Sanctum 2: Ruins Of Brightholme Activation Code [Torrent]

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About This Content

Explore the dark depths of the Slums of Brightholme! This expansion adds four new maps that will once again brutally challenge your maze building abilities! Play with the new unlockable towers such as the crazy random Makeshift tower, or saw your foes up into pieces with the very first melee weapon in Sanctum 2 – the Circle Saw! Of course you'll see new enemies as well, such as the Infected Explorer, a hybrid between a human and a Walker. And finally, there will be seven new unlockable perks, including the Thor Module, that causes towers to emit shockwaves whenever they kill an enemy.

Key Features:

- THOR MODULE!

- 4 New Unique Maps - Explore the dark side of Elysion!

- 2 New Weapons - Nailgun and CIRCLE SAW!

- 2 New Towers

- 2 New Enemies

- 7 Additional Perks (incl THOR MODULE)

Note: Ruins of Brightholme is included in the Sanctum 2 Season Pass and is part 2/4 in a series of DLC for Sanctum 2
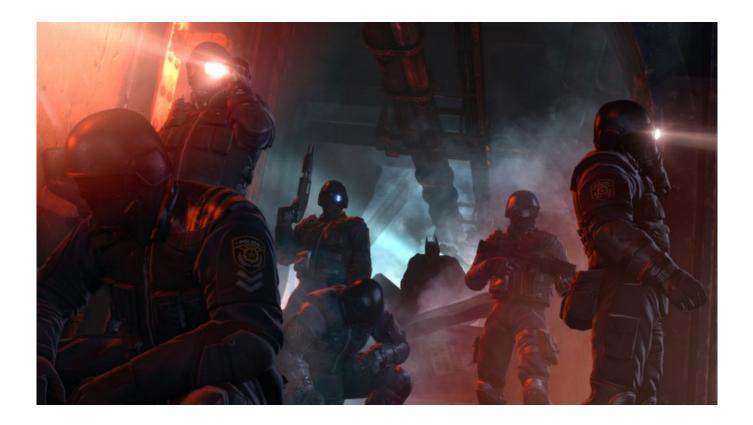
Title: Sanctum 2: Ruins of Brightholme
Genre: Action, Indie, Strategy
Developer:
Coffee Stain Studios
Publisher:
Coffee Stain Publishing
Release Date: 5 Sep, 2013

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English,French,Italian,German,Japanese,Russian

美鳥

「啊，啊哇……啊，男人……啊哇哇哇」

sanctum 2 ruins of brightholme

This game makes me want to die. I mean, you'll probably get your money's worth out of it, but I personally don't like the game. I don't find myself using logic like most puzzle games have you do, but instead I find myself just moving lines until something works or opens up. It's not really difficult, just more of a tedious process. There are better puzzle games out there that are also relatively cheap.

However, the good things about the game is that it is well made, and there is enough depth to keep you interested in it for a while, but personally, this is just something to pass.. It is beautiful, fun, and somewhat challenging. However, the early access shows; the game's star map is practically impossible to navigate, making the game feel more like chance. Also, I think it would be great if you could defend yourself better from enemy planets. But the game is witty and enjoyable! There is of course plenty of room for improvement, but the dev certainly has the right idea.. A game that has all the characteristics that define an old school retro FPS but falls short of high expectations.

Throughout my entire playthrough, I never felt as though I was playing a 90's FPS game. It's a game you can tell is made in Unity right from the jump. That's not at all a good thing but it's not all bad either. It felt sluggish and slow in comparison to games like DOOM and Quake and doesn't really deliver when it comes to the speed and ferocity you'd expect from those kind of games. If you give up on the expectation of getting another Quake clone, it becomes quite enjoyable for what it is.

I really dislike the way the developer chose to spam monsters, it doesn't feel fluid, especially at the highest difficulty, you'll find yourself running into a room and having 20 super strong crocodiles spawn right next to you which can mean instant death or hopping backwards repeatedly killing them all from a distance. At first I was enjoying the challenge but it happens far too often and soon becomes tiresome.

I was quite impressed with the Pixelize and Fractured Animation options that where presented, as well as things like a FOV slider (though needs numbers) and a Simple UI option, which made the game a whole lot more immersive and enjoyable in my opinion.

I would love an option for Ultrawide resolutions, especially 21:9 as that's what I'm currently using. I've never been fond of vertical black bars. The options menu also needs some bug fixes, changing options mid-game can be very hazardous, as well as it not always remembering keybinds and settings. Aside from these minor annoyances, the game doesn't have any game breaking bugs, which is always a positive in my book.

Overall, Apocryph is a decent arcade style FPS with a wide variety of super weapons, monsters and levels to power through. Just don't expect another perfect Quake clone like DUSK.. This game has some flaws, and is missing some expected mechanics, features and other things that have become somewhat standard in this type of game. I would say the best thing this game has going for it, is the Dev and his willingness to make the game better by listening to the players and adding features they request, in very little time compared to larger games that take months and sometimes years (Looking at you DayZ) to add features that the playerbase is requesting.

