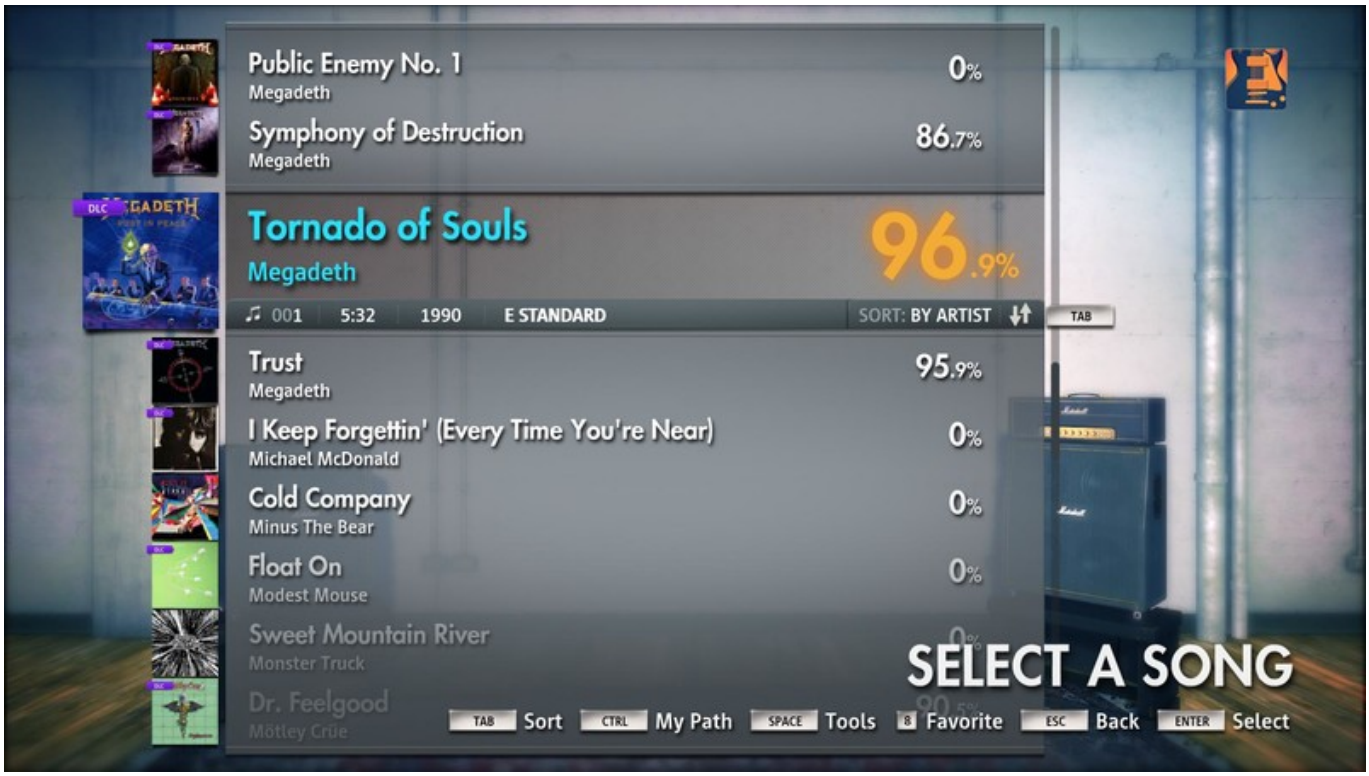
Star Conflict: Dogs Of War - Nyx Download Android



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About This Content

This set includes:

- Unique fighter ‘Nyx’
- ‘Fire Wave’ — 30 days of premium subscription

This unique ship was first manufactured at the plant ‘Ambrosia-VII’. Mysterious Miss Summer promised to award it to her mercenaries for a series of operations. However, as it turned out, she was not going to fulfill the promise. ‘Nyx’ was actually meant for pirates controlled by Summer. Pirates participated in the development of the ship, involving engineers and ‘designers’:

- Additional modification slot allows to better customize the ship for your needs.
- 3 shield modification slots make this ship one of the toughest interceptors at rank 9.
- Additional 6% of critical hit and excellent bonuses allow the ship to perform its main objective — destroy the enemy!

