
Discharge Ativador Download [Password]



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About This Game

CONTROL UNITS IN 3RD PERSON VIEW

Take one of your gunships under direct control and show them who's boss. Then switch to a bomber and break through enemies avoiding the fire to destroy hostile storages.

CUSTOMIZE UNITS

Customize your drones using diverse weapons and special equipment. Find the best squad combination to take your enemy down.

FEEL DYNAMICS OF PHYSICS BASED BATTLES

Get unique experience in each battle as units simulate physics behavior. A huge variety of situations require a quick tactical response from you.

BUILD BASES

Decide which location to protect. Build a strong defense with towers and walls to repel next incoming. Consider energy supply system so the enemy could not turn off your guns with only one direct strike.

THINK OVER YOUR STRATEGY

Capture iridium mines, build energy farms and defensive towers, decide when and where to attack.

Make all decisions wisely. This is the only way to beat the enemy in this war.

Title: Discharge
Genre: Action, Casual, Indie, Strategy
Developer:
Nezon Production
Publisher:
Nezon Production
Release Date: 19 Apr, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 7, 64-bit Windows 8 (8.1) or 64-bit Windows 10

Processor: Intel CPU Core i5-2500K 3.3GHz / AMD CPU Phenom II X4 940

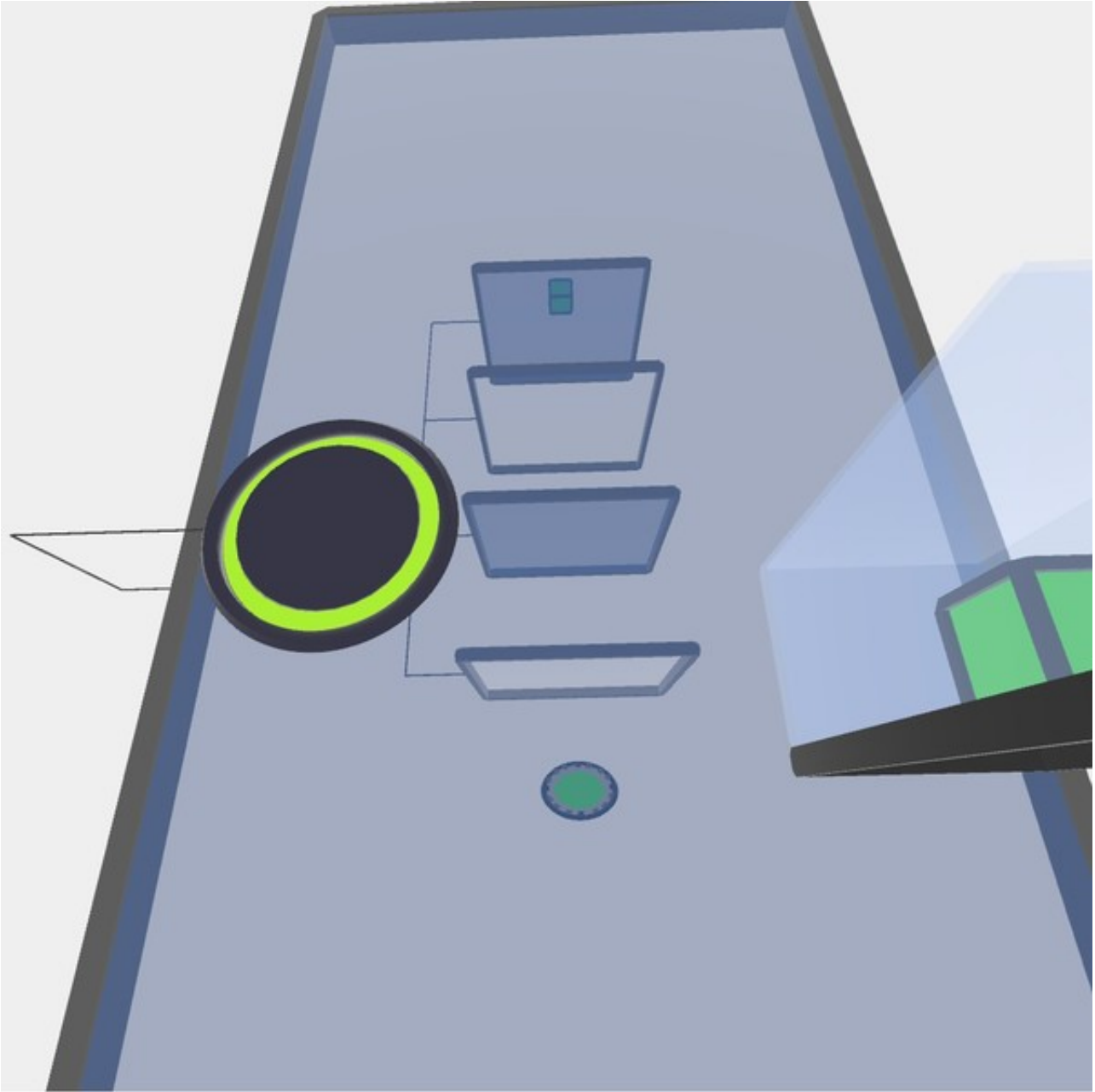
Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 760 | AMD Radeon HD 7950

