
Saints Row IV: Season Pass Cheat Code For Ps3



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About This Content

Get the best Saints Row IV has to offer (don't tell the other packs we said that). Season Pass includes two mission add-on packs and the ultimate weapon in the alien arsenal: the Rectifier.

Title: Saints Row IV: Season Pass

Genre: Action, Adventure

Developer:

Deep Silver Volition

Publisher:

Deep Silver

Franchise:

Saints Row

Release Date: 19 Aug, 2013

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Minimum:

OS: Windows Vista (x86 or x64)

Processor: Intel Core 2 Quad Q6600 | AMD Athlon II x3

Memory: 4 GB RAM

Graphics: NVIDIA GTX 260 | AMD Radeon HD 5800 series

DirectX: Version 10

English,French,Italian,German

The screenshot displays a tactical combat interface for a Dungeons & Dragons 5th Edition game. The main area shows a grid-based battlefield with several Kobold Dragonshields and other creatures. A tooltip for a Kobold Dragonshield's attack is visible, showing a 95% hit chance and 65-155 damage. The right sidebar provides detailed stats for the selected Kobold Dragonshield, including its level (36), class (Humanoid), and various ability scores and modifiers. The bottom left corner contains a log of recent game events, such as attacks and status effects.

Melee Attack
 95%/75% Hit
 65-155/65-155 Damage
 Full Attack, Flanking, Sneak Attack

Kobold Dragonshield (309/533)
 Lv36 Humanoid

Kobold Dragonshield
 Lv36 Humanoid
 Small
 HP 309/533
 SPD 6
 INIT +31

ABIS

Str	37	+13
Dex	29	+9
Con	29	+9
Int	26	+8
Wis	30	+10
Cha	27	+8

AC 52 AO
 Fort 42, Ref 46, Will 41

ATK 38
 +7 Spear +45 (40-60)
 +7 Spear +45 (40-60) [=]

TRAITS (6)

FEATS (39)

Log:
 Round Ranged Attack Kobold Dragonshield: Hit (20 + 47 vs 52), Critical Hit: Deals 107 points of damage. Bleeding roll: Hit (20 + 47 vs 42), Bleeding 20.
 Kobold Dragonshield: Melee Attack: Diced: Hit (14 + 47 vs 55), Deals 107 points of damage. Minor Self-healing: Recovers 20 hit points.
 Kobold Dragonshield: Deals 30 points of damage. Minor Self-healing: Recovers 20 hit points.
 Kobold Dragonshield: Deals 30 points of damage. Bounce damage.
 Feng casts Rage: Raging.
 Feng defends.
 Turn 3
 Keith Turn Started:
 Recovers 20 hit points.
 Keith defends.



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This game is about 2% of the quality of Fifa/PES titles. It's also 2% of the price. Have at it.

LocoSoccer is a hilariously low-quality physics game. The enjoyment of it is in its simplicity and the stupidity that happens on most plays. For a buck, you can't go wrong but if you're really careful with your money and feel a dollar isn't worth the risk, look up the browser-based game Soccer Physics and give that a go as it's a much shorter version of the same concept. Where that is a 1-minute game, LocoSoccer ups the ante with a full on 5 minutes of gameplay per match with a team of 5.

Contrary to some of the other reviews, you can switch players if you happen to read the controls (which are really like 4 buttons. I literally play this one handed).. Go to try out game... 30 hours later.

Simple addictive somewhat idle dungeon crawler with light micromanagement aspects.

Not pay 2 win which is amazingly rare to see, well done guys.. Great Game only prob is when I download mods from Steam they dont show up in my game not good when you pay for them !

Locks. Boring story and missing some voice acting in the game. 5/10. Don't buy this in it's current state. Sound errors and no widescreen support.

I thought this deserves a new thread. The game's sound issues haven't been fixed and I get this problem continuously on Win 7 x64 (about 4 or 5 missions in, when you first get access to wormholes). Play for a few minutes and bam, crash to the desktop.

There's no widescreen support, so enjoy playing at 1024x768 or 1280x960.

