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About This Game

In the dark days of the end of World War Two amidst the ruins of Berlin, one bullet can change history...

Sniper Elite V2 is an award-winning and authentic World War II sniping experience. You are elite US sniper Karl Fairburne. Parachuted into Berlin amidst the Germans' final stand, your mission is to prevent Nazi V2 rocket program technology from falling into the hands of the besieging Red Army. You must aid key scientists keen to defect to the US, and terminate those who would help the Russians.

Take advantage of authentic weaponry, learn how to stalk your targets, fortify your position, set up the shot, use your skill, patience and cunning to achieve your mission. Stealth gameplay is the key as you find yourself trapped between two desperate armies in a race against time.

Watch as the celebrated 'bullet cam' from Sniper Elite returns, bloodier and more gruesome than ever – skilful shots are rewarded with a slow-motion flight of the bullet, then targets are graphically rendered in X-Ray as the bullet enters and destroys your victim. Organs shred, bones splinter, teeth shatter, as the true impact of the sniper's bullet is brought to life.

As World War Two ends and the Cold War begins, every shot counts. Use it wisely.

Key features:

- **Sniping Simulation** - Sniper Elite V2 features detailed sniping simulation with advanced ballistics, taking into account gravity, wind, velocity, bullet penetration, aim stability and more. Guaranteed to provide players with the most realistic

simulation of military sharpshooting yet available.

- **X-Ray Kill Cam** - Amazing 'kill cam' technology showcases what really happens when a bullet enters an enemy's body, allowing players to see hearts and lungs tear, livers burst, and bones shatter.
- **Authenticity** - The game features authentic World War II Berlin locations as well as vehicles, weapons such as the Springfield M1903 the Gewehr 43 and the Mosin-Nagant 1891/30, and uniforms modeled after the original versions.
- **Use the Environment** - The slightest changes in the environment need to be taken into account to move into the perfect position, observe the quarry, take the shot and slip away unnoticed.
- **Sniper's Choice** - Players will often find themselves facing a choice of the perfect shot that leaves them catastrophically exposed or a more difficult route that means they can continue their mission.
- **Multiplayer Game Types** - Team Deathmatch, Deathmatch, Team Distance King, Distance King, Team Dogtag Harvest, Dogtag Harvest and Capture the Flag.

New Content Available For Your Game!

Since its release, Sniper Elite V2 has been continually supported by Rebellion, adding new features and content - including an additional 10 free multiplayer maps.

Four additional single-player mission packs are available for purchase, including the ultimate sniping mission - Kill Hitler. Each DLC pack also contains 2 new authentic weapons for your arsenal.

Title: Sniper Elite V2

Genre: Action

Developer:

Rebellion

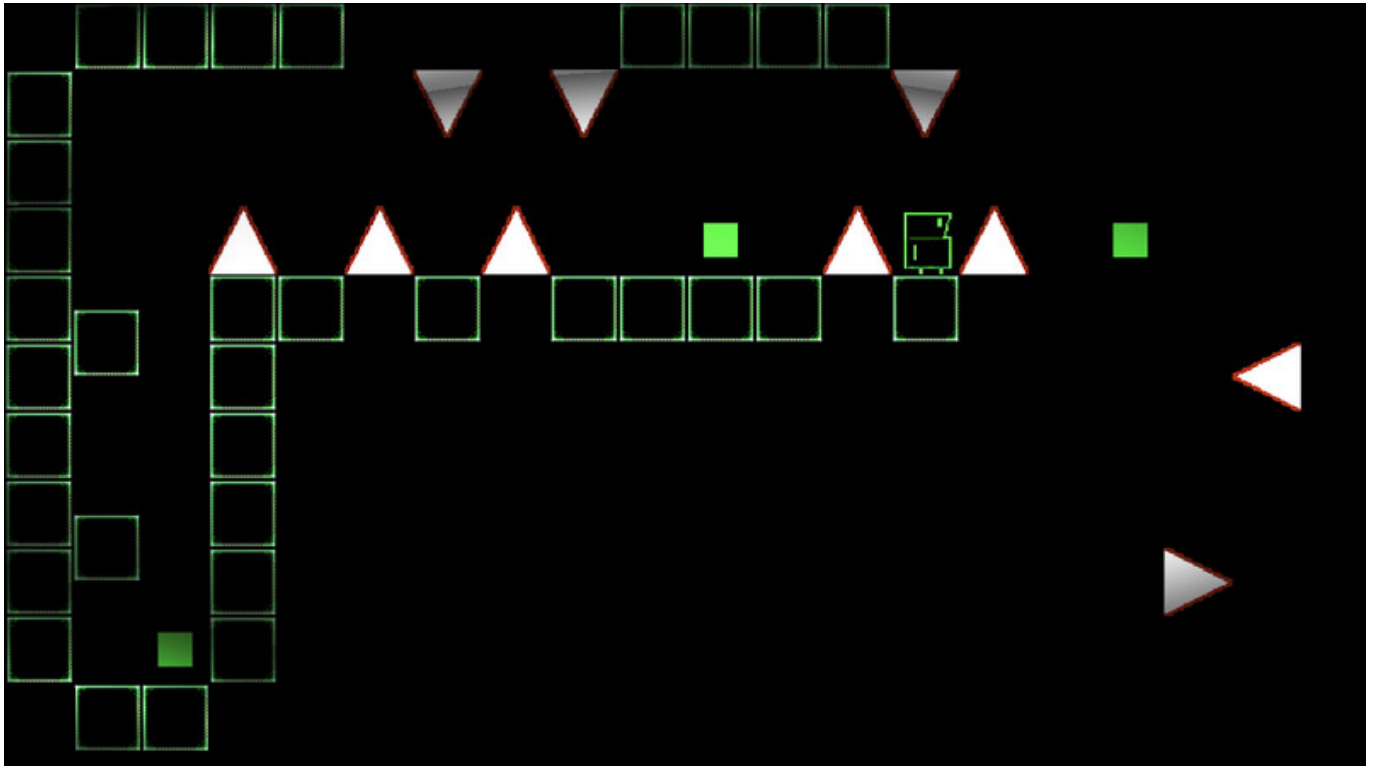
Publisher:

