
Free Download Enter The Gungeon - Microtransaction Gun



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About This Content

The MTX Gun: A powerful, and normally late game, unlockable gun that fires collectible statues, plushies, and art books for a nominal fee! - it uses Gungeon money as ammo, so you can pay to win!

Title: Enter the Gungeon - Microtransaction Gun

Genre: Action, Adventure, Indie

Developer:

Dodge Roll

Publisher:

Devolver Digital

Release Date: 5 Apr, 2016

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English,French,Italian,German,Japanese,Korean,Polish,Russian







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This game brings FPS and competitive gameplay to its purest. There are some clarity problem in the UI but I believe it will be fixed later in the full release. Map is fun, big enough to contain 5-10 players.. fantastic, but i had to quit when the spider jumped at me.... Stuttering and artifacts are unacceptably poor witout G-Synch monitor and Nvidia GTX card, I have only Freesynch monitors and 1 x GTX 1080Ti system plus 1 at 2x Radeon rx480, both have hich performance cpu's Intel 4790 and Ryzen 1800x. This should be stated before purchase.. After downloading the demo and then the game today and playing for a few hours, I have to say I like the game so far. Sadly though, the incorrect spelling of things and customer pics which don't mesh with the correct gender in writing is annoying to say the least. Add on top of that Kamala telling you you did it wrong when her suggestion is exactly what you did.

I plan to continue playing since it is fun. Hopefully there will be some patches to fix these childish mistakes. At this time I cannot recommend this game one way or another but since there is no choice but to make a recommendation I will approve for now.... A good friend of mine recommended this game to me, so I checked it out.

This game best reminds me of Mega Man X8 on the PS2(PlayStation 2). Both playable characters in this game are a unique mix of all 3 main characters in Mega Man X8 (X, Zero, and Axl). With Axl's 360 degree firing ability, Zero's ability to double jump, and X's ability to upgrade himself.

The game can be challenging at times, but it's never so difficult that it seems impossible to complete.

There are a lot of hidden items and secrets to find and a few alternate routs.

I used an Xbox Once controller with this game with no problems since it had a pre-setup profile for the controller built into the game right from the start.

Overall I've found this game to be a great game, and a good example of how to do a Mega Man X game right!

If your a fan of the Mega Man X series, or just a fan of the Mega Man franchise in general, then you can't go wrong with picking this one up. And that's my 2 cents.. SB: S&S: EP has you play as a character bent on vanquishing their world of evil, with the almighty power of the Megatome and the Trigon.

The game is interesting in that the methods of play aren't conventional, and it at intervals actually requests you take a break, so that you come back and appreciate it more. Which I did, and I really feel it added to the experience.

It's a point-and-click puzzle solving game, which took me 5.5 hours to complete (including all 14 achievements). A delightful little story filled with a lot of style, and a distinct impressive of the creator's personality. And, of course, a remarkable soundtrack.

A lot of people will already have this from the Humble Bundle, for those who haven't, I'd recommend the game heartily.

-Nilesy

I'll be honest I was looking forward to playing this. Unfortunately it was soo short and not really challenging enough. I beat it within the 2 hour return period.. I really like the Sherlock Holmes game series for its point-and-click style and the crime-solving story. However, this game was lacking to me because of the gameplay/controller setup and overly inflated set pieces/areas which meant that it was a chore to play - unlike the other Sherlock Holmes games.

My first problem with the game was the viewpoint. You can choose either a traditional point-and-click third person view or a "3D" first person view. Neither worked for me. The third person view was clunky. Sometimes, when you wanted to walk to a spot to the far right of where you were standing, you would have to first click to the right edge of the screen, the character would move, and then you would have to reorient yourself and click to some other parts of the screen than the intuitive right edge to move further. In first person view, it was also difficult to orient yourself as it felt very janky and you were either moving too slowly to be able to investigate at the speed you wanted or so fast that you just kept hitting walls.

My second problem with the game was the huge areas which seems to just be filler to inflate the playtime. Some set pieces such as the outside of the museum or the Tower of London area had several screen with nothing in them where you just had to walk for a long time.

These two issues were big enough for me that I wouldn't recommend this game.

Do try one of the other Sherlock Holmes games though! They're pretty fun!. My first day of playing, I started off as a tiny tribe of hunter-gatherers, and then I finally domesticated dogs, man's best friend. The next day I played so much that by the end of it, I had stone walls guarding a booming city with surrounding farmlands, with horse and donkey carriages entering and exiting its many city gates, and livestock roaming about.

Amazing game. And less micromanagement than others of similar gameplay (like Banished).. **good job Johannes!** . Good game that will get better with the time.

Just think that the game needs:

A better optimisation, consumes much memory than a game like it will need.

Multiplayer Lan mode.

Thats it. I know that the game its developed by just one person but i trust him that with a little bit of help and support the game will rise bigger. Thanks. Nice game, beautiful and easy. Good to relax after work. 75/100

PS Developer is actively responding to player requests and already tuned game balance.

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