I'd also like to add that I bought this game when it came out on disc back in 2002 or whenever it came out. It's a fantastic game and I love it to this day. I just wish there was a Haegemonia 2 onwards. This steam version just isn't worth your money until these 2 issues are fixed (the sound problem especially). I can play the game at 1280 with the nvidia settings (aa etc) set to max, so the lack of widescreen isn't a huge problem for me but the sound issue is.

A great puzzle game, found myself rather addicted to it, the puzzles are not too hard nor ever too easy making for a great experience, has a lot of mixed puzzle ideas that all blend well. overall a 7/10 (Which is a great score btw for those who think 7/10 is bad). Excellent program! Definitely worth the price. Runs smoothly, easy to use, and easy to learn. This has much potential! I have been having much fun with this.

A few minor bugs are present (One issue is that exporting a game seems to be a bit broken right now) however the dev updates the program to fix these issues, (and add new features!)

I would recommend to people who have at least some prior knowledge in: Scripting (Lua), 3D modeling, UV mapping, and creating textures.. Great game, love the simulated ship combat and plot. Wish they'd release it for SteamOS, I think it would do well with the gamepad.. Treadnauts is the kind of game that hits all the bases. Everything I want from couch-gaming can be satisfied after playing just one match.

>Pros

- It's flawless movement mechanics make the game feel buttery smooth with a controller in hand.
- The art style is unforgettable, it's suave and leaves a smile on your face.
- Jazz never felt so smooth, as in, the music is dope as heck and sticks in your head like a child's favorite cartoon theme song.
- Caring developers who update the game regularly with relevant and meaningful changes.
- Tons of maps too keep players engaged and gameplay fresh.
- High skill ceiling that creates a competitive atmosphere.
- "Easy to learn, hard to master" style game that makes it fun for both casual and competitive gamers.

>Cons

Every game has little flaws, this game is no exception, it's still in early access and I'm impressed by how far it's come from its release. So far, there is nothing inherently bad about the game.

>Summary

Treadnauts is a real stand out game. It's level of polish and charm make it a fun experience every time you hop in the pilot's seat. It's refreshing and fast-paced gameplay make it good for a quick pick-me-up or competitive gaming session. I'd recommend this game to anyone!

. This game is text based. If you're in to that sort of thing and have imagination then you can have a great time with this game. You're the president of a team. You choose where your team is located, the name, the coaches, the players, the training staff, roster moves, draft decisions, trades, gameplan, ticket prices, stadium construction, and essentially anything else that a team president would generally control.

Some of the things that I'm able to control I really don't want to control such as the gameplan for the team. That's something the coach that I hired should control. I don't want to guess how much to charge for tickets so that is also delegated. For me the fun is in putting the team together. Deciding on my coaches, players, free agency, and the draft. The key to success in this game is drafting well and being smart with your contracts. The scouting information you receive is dependent on how well your scouting staff evaluates talent. Then there are curveballs thrown in such as player volatility. Many factors go in to scouting information and the accuracy of that information.

In some cases your scouts can be dead wrong about a player such as in the real NFL. In some cases players may not be committed and you will see your prized first round pick with tons of potential not really develop. Or in some cases he may even begin to regress. This accuracy of information can be adjusted. By default it's set at 50. I have left it on 50 because it does seem like a good balance. I would imagine that on 0 you just couldn't depend on any information your scouts give you and set on 100 the information would be 100% accurate.

This game is a lot like Head Coach 2009. That is a game that I loved because the draft was very exciting. Front Office Football gives a similar excitement. Though the drafts are not accompanied by Scheffter talking about the prospects you are not limited to just 15 seasons like in HC09. I think I'm currently in year 2132 of my franchise. I should have been dead long ago. :)

You have to consider things like leadership, how players mesh together, conflicts between players, and players with a bad attitude. All of these things are done very well in this game. I'm not a young man anymore and played Madden since the first one. Franchise mode was what I used to love to play because it felt like you were in control of your favorite team. Head Coach

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