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Star Conflict: Mercenary Pack - Soldier Of Fortune Free Download [key]



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### About This Content

**Note!** You can purchase only 1 Pack of the same value to 1 Star Conflict account.

**Note!** Refund is not provided if you purchase 2 different packs, which include the same ship or you already have the ship from the pack!

**Includes:**

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- "Allowance" **3 500 Galactic Standards**
  - "VIP-Card" **Permanent +10% credits gain bonus**
  - "Private warehouse" **Premium-sized warehouse for modules and weapons**
  - "Artifact scanner" **Grants an additional trophy search attempt after battles**
  - Unique patterns "Titan" and "Cerberus"
  - Title "Mercenary"

**Galactic standards** — a special in-game currency that can be purchased for real money. With it, advancing in the game is made easier and more comfortable.

**If you purchase multiple DLC, bonuses to credits, synergy gain are added to each other. Together, they provide a greater bonus!**

**Premium license time and Galactic Standards are also added!**

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Title: Star Conflict: Mercenary Pack - Soldier of Fortune  
Genre: Action, Free to Play, Massively Multiplayer, Simulation  
Developer:  
Star Gem Inc.  
Publisher:  
Gaijin Entertainment  
Release Date: 27 Feb, 2013

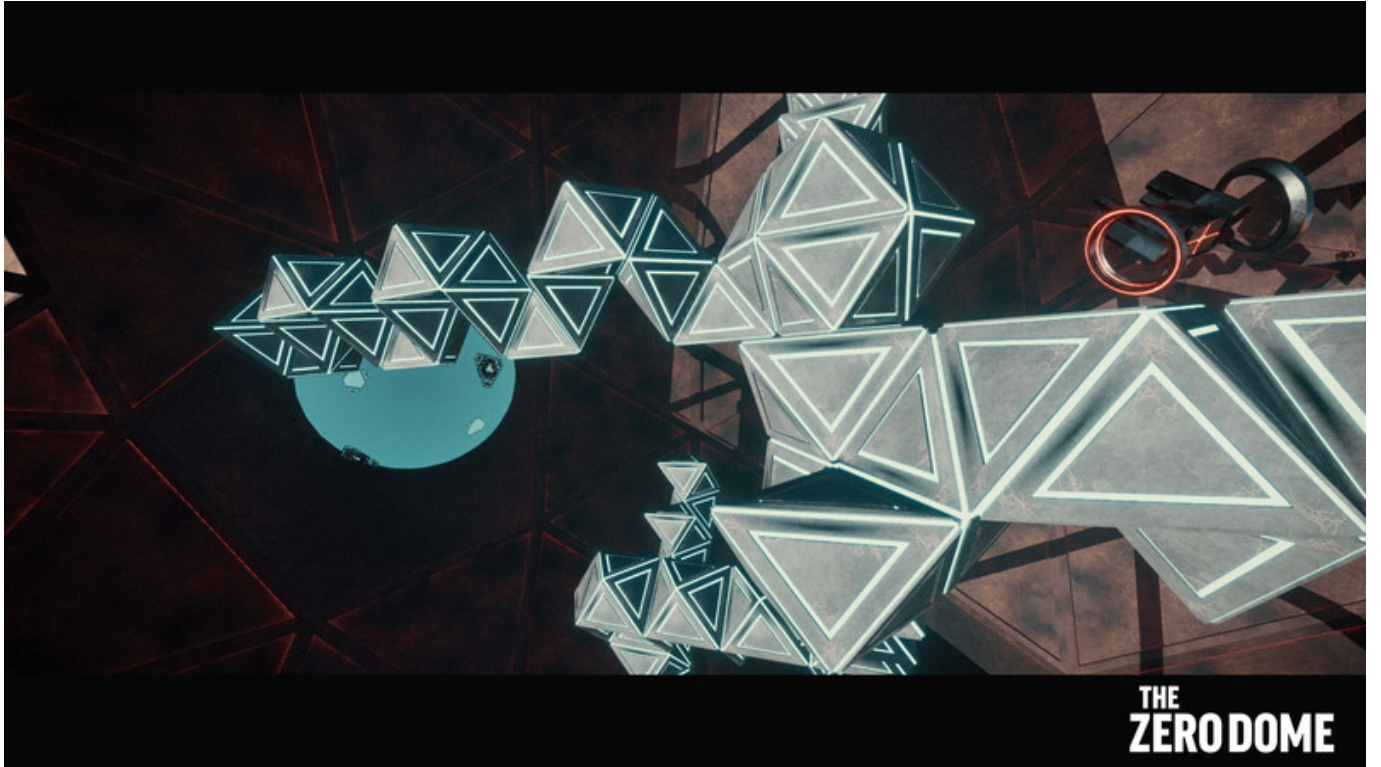
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English,German,French,Russian,Portuguese



**Go Fish**

Give it to us raw — and wriggling!





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The most fun pinball simulator ever especially if you're a Worms fan. Loads of minigames and multiball situations. Totally worth a few bucks!. If anyone actually played this game it'd still be as empty as Donald Sterling's soul.. Wow this was terrible

I'm not complaining about it being a casual game. I like both traditional "real" point and click games and casual hidden object ones like this but this one was frustrating. The character you play as is superbly annoying and handholds you through everything. I got bored a good fifteen minutes in.

