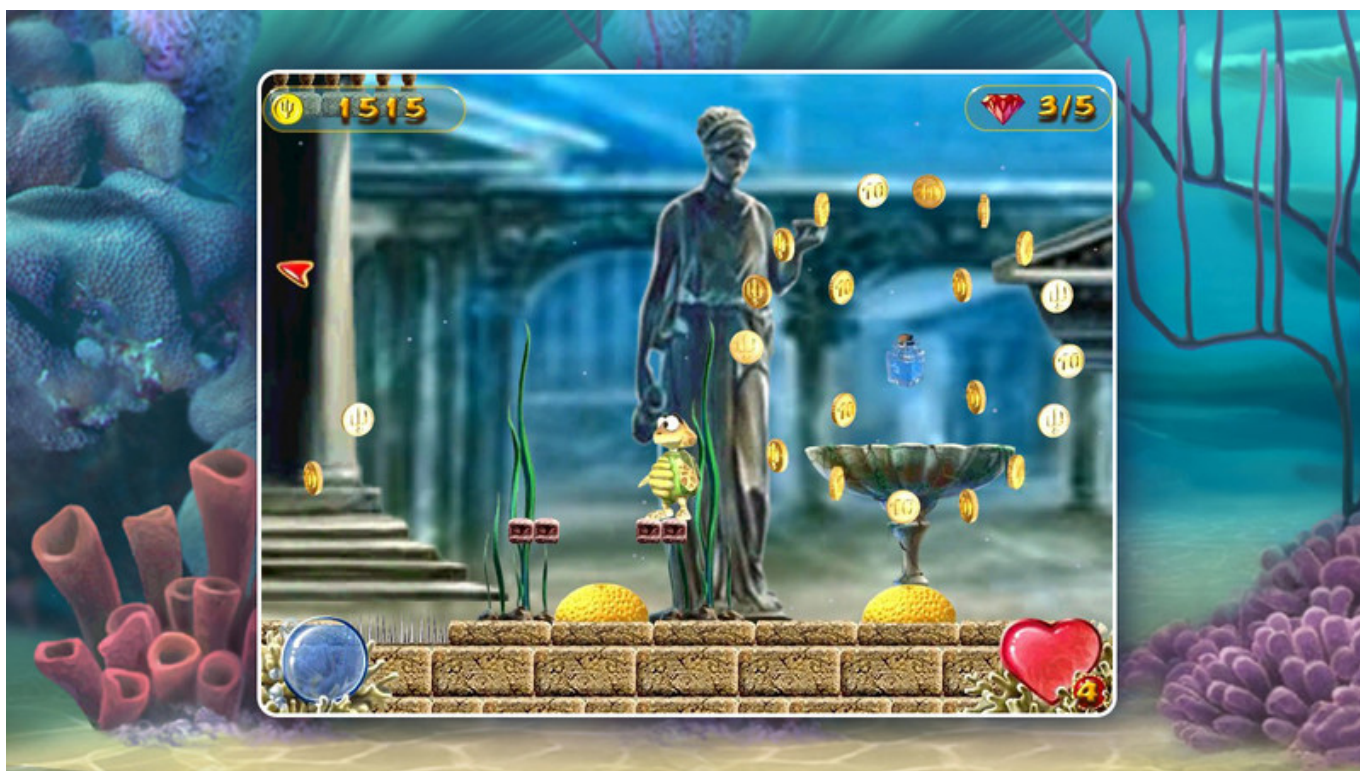


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Freestyle 2 - Silver Fox Pro Pack Download For Pc [License]



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## About This Content

**\*\*Once you purchase this DLC, log into Freestyle 2 and check your Gift Box. \*\***

**You have to create a Silver Fox special character by using a coupon to receive all items.**

Please follow the instruction below.

Do you want to quick start?

This package contains all of essential items you need for Freestyle 2.