Tech used in this ship has nothing to do with any other development in the history of mankind. We can only guess what force is behind this incredible machine.

General:

Premium license gives all pilots greater rewards for the battle. In addition, pilots get more credits vouchers for contracts! Pilots receiving premium licences from the command master new ships faster due to increased rates of synergy in battle. And when the battle ends, pilots with a premium license have two trophy search attempts —- which means that the chance of getting new, unique equipment is higher!

When buying multiple DLC, bonuses to credits, synergy gain are stacked. Together, they provide an even greater bonus! At the same time, premium time also stacks as does the sum of Galactic Standards!

Title: Star Conflict: Dogs of War - Nyx
Genre: Action, Free to Play, Massively Multiplayer, Simulation
Developer:
Star Gem Inc.
Publisher:
Gaijin Entertainment
Release Date: 8 Sep, 2015

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Minimum:

OS: Windows XP

Processor: 2.0 GHz, Intel Pentium 4 / AMD Athlon II

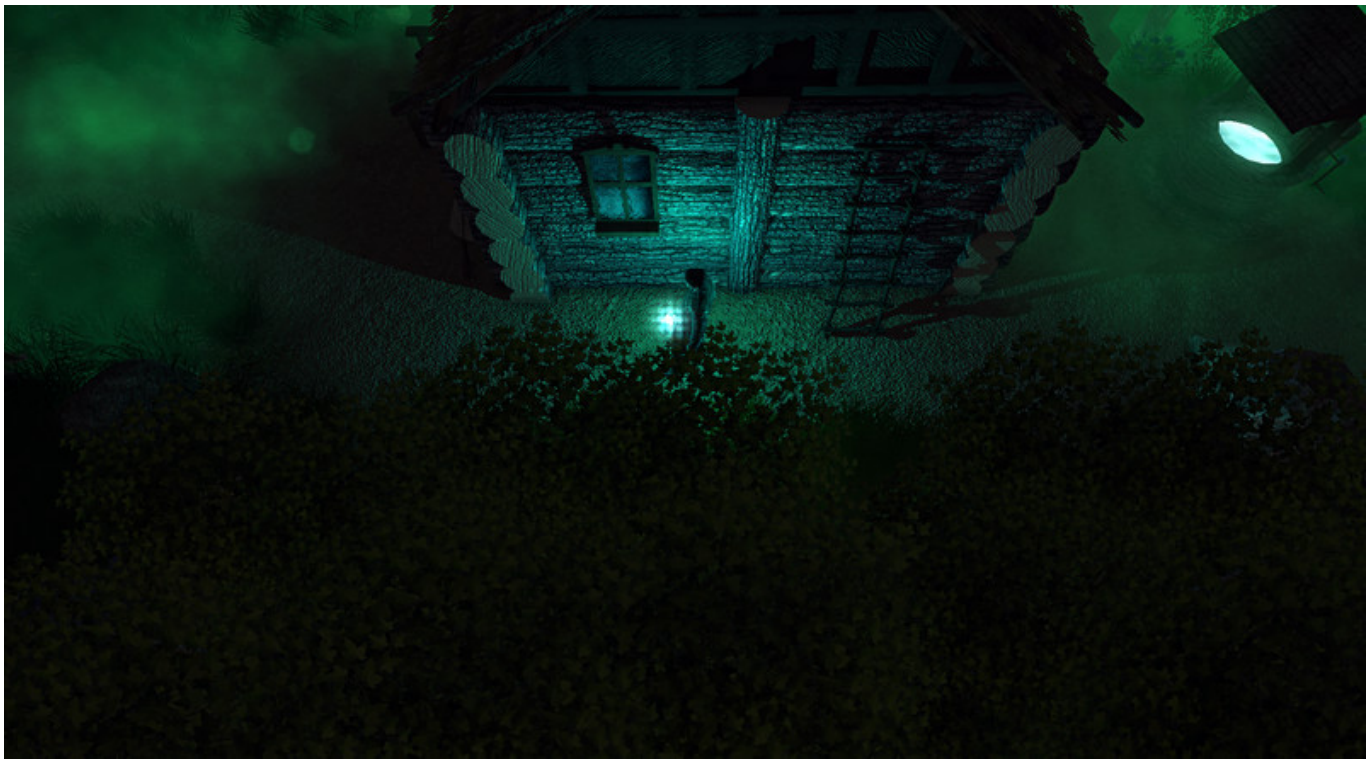
Memory: 1 GB RAM

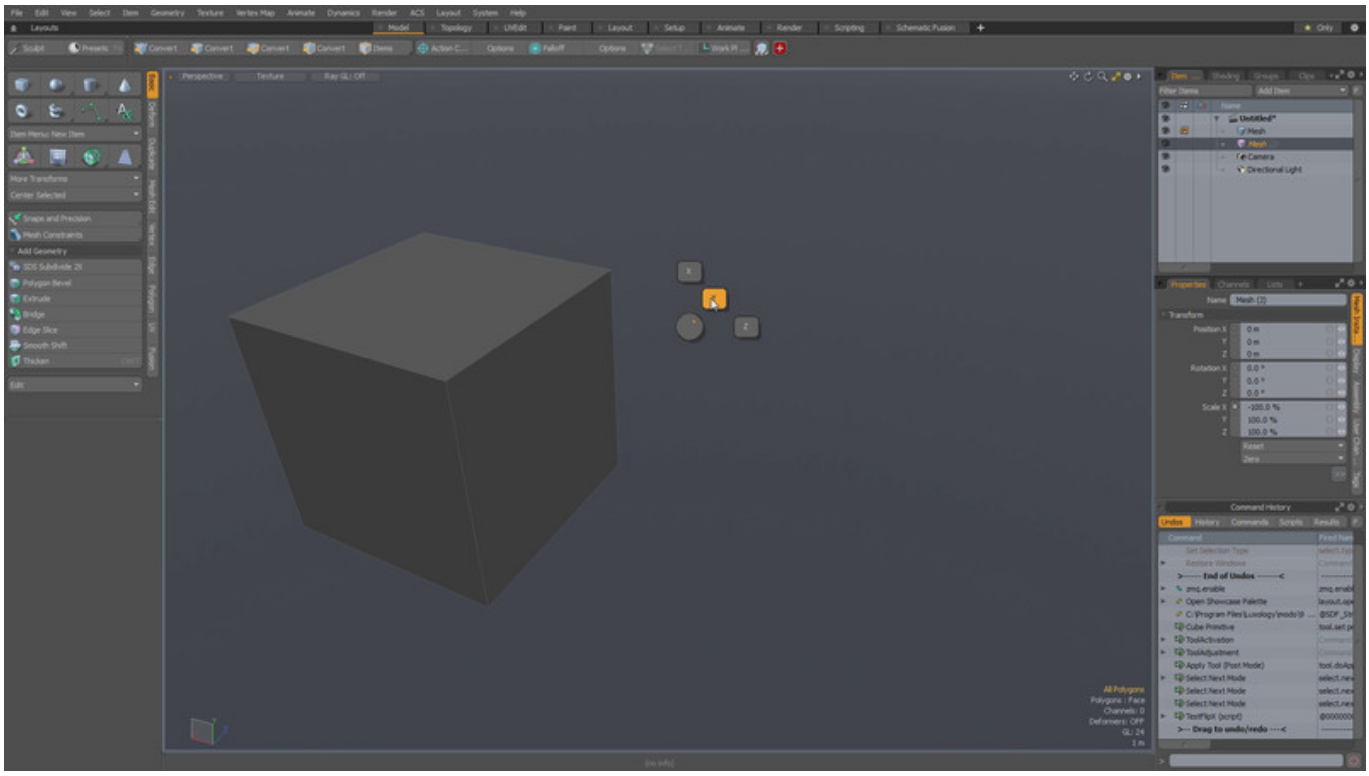
Video Card: 512 MB, NVidia / AMD Radeon / Intel (HD 3000, HD 4000) with support for Pixel Shader 3.0 (AMD Radeon X1000 not supported)