Rebellion

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English,French,German,Italian,Polish,Russian







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Overall an excellent game, and the central features of "no unit cap", "endless world" and "totally customizable factions" are exactly as promised and having them all working together at once -- running fast, with a huge active area -- is very impressive from a technical perspective. Lots of hours of fun to be had learning to balance the unit creation system, which allows for you recreate the functionality of most of the unit types of the iconic RTSes. Eventually dominant strategies will become fairly apparent and you'll be leading the overseers by the nose, but like phr00t's other awesome titles the real fun lies in experimenting with the game's dynamic systems and finding new way to poke at the procedural world. Highly recommended for fans of alternative RTS!. This game is absolute garbage.

If your just playing for whatever and not achievements, go for it. It takes about 20 minutes to finish the game. 8 - 12 hours for all achievements. Achievement hunters - Beware.

1.) You can kill the leviathan from day 1 without upgrading. Upgrading your status does not make you faster, stronger, increase absorption range or speed. The only reason you would waste your time putting points in is for the four achievements. They literally do nothing.

2.) I have actively tried to kill myself. You cannot die in this game, at all. This makes all fights pointless.

3.) The tutorial is annoying. For some achievements, you need to make a completely red, blue or green sparkle. Problem is, you may need to repeat the tutorial 10 times to get 3 of the same colors. I often ended up with 2/2/2.

4.) You cannot make this game completely mute from in-game. You can set the volume to 0% and it still makes noise, you need to minimize the game and go to your volume settings to mute it.

5.) the music is mediocre, forgettable, and non-existent. I suggest muting it and using a playlist.

6.) When you go through a vortex to go to the next area, you need to fight with it because even when you use the wheel to move down a level, it may move up one so your in this annoying back and forth war every level.

7.) once you complete a quest, you cannot re-do it. This means for the absorption competition you need to completely restart the game to get the like a boss achievement. On the bar it should tell you the percentages so you can end the game early instead of completely resetting it and re-starting with a new character.

8.) the labyrinths are annoying. They are not fun, just annoying and stressful and when you need to repeat them constantly to get a chance at the absorption competition it's just migraine inducing.

9.) The sparkles get WAY TOO BIG. Once they hit max level they literally take up half the screen. Good luck trying to get

through a labyrinth or looking at your mini-map. It should be set so when you level you zoom out or something.

10.) While green is the easiest to move in the labyrinths, have fun trying to kill the leviathan with it. It's too slow and doesn't have the range to get the orbs on the tail-end of it. I gave up after 13 minutes. On a side note... blue is absolutely the way to go if you want to beat the leviathan in less than 2 minutes.. \u4fe1\u4ef0\u5145\u503c\u4e4b\u8d2d\u4e70

As far as I can remember, 20 years ago I was engaged in this game with my classmates at our teenages, one fun thing is to watch all AI fighting, at that dos-version it is quite easy, I can just watch the result of cities changing their ownership wighout watching detailed battle during the war, but in this game I have to watch each detailed battle or I can't see the chaning ownership of cities. I miss the old dos one which is 6mb.