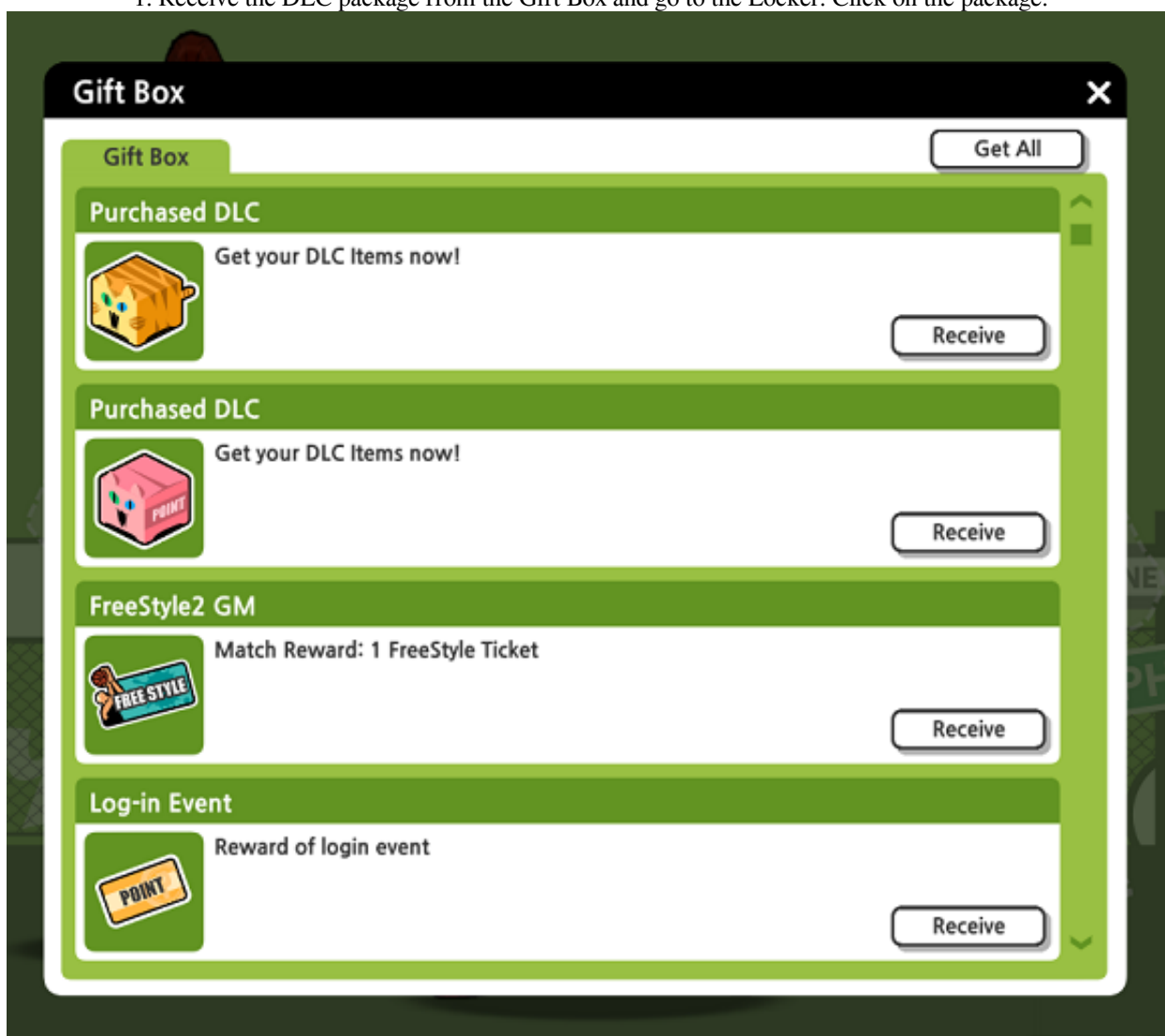
DLC Contents:

- Silver Fox Lv.1
- Silver Fox Card Deck
- Silver Fox SP Uniform
- Silver Fox Accessory
- Silver Fox SP Shoes

If you were not able to receive the DLC, please logout and login again.

