle.

7/10. I absolutely loved playing this. Wonderful story, amazing visuals and a great soundtrack. Probably one of my favorite VR experiences so far.. "Lethal - Episode One" is an interesting experience and is recommended at its current price point (\$16.99) - it delivered me with 7.1 hours of gameplay.

This game doesn't try to be too smart which is something I really liked about it; the puzzles are fairly simple yet, at most times, fun to solve; the "baddies" are frightening enough and the unraveling of the mystery was interesting enough to keep me going

back to finish. The story took a little to jumpstart for me but it gets more interesting and FUN a little into the plot when a fun and revolutionizing game mechanic is introduced. Don't worry this isn't a spoiler, really.

Seems that the consensus is "Amnesia" in all reviews, which is understandable, but I think Lethe resembles the Penumbra games even more. You've probably heard of them if you liked Amnesia - highly recommended for those who haven't played them.

I'd also like to commend the developers for the atmosphere which stood by itself and was quite impeccable; the sound FX and especially the "scary" sounds really worked together in order to bring about that desolate, deep inside somewhere dark and strange, feeling. I also I got some "The Keep" vibes (an underrated, cult 1983 film from Michael Mann) but without Tangerine Dream doing the soundtrack. The music was very good too, it created the effect it should have created and did not bore me even once.

I wholeheartedly recommend "Lethe - Episode One" to those who like scary games a-la Penumbra/Amnesia/Outlast and all the other endless games in that style that seem to pop up like mushrooms after rainfall. I'll be very happy to see Episode Two.

<https://www.youtube.com/watch?v=ZsWk2aGYvxM>. Excellent. Deserves its high reviews.

This is a point and click style casual adventure game, with some "use the item / shape" type hidden object scenes.

I found it entertaining and well-designed. When I was done, I wanted a sequel.

Note: there are definitely a few jump scares, and the atmosphere is creepy at times; nothing I'd classify as horror, but something to bear in mind

I liked the title song - very cool.

There were a few places with dialogue choices, but I couldn't tell if the answers mattered (except for one easy achievement). That aspect felt unfinished, somehow - as if they'd planned for more complexity, then decided against it. That said, it was nice to be able to choose my character's overall personality through those choices.

A very solid 9.5 out of 10 for me for this type of game. I still want a sequel - is there one?

I had high, high hopes for this game after the huge success that was World of Subways 3, the one set in the London underground, which was amazing. But this game was an utter letdown. Awful, AWFUL physics, clunky gameplay, bad performance (on a very high end PC) and the menus are terrible. Also not to mention half the text in the game is misspelled or in German. It's awful. That's \u00a327 I will never get back. Terrible game, PLEASE DO NOT GET THIS! I am somewhat shocked that this game managed to scrape a 'Mostly Positive' score. I played WoS 1 and I genuinely think that everyone but the graphics and scenery are better than this new release.

Quite possibly the worst game I have paid for and played in my entire life.. Excellent Pinball Game. I prefer real pinball machines, but this is probably the best computer pinball ever!. I really loved this game.

You have so many choices from literally the first second of the game. I managed to land myself the bad ending on the first move of my first playthrough. But I also completed all possible routes. Some were tricky to achieve, some were almost impossible but it was so enjoyable to try to play it again and again with different choices, different combinations, different outcomes. Even the three different types of endings had several routes - so there are actually more than just three ends, which was really interesting to discover the first time.