And the opening Overture music when you select scenario is very exciting in dos-midi, quite better than nowadays mp3 to hear

Entering scenario selecting menu 7 times you'll get an extra scenario, 1582, on Nobunaga's death.

I still remember the opening music in DOS, I thought it sounds better than other version of this melody, I wish I can get the mid or mp3 file exactly as the dos-one.

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This game is still in Early Access, but looks like a lot of good stuff is coming, I like the core gameplay and the challenge it provides.

I'll be waiting for the next updates, if it deliver to his promises (the locked levels and multiplayer), this might be a gem in VR worth your time (also, a funny one).. The single compaing is very nice, short tough.

The multiplayer is prety much dead.. FINALLY! A puzzle game that isn't patronizing or just trial and error. Perfect difficulty curve. I can tell that you spent a lot of time watching other people play your designs (actual playtesting). Absolute props to the dev!

This game is Fantastic. The graphics are really good. The Storyline is compelling, and the gameplay is smooth. It is very immersive so you feel like you are the character and that to me is what makes a game awesome. I love this game. The only thing I don't like about it is dying but I am working on not doing that anymore ☹️. Great game, nice graphics, character design, and puzzle design, fun to play, doesn't get boring. Most importantly the game runs really smooth, worth the price.

Gameplay video here: <https://t.co/gy3PJhZNgo>

[enjoy :\). Stunning visuals and a great soundtrack!](#)

[Be sure to look for the additional content after the game ends though, it was an essential part of the experience for me..](#)
[Deserves more players.. Freedom Force Vs. The Third Reich](#)
[fast game with modern day graphics with easy controls that moves from location A to B to C and so on,](#)
[good amount of action and special effects,](#)
[\(good save the world formula\) good amount of save the world reactants that form a bigger save the world product.](#)

[good game.](#)

[Personal Suggested Purchase Price: \\$0.99 Or Less During Sale. Wow what a letdown. I would say this is a kids game but the third level has you building a torture device to shock punch and laser a cute midget pony. What the hell! This game is nothing like crazy machines 3 or any of them. Basically they have built the machine and give you a box to the right with a few parts. Worst part is how easy the parts are to put correctly. They snap into place so a level can literally be over in 5 seconds. The rest is filler where things do stuff and you... Or crazy professor talk. The sandbox mode is not a sandbox mode and they shouldn't call it that. The levels they refer to basically are toy rooms. Pick up basketball throw it into hoop. Smack this ect. Also very boring. I feel the trailer made it seem like you built the machine or put parts and connect them like the old games. Nope. Just snap into place and done. Sorry devs but bad design choice. I'd urge anyone to buy fantastic contraption or modbox instead. There's also a game coming out that lets you build stuff like this i just can't remember the name. just doesn't feel like a game. nonetheless a 20 dollar game.. Quite hard, and frustrating at times, but I mean It's a Rogue-Like, so yeah... What do you expect?](#)

[The game does have some minor flaws, which are connected to it just being released:](#)

[- A lack of enemy variety](#)

[- The difficulty of actually finding a shop to buy things at, so you're basically stuck with an underpowered stick](#)

[- The feeling of all the rooms being pointless up until you actually find a boss or a shop since it seems like there's an infinite amount of rooms](#)

[I do recommend this game, however. Since it has lots of potential and I'm a very interested person when it comes down to the evolution of a game. :D. Decent atmosphere but cheap scares with noise are pretty common. It also has a lot of bugs and ways to break it where the only solution is to reset the game. No progress save and no checkpoints either so if you ♥♥♥♥ up, especially on the final boss, then it takes forever to redo. I only played this as much as I did for a video.](#)

Now available for Linux!:

Hi All

Invaders From Dimension X is now available for our Linux users.

Let me know how you get on.

Regards

Lance. Achievement Hunters Rejoice! Version 1.08:

Hey kittens!

A new update just went live with some fixes and improvements that we're sure you'll love.

- We've added counters to a bunch of achievements to help you track your progress, both in game and in the Steam client

-
- poking the characters in the Salon now counts towards the 'Inappropriate Touching' achievement (bug fix)
 - the 'Schadenfreude' achievement had a bug which meant that it couldn't be completed. This is now fixed.
 - The three newest mini games (Power Cut, Perfume, Selfie) are now counted towards the 'Shadenfreude' achievement
 - we've added the newest three restaurants (Australian, South African and Thai) to the 'Gastronomical' achievement.