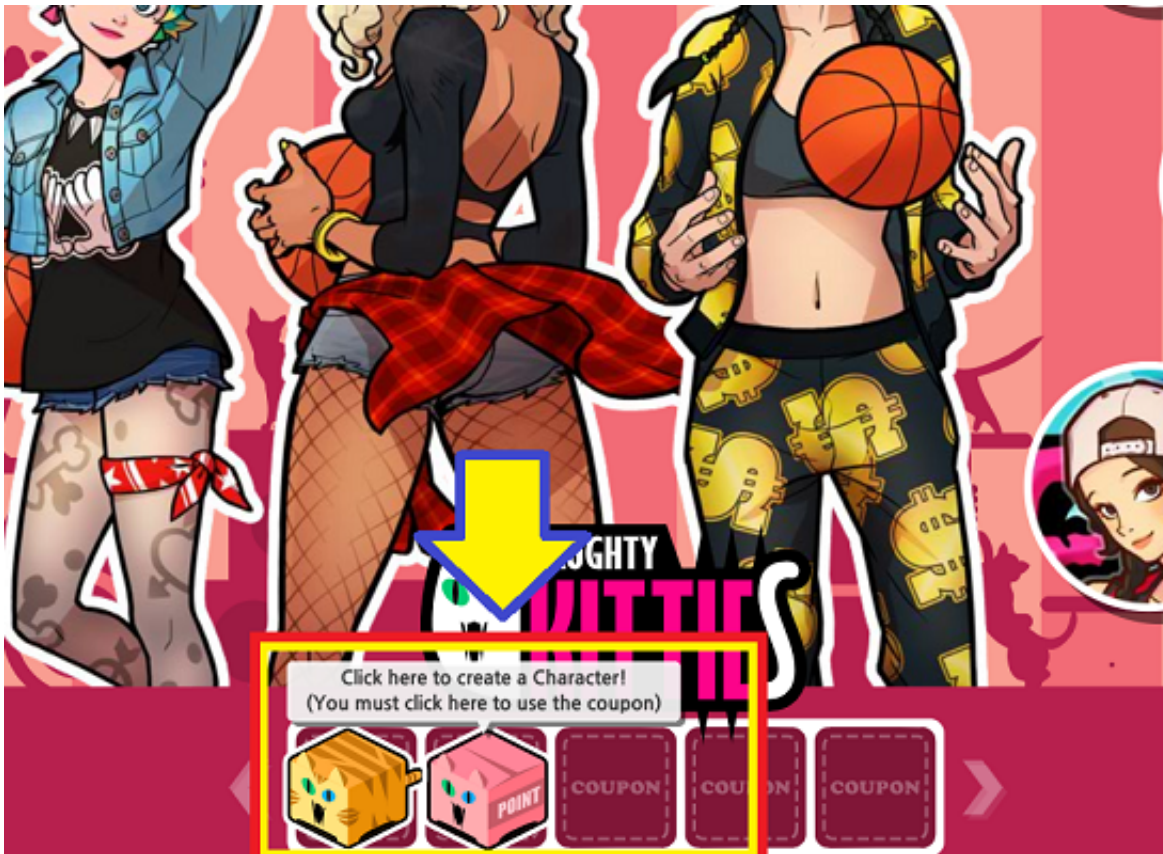
Please follow the instruction. (\*\* the instruction images may contain a different Special Character.)

1. Receive the DLC package from the Gift Box and go to the Locker. Click on the package.





2. You must click the package coupon at the bottom to create the SPC.



3. Create the character! All of the items should be in your new character's Locker.



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28 MAY 2015

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Letters!