DirectX: Version 11

Storage: 9 GB available space

English,Simplified Chinese,Russian,French,German,Turkish







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A challenging and rewarding dungeon crawler

At a glance this looks like just another indie pixel hack and slash game. It is far more refined than the fairly simple presentation suggests. You get a variety of your standard fantasy game weapons, swords, axes, etc, but every one plays decidedly differently. Arrows and wands are great for range, knives are weak but really quick, axes are really strong but slow and leave the unwitting open to attack, and so on.

The game is punishing, especially on your first play through, but not in a remotely unfair way. The best games encourage you to get better, and this one does it. Level full of wizards one shooting you? Learn their patterns and hit them at openings. Dungeon full of spiders giving you trouble? Get a weapon with a wide upward range. Boss keeps wrecking you? Try the bow and tag him from a safe distance. And so on. Between a variety of weapons and armor that are all upgradeable, a level up system that makes tangible differences with every boost, and ever useful healing and stat boosting spells, you'll never find yourself too stuck. It's a game that rewards diligence with victories being rewarding.

If you're a fan of old school style action platformers, you can't go wrong here.. Dev lies about the promised switch content will be added to Steam version. A lot of fun kept me playing for hours trying to unlock new guns. A very good time burner.. Starting is slow but it gets interesting after 10 hours or so~ Definitely worth the price, English translation is coming in the future.. Recommended. this is the worst myst game... everything was terrible. so sad it was the ending... ;P

. If you haven't played the first Avadon game you should play that before getting this, as the story is essentially a continuation of the story of that game (though with new main characters), and the game play is very similar, without significant changes to the engine. If you played and enjoyed the first Avadon game, you will like this one as well, as it is more of the same. If you played and didn't like the first Avadon game, don't bother with this one because, well, it's just more of the same.

So what are the Avadon games? They are old-school, turn-based RPGs. Lots of talking to NPCs. Lots of fighting. You get to build a party of 3 people out of 5 classes. You get some choices and branching skill paths for each character. You collect loot. You beat monsters. You learn about the world and what its story is. In the end you have some different possible endings based on the choices you made during the game, but the endings aren't all that different from each other, so I wouldn't call this a top selling point.

Basically, the Avadon games are solid and very enjoyable, budget price CRPGs that are made by and for people who like old school CRPGs. If you are one of those people and you aren't turned off by the low production values (though the art is fine and is well enough done for its style, IMO), you're going to like this game. If you aren't one of those people, well, this series probably won't win you over as it doesn't do anything terribly different or new or genre shattering.. This Is Especially Heinous!. For a low budget "artsy" Indie game, this one appealed to me, possibly because it has some elements of Spore in it, but seems to be a different approach to organism simulation. It's more interesting than a typical shoot'em up or retro platformer that you get from most indie studios.

Well put together, although light on options, runs fine, and has, at least from cursory examination, a workable plot. You could do worse, although this is probably just another game best picked out as part of a bundle. At least I didn't want to stab my eyes out, like 99% of the competing indie dross makes me want to do.. Linear, not worth 20 dollars, not story driven. It should be free. Nothing like the original game...watch a youtube video first to see if it's your thing. Loved Prey, despised this.

The game is a lot of fun for the low price point. Despite a couple small glitches, the gameplay is solid, it offers a good challenge that scales at a good pace, and a good amount of variety with it's eight worlds to play through. As long as you don't mind having no story in your game, it's a great way to kill some time.. Again, sucks that you don't get an achievement for completing this. Doesn't take too long to complete.

Not particularly challenging.

To be honest preferred Tropico 3 & 4, more than 5 anyway.

Bought whilst in the sale, definitely not worth paying full price for.. April 1, 2018 - I decided to completely redo this review.

The load times since I first played this game has greatly improved but still a bit long. However that's probably due to my hard drive and not the game itself.

The only problem I have with the game now is the optimization. The framerate runs in the 30s during gameplay.

Also the graphics options is still a bit lacking. It needs resolution options

I would like to recommend adding such options to the menu as well as a way to see keyboard controls mid-game instead of only at the title screen.

Other than that and the missing content, it looks like this game is good to go.

I look forward to seeing this game completed.. "Zeuchs der Nacht Kampfers!!!" is what I would have said if I were german. This pack would make you look like a real badass Zombie Slayer. I just love role playing.