As usual, let us know if you have any issues. Thanks!

Rich. Slaughter House Mode Unlocked:

Hey All

I just released a patch unlocking Slaughter House without a need to go through Expedition mode. This is to address the issue raised in the first review. Generally speaking game have two modes:

- Expedition mode - this is hunt or be hunted experience, where the enemy will try to sneak on you and run into wilderness as soon as you notice his presence.
- Slaughter house - this is survival mode which is similar to Dinosaur Hunt game.

I hope this will improve the experience for players expecting more of a Dinosaur Hunt type of game.

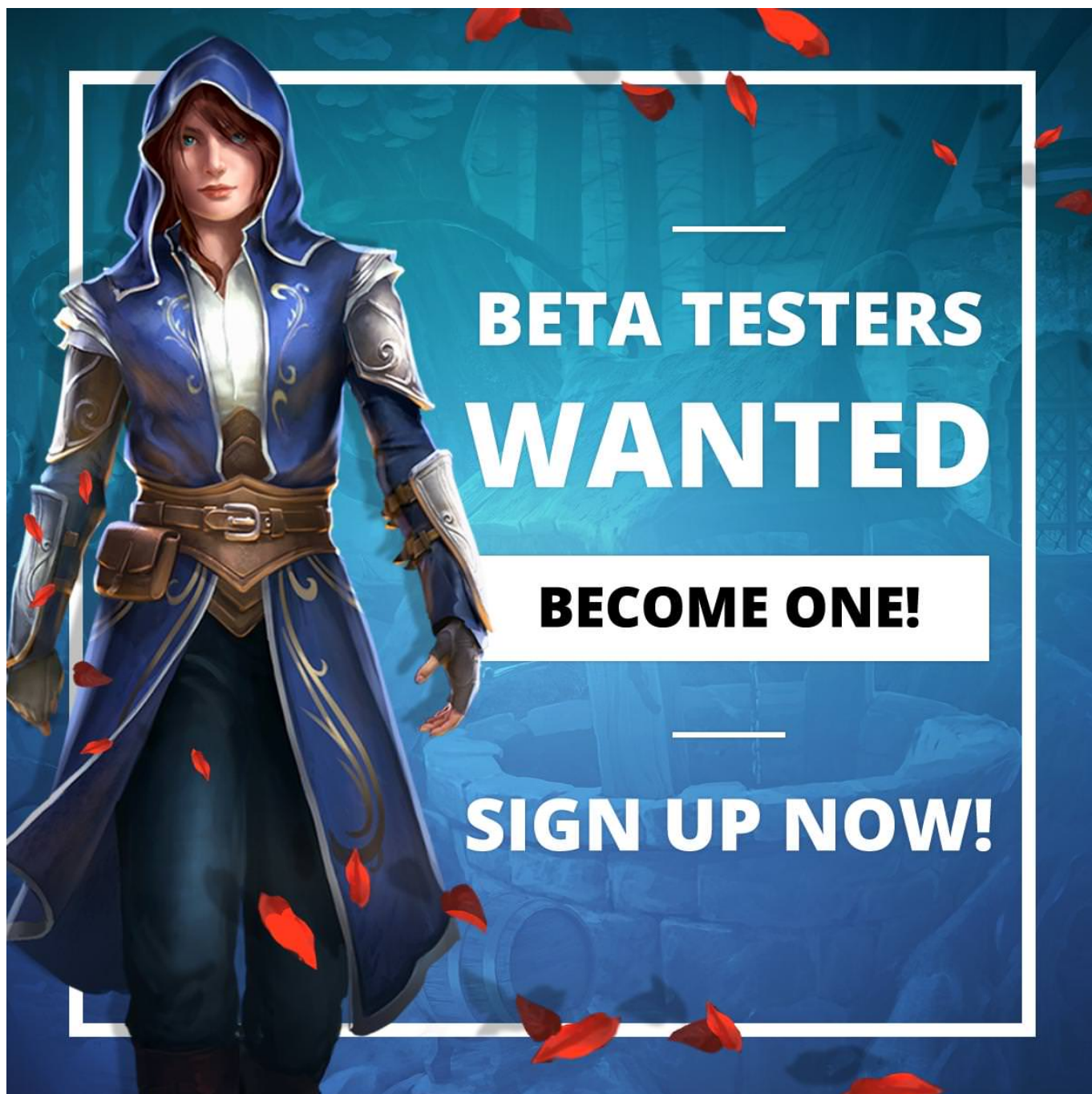
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