
So Much Blood Free Download [pack]



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About This Game

So Much Blood is an action-packed side shooter filled with countless challenges, baddies, and bosses! Supercharge your armor, discover new powerful weapons, and kick some ass, as you fight through treacherous hordes of enemies. Can you survive the bloodbath?

Try not to lose your shoes when you get thrown into a chaotic world without any kind of direction. Suddenly surrounded by dangerous enemies, your instincts set in with only one goal in mind: survival. You start out with a base set of Tier 1 weapons: the 'Pistol', 'Ray Gun', and 'Shotgun'. With the shopkeepers help (Greg) you may choose to upgrade your tier of weapons or invest in a set of armor. The overwhelming wave of enemies forces you to maneuver your way around this hazardous game world in order to reach safety. Choose your playing style including a rush strategy, grind strategy, and/or choosing a defensive or offense class for your player. Be careful as you new and improved enemies will continue to attack you, making you rethink your every move!

The game has a shooting mechanic not like most games, with the ability to only shoot left and right in a top down world you are forced to use the game world to your advantage. You'll need to figure out on your own the best fighting strategy to use. Blood is a serious part of our game, for every kill you achieve the blood splatters spawned what we call 'Blood points' or bp. Use these blood points as a shop currency created once in every new zone.

Features

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- Over 40 different enemies and bosses
 - LOTS of weapons
 - Tiered weaponry: make sure to upgrade!
 - Different classes, multiple fighting strategies
 - Use Blood Points as currency
 - Solve puzzles
 - Overcome environmental hazards/obstacles
 - Seven Zones to conquer

Title: So Much Blood
Genre: Indie
Developer:
Zachary Berenger, Eli Aldinger
Release Date: 3 Jun, 2016