Mr. Foster - Cracked up Hitman + TF2 Pryo

Security Officer - SS Nazi Zombie

Lee Baron - Hurt Locker

Mike Noble - Punisher on Steriods :P

If you are the type who deosn't get point of plain playermdeols and a "wunna be somebody" type;
THEN WHAT ARE YOU WAITING FOR!?! BUY THIS AND SHOW THOSE FOOLS HOW TO PLAY REAL SERIOUS ON THE SERVERS.. Neat little game. It looks very good and I specially like the 3d camera mode. It's definitely worth the money. The only thing I am missing is a "non-mission" mode for single-player in which you can try out all the different mechanics on your own.

If the "Finished" and "Lost"-screens would then be displayed a little shorter, this would be perfect!

. This game will overclock your brain! Simple addition and multiplication? Oh no, nonononono. What you get here is a game that will teach you logical thinking, while you (a leftover ghost) try to win back your very soul from (I think) SATAN. Who made this game! You are playing a puzzle game from Satan. It surely is hard enough to be from hell. But everything here was done right. Music builds atmosphere, but let's you concentrate. Controls could be from a mobile version, but are easy and understandably besides the point. Visuals are the right amount of spooky and colourful but let you concentrate. The sounddesign is on point and enhances the controls quite well. The puzzles feel sooo good, when you solve them. 100% thumbs up! Go regain your soul now!

The hint system is obsolete in its current form, and I could use a better one with more hints... Satan...

EDIT: Turns out, Satan is a man (?) of his word and actually quite nice. At least in this game. Having retrieved my soul by the power of my external brain (the dev's walkthrough), I realized a mistake I made, that made puzzles quite unsolvable. Which was completely my mistake and not the games fault. DAWN OF A SOUL is a perfect example for good presentation. The game itself would be fantastic, but the presentation adds so much to it! Recommendations all around.

Follow my curator at <http://store.steampowered.com/curator/28337205-Fair-Minded-Witness/?appid=701910>. [Another unique and meditative game from Cavyhouse. This is a strange game about running experiments by placing points at varying distances from each other, and learning how they grow and change over time. Certainly not for everyone, but there's nothing quite like it anywhere.. Addictive gameplay and great music! Didn't realize a game for this little can have so much content and](#)

[amusement... also things to unlock! Everytime I thought I was going to quit. I kept deciding to play another round and try to get a higher score. or unlock another level.](#)

[It's a blast!](#)

The Third Update:

Hello there!

The update includes:

- Tutorial fix
- Help menu improvements (now it contains "aircraft control" and "construct buildings")
- Enemy AI logic improvements (better researching, better tactics)
- Now you can switch timer off in Custom Match
- Balance of researches (some prices were reduced)
- Engineer's logic was fixed. Now he moves to construct a building without a special order (if you build close enough to this engineer)
- One more map was added (more difficult)

Thank you! Enjoy Discharge :). **Upcoming Updates:**



Hello there!

We launched Discharge and now we are going to provide full support. We plan to improve match statistics, add more maps and fix bugs if they exists.

We need your help to improve the game. If you find an issue or a bug, please report it in comments below or in the topic on community forum.

Discharge is one-of-a-kind mix of RTS and Action/Conquest, so we also need your feedback to polish the game. Tell us what you mostly like in Discharge and what kind of improvements you wish the game got.

Thank you!. **Tutorial is Here:**

Hello there!

The second update is here. It includes tutorial sandbox mission on Arena map.

Also there is a new option in custom match. **Now you can force the enemy not to attack the player's base.** This options is used in tutorial and some campaign missions. So you can **learn about the game and do not hurry.**

To understand how game works you must know some things:

1. You can get some help during a match by pressing 'Escape' -> 'Help'.

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2. To construct a building you need an engineer. Engineer has a wrench-sign above its health. Place a building and send engineer to construct it.
 3. To build a unit you need Iridium and Energy from Main Storages.
 4. Capture Iridium Mines to get Iridium.
 5. To fill Main Storages you need Energy Farms in a radius.
 6. To charge your units, you can use E-Transmitter. You can place E-Transmitter on Tanks or Bomber.

Thank you! Enjoy the update.. **The First Update:**
Hello there!

The first update is coming. Here is the list of changes:

- Campaign (5/10 missions for now)
- Achievements
- Improvement of strategy camera
- Tooltips on Researches menu
- Map list on a custom match menu
- Gameplay interface fixes
- Unit's and building's explosions on a destruction were fixed
- Direct control statistics after a match (shows KDA and time of playing in 3rd person mode)
- Now "Help" is on the main menu too

Thank you for supporting us with feedback. We work hard to make Discharge better for you.

Now we are going to polish Campaign, Help menu and other controls/interfaces to make game easier to understand. Also, we keep monitoring your feedback to react fast.

Thank you! Enjoy Discharge :)

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