
Just Cause 2: Chevalier Classic Download] [cheat]



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About This Content

No agent should be without a hot set of wheels and with an increased top speed and superior handling, you can arrive at your destination in style or make a guaranteed quick getaway.

Title: Just Cause 2: Chevalier Classic
Genre: Action, Adventure
Developer:
Avalanche Studios
Publisher:
Square Enix
Franchise:
Just Cause
Release Date: 22 Jun, 2010

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English







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Best of luck to you!

- A fellow gamedev.. This game not giving you feel of control. Adventure options kinda weird, selections are very limited and impossible to lead as desired. combat is another annoying part of game. Very bad camera control, lack of movements. Nothing is right. another game which wasted nice potential with bad design team. Stay away i say. I just want to know what characters they add. Extremely catchy game! Made me play it from start to end and I'm not even among those who beats games often.. It is sooo hard! Maybe I'm lame player, but when monster gets close? Not only I die, but also I have to change my pants. So scary.

The experience is worth the price, looking forward how the game develops!. This game is unfinished and should be removed..its a total scam.. WHERE IS GOLLUM? We got hobbits and ents but no gollum.. While this game is in early access right now, so it's definitely rough around the edges, the main content of the game is great. It's very Harvest Moon-esque, so if you like some of the Harvest Moon games, you'll like this. 8/10 Raphael is best guy.. I've never seen so much "Content" (ಠ_ಠ)

Would sign up to a shady site just to download a 18+ patch again /10

A fantastic game, I've never played one quite like it! Essentially it's a graphic adventure game in the way it feels and looks. And has a great tactical battle system. These might sound jarring together, but it works well.

The world of the game is very original and a big draw here. Animations are thin-lined and fluid, feeling at times like an old rotoscoped Bakshi film or similar. There are some really cool creatures in here. And some surprisingly good writing!

I was a little worried the meta comparisons to real life would be heavy-handed, as I've seen stories like this often botch it. Mostly the comparisons are just to the everyday mundane life of Gary and don't pretend to be this grandiose dramatic thing, which is the correct juxtaposition in my opinion. There are a couple times it goes a tad sentimental (daddy issues) and a tad juvenile (Gary's friends are supposed to be 30 but act 17). But the middle sequence is a near genius level switch between your terrible job at a supermarket compared to similar events trying to find traitors in a kingdom of lizard/turtle people. I was really into the rhythm of the two worlds here, wanting to see how they tied together. In other parts of the game I much preferred the fantasy world and didn't like being dragged away from it. Which actually makes sense, with the player's emotions matching Gary's, so no real minus there.

Combat is fun. It's a remarkably complete and interesting system for how little you do it. We need more of this! I want to request a spinoff: Gary Tactics! I'm startled by how many nicely animated enemy types there are, most just stick around for a single fight! That's so much work! One guy made this? Jeez...I ended up with lots of skills I never used. It feels like with a little tweaking all the combat content here could have stretched over a game five times as long.

So...great game! Buy it.. I'm a big fan of BS Series and kinda did enjoy this too. But the story did kinda throw me off guard with Nico being out of the picture kind of and Anna being the new love interest with more twists than a plate of spaghetti. Overall I did enjoy it. But it had its flaws and annoying points. The camp reverends was a little toooo camp. and Nico what can I say. She was dressed like a Hooker and ran like she been on the job far too long and experienced some really big ones from behind. And the story line was yes you guessed it. Templars.. This is a really really good shmup. It's beatable if you aren't that good, since the RANK will stay low and you'll be able to handle things, but also very challenging if you're good at the genre since you can consistently raise your rank and face down very difficult bosses and enemies (with a high score to match). Lots of ships to unlock, good music, bad anime artwork in the cutscenes, and ludicrous translation -- it's basically perfect. Plus it's cheap! The one problem I have with it -- and it is indeed a problem -- is that it doesn't have autofire. Please do not make shmups without autofire, I would like my keyboard to remain healthy and strong!!

e: for some reason steam's time measure doesn't work very well on this game. i have played it more than 5 minutes, honest. I read through the steam reviews and there were quite a few people who said that the game is luck based, has bad controls and a terrible menu. Now, I'm not one to say that games are bad usually, and like to think that I think the best of things, and the good reviews said amazing things. So I ignored the bad reviews, mistake number one, I then bought the game, mistake number two. When the game opened it opened the default unity menu, which I'm fine with, however once the menu opened and I saw that the left and right keys ('a' and 'd') were completely different from the up and down keys ('u' and 'n') I began to have second thoughts, and when I realised I couldn't change the controls I began having third thoughts. I then started playing, I still have no clue what the up and down do, it doesn't move the character up and down, it doesn't change gravity to be more or less, or if it does it does it in the smallest increments imaginable. And the first level (spoilers?) is possible to complete by holding the 'a' key... SOMETIMES... because at random the character doesn't bounce the same way it did the last time, so by holding the 'a' key multiple results can be achieved, the square can win by getting to the end of the level, the square can hit a wall, lose all it's momentum and fall out the world, or fall out a hole in the ground because it didn't bounce the right way over it.

HOWEVER, it does have very nice music

kinda summing up:

- bad control setup - can't be changed
- gameplay? - winning levels by holding a key down
- explanations - or rather the lack of
- nice music

TL:DR

don't get

EDIT:

there's a story? Because it claims there's a story. lost my sound needed to do a system restore.... After several attempts at playing this game, and getting through the whole story, I've got a much better option of the game now. I did find you can change equipment during the cutscenes and not just at the map screen, which I found is necessary to get past some points of the game. I still think the battle system they use is clunky and makes battles harder, longer and less fun. But overall it's still a decent game. I love the art style, and the storytelling was quite good. I'd recommend playing the battles on easy mode, as it's no more rewarding playing on the higher levels and it just makes it drag out more.

pros:

good music, great artstyle. A quite interesting and well told story.

cons:

The battle system is a mess, it's almost unplayable on easy in late game, and you get no rewards for the higher difficulty.

You do have to buy all but one of the DLC's to beat the game. there is no way around this.

This has nothing to do with Snow White. (I don't consider this much of a con though as the story is better off for that). It's a fantastic puzzle platformer; that requires both planning and reflexes.

What the game lacks in eye candy more than makes up for with gameplay.

New systems get added every level-set and will make you rethink how to bend the world. First you begin between toggling the world between two states then come switches, gravity rotation, teleportation, lasers etc.

Controls could be a bit more fluid but are quick to adapt to.

The levels are well crafted and challenging. They'll make you think outside the box and feel incredibly satisfying once completed.. This game is sadly littered with bugs.

Whilst the concept is fantastic, the overall gameplay and execution is really poor.

The developers don't seem to be adding to the game in the near future and there are no bug fixes.. Good game, ♥♥♥♥♥
PORT.

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