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About This Content

Download this to use Akira in DEAD OR ALIVE 5 Last Round: Core Fighters.

This may be offered as a free trial for a limited time in the future.

Title: DEAD OR ALIVE 5 Last Round: Core Fighters Character: Akira
Genre: Action
Developer:
Team NINJA, KOEI TECMO GAMES CO., LTD.
Release Date: 3 Oct, 2016

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Minimum:

OS: Windows Vista/7/8/8.1 (32bit/64bit)

Processor: Core i7 870 over

Memory: 2 GB RAM

Graphics: 1280×720 pixel over

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 10 GB available space

Sound Card: DirectX 9.0c over

Additional Notes: Online modes for Dead or Alive 5 Last Round will be added in a patch within 3 months of release.

English,French,Italian,German,Japanese,Korean,Traditional Chinese





BEST
43

43

104

75 km/h



Short, pleasant walking sim.

Worth a visit when on sale.. Its alright. This game has everything a good point & click game should have. It's has nice puzzles, nice storyline and has a nice difficulty to it. For people who love the Broken Sword series this game is a must have. Hope they will be making a second part!! I understand that the fans of this game come through the few negative reviews from time to time and downvote the crud outta them, so despite the fact "0 out of whatever" people found this useful, i do implore you to read it before purchasing the game.

Despite the negative review, let me make something clear, if you are a fan of the hitman series, specifically of the difficulty, then yes, you will like this game quite a bit.

I, did not, because the things I do not like in hitman are more apparent in this game.

Death to spies, moment of truth features you playing as a Russian spy as he goes on a series of missions during ww2. The gameplay is very reminiscent of hitman, but is much more difficult, going "loud" is next to impossible, and the puzzles offer even less freedom than Hitman.

In Hitman, if you have played it, you know the game is more of a puzzler than a shooter. You have a few choices on how to go about a job, with a select few giving the best score (Usually goofy things like dropping a chandelier on someone) And it makes the games more of a cartoon than a serious assassination game.

Death to spies builds on this. This Trial-and-error puzzle game gives you 3 ways to complete a mission that "work" and almost no choice in how you go about them. The game gives an aura of a demon trying to stop you from completing your objective, every hiding spot is patrolled at the very second you need to be in it. Im not talking realism, its literally like a demon is controlling the enemies and knows how to counter your every move. Every house has 30 windows and no back door, You can be seen through walls and doors if you are too close to them, etc. The game will give you hints on how to complete missions, but in a similar thread to hitman, some of these just do not work. "It gave me poisoned cigarettes, so i should give them to the target!" Nah, no opportunity ever presents itself for that, someone else gives him them. Wanna try killing that person, and hiding his body, in a room fulla windows, so you can try to give the baddie the cigs? Simply not gonna happen.

This results in a very frustrating game of quicksaves and reloads instead of a tried and true spy game. No recon, no planning, no picking what time you enter the zone. Your recon is you getting killed 40 times trying tactics until something sticks.

Disguises are more realistic, to be fair, than hitman. It makes sense that finding a diplomat in the sewer walking around would arouse more suspicion than a sewer worker in the sewer, but this too is tarnished by a total lack of guidance. You find clothes, you try them on, you are in a tanktop with pants, who are you? No idea, game wont tell you, so you walk outside the garage and get shredded by bullets, jokes on you, mechanics cant even leave the garage to take a♥♥♥♥♥♥ try again.

At the end of the day, if you loved hitman for its intricate and frustrating puzzles, and its goofy "Kill scene" style, where every target needs to die in a weird way, then you will love this. This is a game for puzzle masochists, and they will love the crud out of it.

But for people who want an honest spy game where you get to realistically go about a job and try to take on targets, this just is not the game you are looking for. This is a puzzle game of trial and error, a game similar to hitman in that you try the same thing 20 times hoping that by chance one of those times the game will bug out and you wont be seen by guard X who is in the perfect place, where he cant be shot, cant be moved, and never needs to leave.. I feel like I have played much much more than Steam is showing for me on this one. I love the style art and puzzles in this one. \$10 is a very fair price for what you get, there is plenty of content for me and it is all well polished, and has lots of personality. Very positive review!. Pros - I loved the gaphics and atmosphere. The voice and music was creepy, and it was fun trying to figure out how to play through the puzzles. I took it pretty slow, just enjoying the exploration.

Cons - There were items I'd picked up that weren't used, and several times the game seemed to get 'stuck', where I couldn't

proceed forward. Going backward, then forward, then backwards and coming in at an odd angle seemed to free up the character to go forward again.

The ending was weak. I would have liked to have seen the story line wrap up better.

So, mostly I enjoyed it.. Its a horibol game not fun game play so just buy a better game

Endlessly rewarding. You can go through so many games without progressing and then achieve all 5 of your goals at once. Well worth more than £2. pika pika pikaachuuuuuuuu ~.

ЛЮДЕЙ НА СЕРВЕРАХ НЕТ.

Есть два сервера - один, который забит 14 человеками, играющими целыми днями в дерьмовый футбольный режим. И второй, где всего пять человек, а то и меньше.

Отсюда следует, что смысла играть в эту хорошую игру - нет никакого.

Но игра хорошая-хорошая. :*

Basically, the game is excellent. But there is a minus that no one says in their reviews. Therefore, I say:

PEOPLE THE SERVER DOES NOT.

There are two servers - one that scored 14 people playing all day in a crappy football mode. And second, where only five people, or even less.

It follows that the meaning of this play a good game - no.

But the game is good, good. *. Monday Night Combat, man was it a great game. The game play is great, the classes/pros are amazing, and most of all: the jokes keeps on coming. The problem is that no one plays to game anymore, however I found people still playing, but there is only one, lonely server still up.

Still, play it.. Very puzzling game, although its very intriguing. For sure recommend.

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