The characters were intriguing. I loved the Masked Man, he was a very interesting character and would have liked to have more options to talk to him, as well as to the Nurse who also seemed a very nice character. The only problem was that the game is too short! XD I could literally play it for hours and hours and hours. I actually did that. It is a very well thought out game, loved it.. Very much a "remastered phone game" smell, but ends up on the better side of the mountain of endless runner games due to the RPG mechanics and Artifact loot. Can't help but think I'd be rather playing Postknight instead if it was remastered for computers, but this is fine enough for now.. Game is short, but is also rather cheap so I wouldn't complain about the price/length ratio. While it's a mobile port it falls into the tiny "good" part of the spectrum featuring tight mouse control and UI that doesn't get in the way of playing. While I would like to see keyboard controls in certain hectic situations, mouse controls actually feel pretty great. Game runs at solid 60fps (maybe more, I haven't checked), doesn't have microtransactions, broken economy, grind or any other shenanigans iOS ports are known for.

All in all, I would really like to see a sequel developed as a full fledged PC game instead since this style of stealth puzzle has a great potential but I feel like iOS ruined it down.. I am one of those Madden converts who wanted a proper simulation of the Gridiron, specifically the NFL and 10+ years later I'm still enjoying the heck out of this game.

The latest update really pushes this further and I'm still in awe at the fact that the update was free. I am in 5 online multiplayer leagues and the communities are amazing. I've tried other NFL type sim text games, nothing comes close to the depth that this game has.. This isn't the greatest interactive fiction I have ever read, feel free to skip to the end to avoid my rambling. There was a ton of exposition, world building and background info that you had to read through that slowed down the story and I got bored reading through, on the plus side it did remind me of being in school (lol). I find with fantasy worlds like this you kind of need all that background information because it's not our world but it broke immersion for me sometimes.

I would have liked more time exploring the bond with your Dragon and more time with each of the characters, especially for just friend stuff. I found with one of the characters if you don't side with them from the start they treat you like your this evil untrustworthy person later on even if you haven't been playing that way, which was weird for me.

There are also still some bugs. The only one I found was in Dragon 101 the notes you can collect didn't show up so keep that in mind, there is a test.

I liked the different personality on the Dragons. I think my favourite is Blue, but they are all pretty likeable. I also enjoyed the character in the story. I think that they were cliché for this genre but I don't care about clichés if they are likeable and I liked all of them, even the rival to an extent.

I also enjoyed the end tournament section. I chose Puzzle key and I have a really good time. Though as a side note this is the only time in one of these games I wished for a save function in these games. I know that none of them have it but damn.

I also enjoyed the MC. Again a bit of a cliché but I found them likeable and that they had enough customizability to keep me interested through multiple play throughs.

The last thing is the overall story. It has a very familiar Star Wars with dragon feel for me. It's not a replication but there were some similar story elements. It also reminded me of Eragon to an extent. That being said, I love both of those things so it works for me.

All in all, I enjoyed myself, which is the most important thing for me when I play these games. I don't think it's perfect and there are other choices of games that are probably better written like the Wayhaven chronicles or Fallen Hero: Rebirth. This one

was still pretty fun. I really enjoy Dragon Riders, I think that bond is really interesting and I will likely read this again, I have it both on my phone and on Steam (I tend to play on my phone more often) I am excited for part two, the epilogue left on a pretty decent cliffhanger and I look forward to the rest of the series.. Turbo Pug DX may have a warm retro graphical aesthetic but the gameplay just isn't solid enough.

A good example would be the game inexplicably lagging the first time you die after launching the game. If that just sounds like a minor annoyance I don't blame you for thinking so. If you layer on sporadic lag bouts, double jump sometimes failing to work from greater heights, the annoying lightning mechanic, and seemingly being sucked into corners, there's clearly some issues that need to be addressed.

Don't be deceived by the amount of time I've spent in this game. I have a need to finish certain things. Apparently a few of them are bugged and unattainable...

Turbo Pug DX has problems with achievements popping on time. The Penguin riding mini game took 2 completions to register the achievement. As of the time this was written there are reports the "The Escapist" achievement is bugged. The achievements for Pug Coins collected (that also unlock extra characters) wouldn't pop until immediately after relaunching the game or entering the character select screen.

I wouldn't suggest this game to others.

If you give it a try be aware that it may still have programming faults holding it back.

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