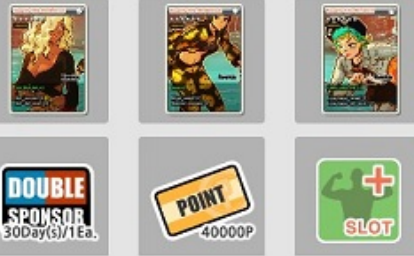


Special Character

Reward: Creating SP Character

# Congratulations!!

You have won a Special Card Set as a create a SP Character reward.



OK

1423

What is Main Char.?

Main Character will be used for user ranking or other events



1423  
buyingdlc

Change Main Char.



SG buyingdlc

Lv.1





SG buyingdic Lv.1 Rookie

[!GeeGeeWhy]  
 /w (Character name)  
 You can chat with the person you have recently  
 whispered to by pressing up or down direction key.  
 All:

Item All Outfit Acc. ETC Shared

Grid of items including:

- Rare Outfit: Sneakers, T-shirt, Pants, Jacket, Hoodie, Backpack
- FREE STYLE 10Ea.
- SLOT
- POINT 40000P
- DOUBLE SPONSOR 30Day(s)/1Ea.



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Title: Freestyle 2 - Silver Fox Pro Pack  
Genre: Action, Casual, Free to Play, Massively Multiplayer, Sports  
Developer:  
Joycity  
Release Date: 25 Dec, 2017

a09c17d780

**Minimum:**

**OS:** Window XP

**Processor:** Pentium 4 2.8 GHz

**Memory:** 1 GB RAM

**Graphics:** GeForce 7600 GT 512MB

**DirectX:** Version 9.0c

**Storage:** 30 MB available space

**Sound Card:** DirectX Compatible

English, German, French, Thai, Japanese









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Great turn-based strategy game, a little grindy at certain stages of the game. Definitely a hidden gem, I had not heard of this game before. Also works great on Linux!. yes yes yes. Kings Quest 6 and 7 are really the only reason I bought this collection. Such childhood memories to be reunited with! The other 5 are just a bit too dated for me to get into, but still a pack worthy of buying, even if you're just taking a stroll down memory lane.. Now I don't mean to say that this is a bad game, I actually wanted to play this for years because I liked the style of it and the character selection. However, once I finally bought the game and started playing, I didn't have the experience I was expecting, or discover anything that was showcased on the store page. I followed the path, I strayed from the path, and I spent so much time travelling in every direction to find something new and exciting but it always felt as if I were going in circles. I see so many interesting screenshots of this game and I found it difficult to replicate the same experiences. The game itself is creatively done with an interesting narrative but I don't recommend it unless you're willing to sacrifice your time and patience wandering through the same place over and over in hopes of finding a needle in a haystack.. In short: Patterna is a challenging hard-logic puzzle game with a steep learning curve. The mechanics are varied and the replayability infinite, but it is very rough around the edges with poor and sometimes frustrating implementation. If you have a low tolerance for bad UI, stay away. If you can stomach that and are a seasoned veteran of logic games, Patterna is well worth buying at full price.