The only reason I was mad enough to write a review though is that when I exited the game, I found I couldn't delete it, because it didn't properly shut down. I couldn't launch anything else because "Robin's Quest is running" when I'd quit. I couldn't relaunch the game to try to shut it down again because it was "already running". I had to shut it down in Task Manager to clear it up, because it still didn't stop "running" for a good ten minutes after I closed it.. If you have this DLC; add me and go for %30 xp bonus ^^)\V

in-game nick: [twitch.tv/blastryan](https://www.twitch.tv/blastryan). [This game would be great if it didn't keep hanging. I've tried it several times on two computers, deleting the files and starting over as recommended in the support section. I get a little farther, then up comes the debug error again and the game won't load. I suspect this is no longer supported, but they keep taking money for it. It's a shame, because it's a pleasant game with reasonable graphics. I would love to finish it. Instead, I must steer folks away from it unless they have money to gamble that this won't happen to them. I'm running on Windows 8 with up-to-date drivers, etc., yada, yada. Good luck if you go for it!. TL:DR 5/10](#)

[Chagrined, I would agree with another review that states that this game is not a stress reliever, but a stress inducer.](#)

[Pieces are not rotated. To get 3 stars, one must assemble within a timelimit. Beyond the first 10 or so puzzles, it is difficult to get all the pieces down in time even when one has already MEMORIZED the location of half the pieces. Several times, I barely dropped the last piece down with 2-4 seconds left--AFTER MEMORIZING. Level35, Chameleon, after memorizing, I still had to click the time-cheat button twice.](#)

[The game gives no satisfaction to someone who legitimately assembled the puzzle quickly on the first try--almost impossible to get a Timing award. Of course, the game delivers in-game gold that can be spent to extend the timer by 30 seconds, to meet the Timing award. Yet, it just feels like a slacker's cheat button. The Hint button reveals the location of one of your 5 playable pieces. It can be used \(and abused\) repeatedly without spending gold, once every 30 seconds. Likewise, this simply gives an unsatisfying cheater feeling. I would rather solve the puzzle legitimately than have mommy point out where the piece needs to go. The in-game gold is an obtuse mechanic to control the amount of "expected cheating" by the player. This review almost received a thumbs down because of these 2 built-in game-breakers.](#)

[Perhaps the game would be saved if all pieces were available for assembly from the beginning for the player. Then, a first-time skill assembly could be achieved with a keen divide-and-conquer approach to placing the easiest pieces first. Of course, providing all pieces to the player creates an obvious real estate problem--much less than half the screen would be available to the space for the actual, finished mosaic.](#)

[Could the developer create a game which rewarded for only completing the puzzles "properly" \(in time and/or without mistakes\) on the player's virgin run? Probably not, virgin run would imply an instantly-locked-out achievement upon 1 failure. Nevertheless, the game has many deceptive pieces \(same color, almost identical shape\), including 90 degree pieces. With only 5 pieces available to place, the player surmises that a 90-degree angle piece should be placed in the corner -- NOPE !](#)

[Nevertheless, the mosaic art is lovely and satisfying to assemble, saving this game from unfavorable reviews.. Good game, great puzzles. Really wanted to enjoy this parody/meme game, but its so rough that its nearing unplayable. Game some how has between 15k-20k people playing, takes almost 10 minutes to find a match, each match has like 40 people in it max, the rag doll physics make the game much worse \(getting shot by even a pistol make you fall to the floor and spasm so you cant even shoot back\), no options for reticals, hit markers, or even the ability to see ping, not to mention the game seems to only let specific people play in groups since i have only been able to get into a game with 1 friend at most, ev en when queueing with 4 people \(even last game i queued up as a 4 group and instead we each loaded into different games\), but some how there are other people who can do it just fine \(4 games in a row where the final 5 was a group of 4 and 1 single player\). Wanted to enjoy it, but it's not](#)

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even worth playing.. I bought this game on winter sale and didn't regret it. Although some existing reviews were not good. I have to say, that for that price it's a decent classic point and click adventure with an elaborate story.

The graphics and animations are not brilliant, but ok for an indie title like this, developed by a small team. If you are into Russian submarines and a thrilling twisting plot this is the game for you. If it's on sale, grab it, it's worth it.

.It's kinda a rage game so I suggest you try your best to not die. You should buy the shotgun asap in the begining because the ar is bad af



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Nice little game made by one guy. A ribbit-ing froggie game with a Kirby and Megaman flavour to it. Try eating anything you catch with your tongue.

Recommend using a controller.. Fun litte breakout type game with funny characters. I would recommend getting it with a discount but the developer seems amazing and it is really cheap so go and support the dev !. Enjoyable game. I gotta say, the artwork is fantastic and battles are quick enough that they don't get too repetitive. Just about 30 minutes in and already having a great time.

The game is obviously inspired by [Capcom's "SonSon" and plays like a manic version of that game. Similarities: controls make your character move left, right, jump, and drop, and firing can only be done forwards or backwards, stationary or during movement. There are three planes along which you can travel, and enemies may come either along those lanes \(from either side\) or may fly independent of them.](#)

[Notable additions include a number of unlockable characters that feel like \(and, in one case, literally is\) Nuclear Throne characters, different strengths\weaknesses, different guns, and a different active\passive unique ability. There is a cumulative score based unlock system, which means even if you aren't good, you'll start getting new characters quickly. Finally, coins collected in game allow you to unlock items which essentially function as perks, giving new or improved abilities, or one time bonuses \(like refilling life\).](#)

[I don't know how much content the game has - I haven't yet reached the first REAL boss \(there are a number of short miniboss waves\), but the game so far is cute, fun, more than a little twitchy, and definitely scratches my "one more time" itch. I suspect I'll be playing it for a good long while to come.](#)

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