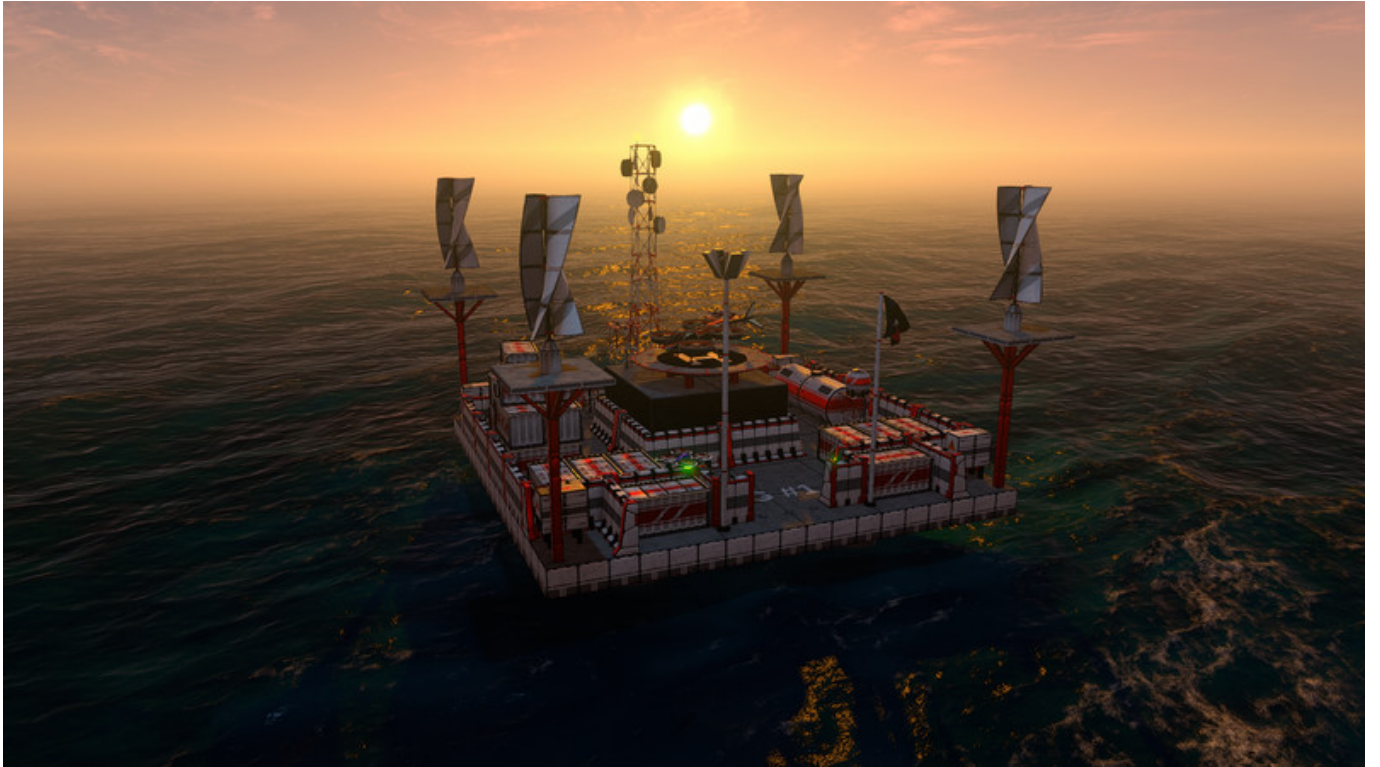
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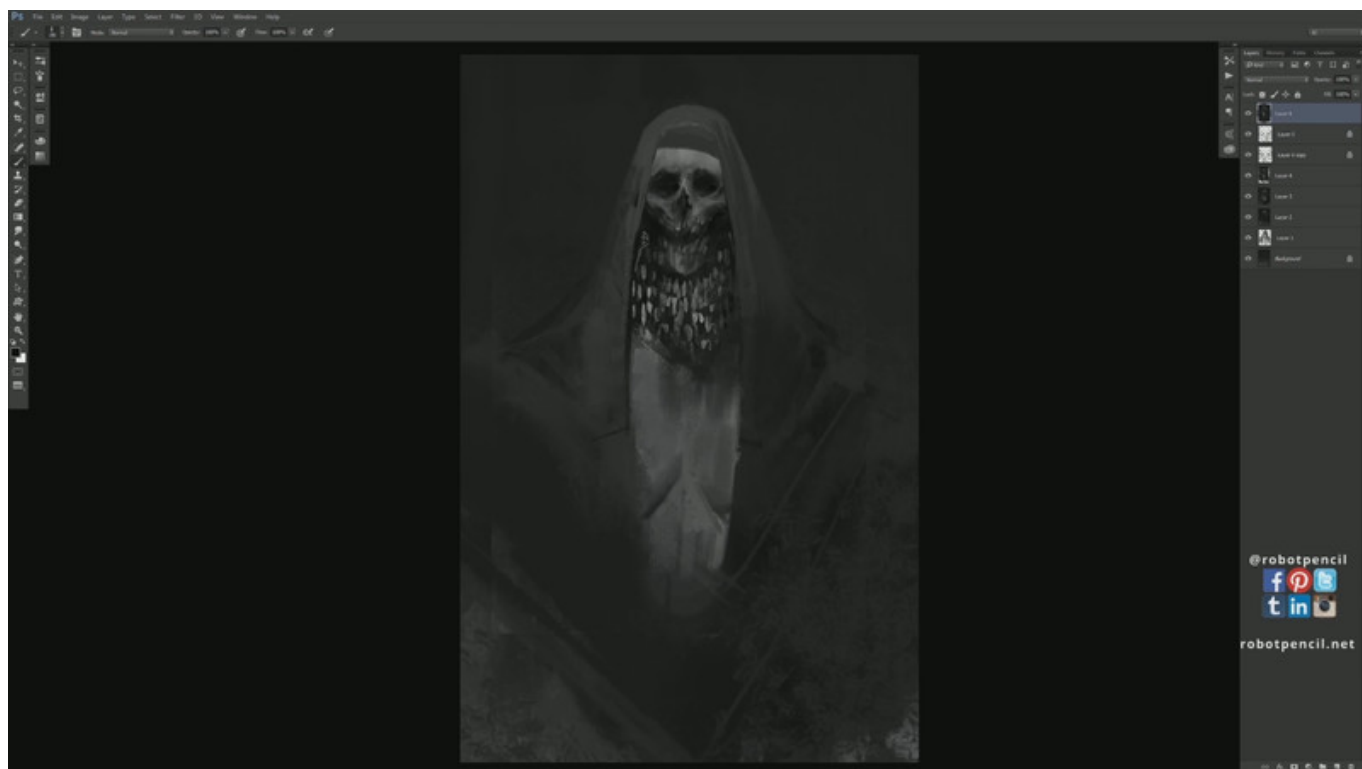
Minimum:

OS: Windows 7

Storage: 32 MB available space

English







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I kinda like the "physics" stuff. But the acceleration feels a bit weird. Especially the fact it accelerates quite fast to a maximum speed in a direction and then it accelerates no longer. The controls being pretty hard is of course the point there, but I didn't like it much. The music is plain atrocious, at least most of it. I'm not a huge fan of electronic music and the music used in this game only made me even more enraged when I was failing to complete the level with a star repeatedly.

I wanted to abstain from (not) recommending this game and keep it at neutral, but it is clearly not an option here on Steam, so I rate it negative.

It is not a clear "no" for me, and if you get a 75% OFF coupon like I did, it might be worth the few cents. I wouldn't pay a full euro / dollar for the game though, as you can see, I spent less than a full hour on it and I am not sure if I plan to get back to playing it anytime soon. Also there are no achievements implemented to give you at least some more feeling of accomplishment when you finally go through all the treacherous levels.. Very interesting puzzle game where you control a robot which must exit rooms full of obstacles that can be moved and removed only in certain manners, with a lot of traps and items to grab on the way. The difficulty increase the more you complete the rooms, with new obstacles and items appearing in the game and time limits.. This strips Golf down to its most basic - drag and drop the putter to hit the ball. Avoid obstacles, gather keys. In general the levels are pretty easy (although I was frustrated with level 49 qwest for a long time), with the power of the putt hard to measure. There's also a weird story about a rogue AI infused between the levels. It's just weird, but in a good way. If you want golf as retro as you can get, this will keep you entertained for an hour or so.. This DLC is practically mandatory if you want to complete the "Stella's Dungeon" minigame.