In long: The developer himself compares Patterna's mechanics to Hexcells, and one can immediately see the inspiration. But Patterna is far from a knock-off, does its own thing and expands gameplay well beyond the scope of Hexcells. Nodes may be revealed or not, may be part of a pattern or not, may carry information about nodes around them up to a distance of 3, may describe the length of the chain they are part of, may have up to 4 colors, may be unlinked, linked or directionally linked, etc. The complexity is smart and truly awe-inspiring, but comes at a cost: The learning and difficulty curve is very steep and almost nothing about the game seems intuitive at first. Minesweeper and Hexcells have a simple elegance that is completely missing in Patterna. Right out of the gate you are inundated with new and abstract terminology ("pattern nodes" vs. "non-pattern nodes") and the tutorial is lacking. From my understanding there used to be a more concise tutorial, but after expanding the game it has been spread out across several level packs. To me it appeared slow, disjointed and partly out of order. To be fair, the game offers pretty much every assistance you can think of: You can mark up to four nodes, which tints all nodes affected by them in different colors and you can switch to a planning mode, where you can temporarily mark nodes. These tools are almost required to use, since especially directional edges tend to produce some counter-intuitive results. The levels are a bit of a mixed bag. There are dozens of pre-made levels (took me about 12h to clear), organized in several sequences, but they mostly left me cold. A good chunk was very easy tutorials, a few were smart and fun and the rest were either focussed on mechanics I didn't enjoy or gigantizing sprawling mazes of directional edges, which basically required trial and error in planning mode, because there wasn't enough information to solve them step-by-step. But as even the developer has acknowledged on the forums, the pre-made levels were never intended to be the core of the game - the random level generator is! In fact, there are several different ones, which produce different kinds of node graphs. All generators are highly customizable in terms of size, difficulty and mechanics. It is actually incredibly impressive, how much variety and challenge they can produce. My only gripe is, that the difficulty settings are just very rough guides. Even low settings can occasionally produce incredibly complicated relationships requiring several minutes of high level reasoning. But in general the level generators are definitely one of the best I've ever seen and in over 50 hours of playtime with them I've never had the feeling anything repeated or that I had already seen all patterns. There is also a level editor, but Steam Workshop support is partly broken and years after the release there are a grand total of 6 levels published.

Which brings us to the implementation, and here arguably the game starts to fall apart quite a bit. The graphics are barely passable, albeit completely functional. The Unity loader takes care of resolutions and windowed mode (window can also be drag-resized). I really like the sound effects and the music is decent (although naturally it will get old after 10 hours). The horrible UI is one of the game's biggest weak points though. It is needlessly complicated and very overwhelming to someone who starts up the game for the first time. The main menu is just an overlay over the gameplay, which leads to strange behaviour, like being able to zoom the main menu background. Functionalities you'll often need are buried as deep in menus as ones you'll never use. Double click doesn't start a level, only the "play" button does. There's a neat graphical statistic at the end of each level that stopped working as soon as I started with randomly generated levels - but it still shows the meaningless data from dozens of hours ago everytime I beat a level. The ingame statistics keeping in general has very little useful data (level times seem to count intro and outro animations, some achievement related

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metrics are never shown, etc). I disagree with a lot of default choices, but the vast settings menu allows for amazing customization, from marking colors and depths to reversing controls and turning off certain animations. It took some time, but I was able to satisfy a lot of my needs. Some problems remain: If a hint is completely done, the game kicks you out of having it marked (jarring, but helpful), but does not automatically grey it out (why?). Every level starts and ends with a drawn out animation of every single node flying into and out of the screen. While neat at first, I found it to be enormously frustrating being forced to stare at the screen for 15 seconds for the literal 1000th time, when I just want to play the next level.

Speaking of staring at the screen, there are a few pretty bad bugs: Every half hour or so the game just freezes up for 10-20 seconds and becomes completely unresponsive, before continuing as if nothing happened. And after finishing a pre-made sequence you are kicked back to the main menu where a "continue level" button is still active, which reproducibly hardlocks/crashes the game. Together with the deprecated Workshop support, Patterna does not seem well maintained to me.