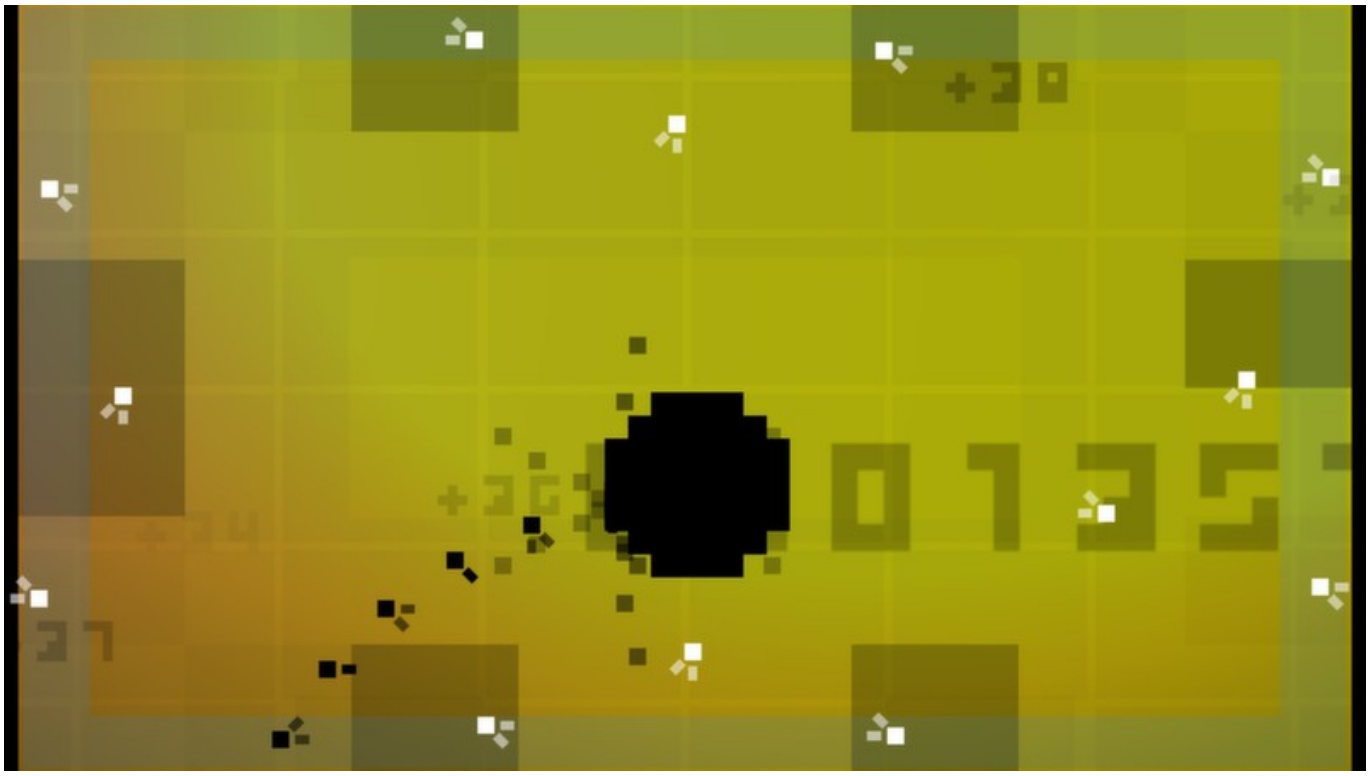
Hard Disk Space: 5 GB

Additional: Broadband Internet connection

English,Russian,French,German,Portuguese,Polish







cheesy game. Nice concept, but it's kinda boring. Also I bet there are lots of people who will find this just disgusting.. i love this game. so fun draw with everyone.
Challenge with theme, guest draw, free draw. My Norton Bloked an update because of a Trojan Virus. dont download. Solid tower defense gameplay.
Branching storylines that suffer a little from localization and no voice acting.
Could be a lot more polished, but is actually pretty fun as is.