In the end, if you like tactical RPG's set in a Roman centric gladiator style era, then this is probably the game for you. If you are looking for heavy RPG elements, well I am afraid that currently this game is lacking in that department I am afraid. The tactical part is pretty lackluster as well, as there is not much in the way of tactically outmanuevering your opponent. You basically just walk up to them and hit them a few times and they die, or they do the same to you and you die. There is a lot they could do, and I believe the Dev is actively trying to do those things without making it too difficult for other people that don't want as much challenge or thinking involved.

 I would recommend this game in it's current state and price point. The dev is continuing to work and I trust he will do that into the near future to optimize this game. Go ahead and buy it, and have some fun mon-capitan

Very cool game. Addicting.... Does not work on new computers.. Uh... What???. It was not a bad game, but for me it was too easy, as the fairy always told u what to do when u entered a new room. The only difficulty was the "not too good graphics". For kids and newbies of the hidden object category I'll say It's Ok, but if u play hidden object games for the challenge and excitemet, this is not the game for u.. It was really fun when it was in early access.

Then they ruined it.

All the good reviews on this game are around 2015-2016. Aka when it was good. This game HAD potential and a pretty loyal fan base.

Its not worth the buy. Even at 8 dollars.. I've come to appreciate two things about my future. 1) I am not going to heaven. I know this because 2) God would never allow me to be an angel with super powers. These points are perfectly made clear through this game.

But before I go into that rant. Who should be blamed for a broken game continually being marketed on steam as a working product? The developer? (http://www.2monkeys.ru/) Which is a small Russian company, probably even a single developer who thus far has only made two games and is probably stressed for time, cutting all sorts of corners in his life like eating breakfast while taking a shower, doesn't have time to tie shoe laces together, so he walks around everywhere barefoot and whose idea of vacuuming is to buy a goat and let it wander free around the house. I say pressed for time because this whole game screams 'RUSHED TO MEET A DEADLINE!'

Or should the publisher be blamed? (http://www.jetdogs.com/) A Finland developer and publishing company who advertises themselves as both extremely experienced and adequately staffed. A company I once was a strong advocate for, but alas after time and time again, seeing both broken products continually sold and casual games being quickly thrown together for market cash cow purposes, personally my faith in them has continued to wane, still I remain foolishly hopeful that they will prove me wrong and rise to the challenge.

So let's start with the list of things wrong with this product...
1) Nasty crash bug when you play the game in full screen, causing many players to play only window mode.
2) Window mode unfortunately is inadequate and many hidden objects are hardly discernible in window mode making a player rely on the cursor icon changing more than actually spotting a hidden object.
3) Sound bug which causes the game constantly to restart its soundtrack in a melodious deafening tone forcing a player who is recording to constantly go back into options and manually lower the music sound every time they log back into the game.
4) Bug that can cause some items to appear in the same inventory slot. This is aggravating as it prevents you to use the item you want, if it is behind the item that is in its same slot. The only way pass this, is to grab more items hoping that the game eventually corrects itself giving each item it's individual slot.
5) Back button is temperamental only occasionally working in places, many times you will be forced to use the map icon to fast travel even to places such as the room before.
6) Half a dozen blatant spelling and grammatical errors.

All these problems have been present since games release and as stated before screams out a product rushed to meet a deadline and start bringing in some quick cash.

However on the flipside I actually enjoyed the game regardless of its showcase of faults. The game is a relatively easy going HOG where the hidden object scenes require you to do things in order to create or expose an item in your to find list. While there is a dozen or so hidden object scenes, there are also equally a number of relatively easy, non-stressful, no brainer puzzles which are simply there for entertainment purposes. The story of the game is about 'Silentville' a town where the people who live or visit, seem to be stuck in some type of time temporal anomaly caused by a storm which targeted everyone with lightening, whisking them off into some sort of future time loop which they cannot escape, but instead continue to do the same mundane things that they were doing before again and again.

If you think this is going to be some type of exciting sci-fi time travel story about cause and effect you would be wrong. As always 'jetdogs' and 'co' rely on a cheaply supernatural gimmick where an angel called Loki who is famous for his practical jokes was summoned by an ancient ritual. Likewise you must call him back by orchestrating the same corny ritual and then he

decides by himself to leave and restore humanity. WTH type of ending is that???

I must say though I did relate with Loki. If I was an angel and had super powers that's all I would be doing too. I would just run around performing all sorts of practical jokes and psychology experiments. I would levitate cows and place them in people's bedrooms, instead of making walls bleed red, I would be making them bleed rainbow colours with glitter, I would try and collect all people called 'Bob' to a single location just to try and reach the world record for 'collection of people called Bob'. I would tie everyone's shoelaces together with the exception of the Russian developer who walks around everywhere barefoot. If God wanted entertainment, I would make the whole Earth just one huge MTV channel. That's why I know I will not be going to heaven. That is why I know God would never let me be an angel.

However continually marketing broken products on Steam with no intention to fix is not a practical joke and while I did enjoy the game thanks to its animation, imaginative backgrounds and completely stress free puzzles, still I must frown at 'jet dogs' continued ignorance to product faults, cheaply storyboarded casual games designed for quick market value instead of pushing the envelope to produce more significantly developed, meaningful and wholesome games for entertainment and learning purposes.

This one gets a thumbs up from me, now you just have to work out if that's a practical joke...

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