In conclusion this is a pretty classic example of a first release from a one-man operation. Patterna's developer definitely had a good idea and a firm grasp of mathematics/graph theory, but everything outside his skill-set, like graphics and UI, turned out to be pretty lacking if not awful. Still, the core gameplay is very solid and has infinite replayability. If you are bored by other logic games and you think you've seen it all, Patterna will rack your brain and keep you occupied for dozens of hours and the above-average asking price is very fair for that. Despite all its faults, I've had a lot of fun and don't regret my purchase one bit. If, however, you are new to logic games or if you value a polished experience, I cannot in good conscience recommend Patterna to you.. Okay game, but not at full price. The story is simply badly told and without tangible continuity, many levels have puzzles that are simply lame and rely on trial and error in an un-fun way, the crafting system is meh (you can craft barely anything). Not a bad game, it is at times fun and has its own thing going on but get it on discount only.. I put a few hours into the thing on normal difficulty, but it didn't really reach out and grab me. The enemy ships are far too low-level (I had 150 HP, and everyone else had 30-40), and there wasn't any sense of competition; I had half the galaxy to myself and there wasn't anything approaching resistance.

Aside from that, the tech tree is way too huge and simplistic; I'd rather have 50 technologies that had some cool synergies and that cover a multitude of areas than a hundred that all branch off two subdivisions of "Engineering" and cover ships and planet structures.

Also, I'll echo what other reviewers have said about the UI being clunky and lacking certain elements (tooltips? the ability to change the size of your window? these are basic asks) that would have made this more than just a PC port of a mobile title.. halo wars

halo is fun

i don't like RTS games

but this...

this is true art. I'm afraid I cannot recommend this as there is very little to it, hand position and object grabbing are all wrong, at least with the vive wands.

Also, performance problems. My 1070 was the bottleneck and had immense trouble running it, yielding frame times in excess of 20ms.

The game itself is okay for such a low price, but nothing great either.. Roomscale goodness for your face hole.

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Wow, just wow. I don't have the best computer, it's more of a work computer, but I can run TF2 with little lag, but this game sucks. I wanted to do fullscreen, clicked it, tried to click back, everytime, it would close. When i was able to play, DEAR GO THE LAG. All and all, don't get it, please.. Awesome game! I really enjoyed it a lot! So far I've beaten the campaign and I must say it's quite a challenge! I find some of the bosses pretty tricky to beat but I like their design! The graphics are pretty decent! It's like you guys took the original Battle City and ramp up the graphics, music, and gameplay up to 11! I also love the upgrades and those pick ups! There's a lot of variety with each new level and the customization is really cool! I recommend this game to those who love those classic games like Battle City and Tank Force! I'm currently doing survival and see how far I can get! I'm also looking forward to the customizable level editor! That would be so cool! It would be like the classic Battle City! This game took something I like and brought something new! So it's like nostalgia but also a fresh new take on it!. NAISU game !!!

Why i buy this game ?

- Support potato PC/laptop i try this game on my potato laptop... Check my profile if u want to know my specs
- Have a nice co-op gameplay
- The girl looks like pretty, but she is still a ghost... wait, i can see her pants when shes flying ???
- Nice graphic and sound... Very creepy
- No light or lamp in this game ? Nah, its good for me. Makes the game more scary

Score : The best score for this game maybe 8/10

But...

- No communication in-game ?? Looks like a crazy 4 man finding a dolls and trying to burn them in a creepy house
- No advance graphic setting (just got 20-29 fps cause the graphic standard too high even its low setting)

Need improvement in..

- Add a advance setting graphic please... It helps the potato laptops and PCs to find a match setting in this game
- This game need a communication in-game.
- More maps please...

. Tropico a great managment game. althoght now its probably worth getting the newer one. but if its cheap get it.. There is a gas crater in Turkmenistan which has been on fire for over 40 years.

This game belongs in there.. Games of the same kind (cheap SimCity clone with no complexity and just a few options) are written in Flash and found online in great numbers. This one is very irritating, because the authors consciously made it into a clickfest: if you have 10 or more houses, any given monent one of them breaks and needs a manual repair. It looks like a sophomore exercise in commercial game-writing, with the same irritating commercial stylistics as found in online games in air flights. The target audience is not causal gamers, but some rich guy who thinks this kind of drivel must be popular with gamers. Uniquely bad game, I am quite ashamed I have it in my library. Please don't buy it. Thanks.. to much ragdoll



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