https:\/\/youtu.be\/zppwFoQYdIY. It's pretty fun, but I would love it if they made the easiest difficulty a bit easier (by for example removing the spider chasing you and making enemy projectiles move slower). Definitely worth it.. Secret Files 3 is really under the two others. Graphics are not as good and the game is really shorter. But i liked playing it. For the fans of this serie.... Very short, but very well done. Too creepy for me to finish (I was very near the end, it turns out) so I watched a vid of someone else finishing it. I would LOVE to see more narrative games done in this sort of way. Just not as creepy. Something with this foundation, but with some player choice and a bit of branching (even just pseudo in-scene branching like Life is Strange or other light adventure games) could be really great.

Bottom line: definitely worth a playthrough. Especially if you're designing for VR.. Funny game to play 5 minutes when you're bored, after those 5 minutes you sure have something less boring to do! (I recieved it for free btw)

I remember playing this on the 360 and I loved it! The only thing is that I didn't get the chance to play online with other people on 360 and hopefully the MP will be fully ressurected for this game via PC! It's a great FPS that, as a friend said in his review, should of set the standard for game series like MOH, COD, and Battlefield! The one thing that I regret is that the devs haven't made a sequel! I hope Nordic Games does though, albeit in a form of a new title! One other thing that I must say, if you are getting this game, I suggest you get PhysX Legacy since this game does need it to run on Windows 7! That sucks, but it's a small price to pay for a great game!. Good that its on Linux, bad that it seems far far too demanding for system resources for what it is!. Interesting attempt at realistic physics, but terrible ontrols on keyboard and wonky animations and feel are a turn off.. Interesting puzzle game with funny characters. Lots of amazing, tricky and difficult levels. Spent a little while going through levels, it was quite challenge. The thing I really appreciate is that it has the gamepad control. Worth buying.. Found this game while looking for an exploration adventure FPS.
Played it several times over with 5 other friends.
Just loved the arm-swing locomotion(though there are some bugs).
Here's some things I'd like to see in future updates:
-- Less picking up objects from the floor(Such as ammo, health and whatnot)
-- Check points(It sucks to die so many times and hv to start all over again)
-- Multiplayer(Really looking foward to play PvP with this locomotion system)
-- Greater variety of enemies(Not enough enemies imo)
-- Greater variety of gameplay mechanics(puzzles, secrets, easter eggs, collectables and etc.)
-- More pockets(only 4 pockets doesn't give me enough inventory to work with)
-- More Guns(A whole lot more only found a couple, and with bad feed back))
-- Enemy dismemberment!
Will check later for updates.... This review is for day 1 early access. As it stands the game looks great and is fun to play. As you should expect in early access there are bugs that need ironing out that the devs will be working on, and more stuff to be added over time. You shouldn't buy an early access game and then whinge because it isn't fully finished (but people do).

The Tower parts remind me a bit of the old TV series Knightmare, with moving platforms to step onto and various traps to dodge. It uses roomscale quite well here. The only part I wasn't so keen on were the rotating platforms. I didn't find those comfortable to ride. The rest is good though.

The survival modes (skeleton wave attacks) are a good start. I look forward to how these progress over time. The giant skeletons are a brilliant addition and I liked having a lot of different weapons at my disposal. It was amusing to shoot a skeletons head off (or other body part) and have it continue it's attack until fully disabled.

If this is the start then the future looks bright :). This is one of my first VR titles, and it's what I was hoping the experience would be. Manipulating objects to solve puzzles in an immersive room - looking under and behind things just to be sure I didn't miss something. The puzzles aren't really difficult, and there are plenty of clues from the narrator if he feels like you're taking a while.

That 2 hours on my play record is for real - start to finish, so I'd recommend picking it up on sale.
. Game music... as DLC.

GTFO

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