Not sure if this deserves an up- or downvote. You decide.. I came expecting Dark Souls.
I got that, and more.

It's a very fun dungeon crawler, with borderline perfect Soulslike combat, albeit a bit wonky at times, but DS suffers the same issues.

A lot of dark souls comparisons to be made, which is a shame as it detracts from the game's own identity, but it really does scream Dark souls.

If you enjoyed Dark Souls, this is absolutely worth it.

. It is not a good game at all, don't buy it. Playable; almost as good as Alien Shooter 2. I decided not to finish this one as it was really just aliens redone as zombies - support the indie studios!. h]My Attack on Titan 2 Review[/h1]

First of all, I want to tell you that this game is WORTH IT.

+Pros +

- You have a Custom Character
- The Town Life Mechanics
- Better and a more vast story
- More locations to go to while not in missions.
- Equipable skills and increaseable stats
- A better ending than the first game.

-You can edit your character after some point in the story if you do not like the way your character looks.

-FIRST PERSON CINEMATICS!

-Cons-

-An AI that sometimes malfunctions

-You run out of gas and blades really quickly at the start of the game

-The low amount of original hairstyles you have when making a Custom Character. (Im really fine with it but most of the people is not)

-They recycled the cinematics from the first game (Which are pretty crap compared to the 2nd game original cinematics)

I don't really mind the cons above because they are very minor things. I think the Second game is better than the first one.

I am giving this game a 9/10. It still has some parts that can be improved.

Oh and by the way...

The ending is way too emotional. Pretty much you take down The Colossal and Armored Titans and recover Annie's crystal. But there are tons of abnormals after you so your character sacrifices themselves for the mission to succeed by diving into the horde of Titans and kills some of them but then they fall on the ground and a Titan grabs your character in FPS POV.

Now I do not know if the character is alive. The characters say "They never came back" and stuff, which really makes you think that your character is dead. But at the very end of the final cinematic you see yourselves crawling over to your sword with your cape on it. I believe that your character survived but never came back to the military camp. Or maybe they came back but after all of those conversations between the canon characters.

They could have added some more stuff which included your character traveling back to the walls with a horse that they summoned by whistling or using their ODM gear or whatever. I wish they did.

Anyway, the last thing I will tell you is **BUY THIS GAME.** IT IS WORTH THE MONEY I DONT KNOW 60 DOLLARS OR 90 LIRAS OR WHATEVER. Buy it, don't crack it. It really is worth it.. Game achieves what it sets out to accomplish, but what it wants to accomplish isnt that impressive.

Running is sluggish, closing a door kills the centaur, the game runs at 60fps but it feels like a jaggy 20 somehow.

It's a nice game, but not worth its price tag. Get it at a discount; you shouldn't pay more than 1 dollar for this.. Fantastic FPS, that I remember spending weeks playing when it first came out. This is the game that a lot of current FPS games learned some of their tricks from. The Campaign is fun, each mission is really long and broken up into usually 4 parts. There are not that many missions, but honestly the story gets told well, and I think there are enough missions to suit it. Some of the missions are fun enough to replay a few times, especially the defense segments, which this game excels at. Between Remote Control Droens, to Auto-Turrets, and stationary weapons you can place like the rail gun; you can have a lot of fun on these missions, and others.

The multiplayer used to be fantastic, huge battlegrounds with jets, tanks, drones, and soldiers thrown into the mix made for some seriously intense battles. Sadly this game doesn't have online multiplayer servers anymore, although there are some work-arounds if you can find the people to play with, and I know this game has a growing community here on Steam.

Buy this game for its fantastic story and fun missions, consider the multiplayer a bonus if you are able to play it.

Wow i got to play this at pax east and it was a lot of fun. Playing that again i feel like its even more polished and awesome now! They managed to make the single player REALLY enjoyable for high score chasers like myself cant wait to dive back in. I also got to dive into some multiplayer which i was really excited for. Someone named Gongon popped into my game and we went back and forth at it for about an hour stright !!! keep in mind matches last what, maybe 2 minutes or so ? so you can do the math how many matches we played ! You can tell after a while we were both playing mind games and trying different strats on each other, what a blast.

You can pretty much see what your getting yourself into this game in the trailer so ill tell you a thing or two that you CANT SEE. There is actually a good amount of strat. that goes into VS. people in this game. From Board Management (controlling a specific part on the board or just trying to control the powerful/fast Red Bullet pick ups) or the Bullet management (When to shoot or try and counter what the opponent is going for, when to use a charge shot as opposed to some quick fast shots) Cant wait to dive back in =). It's like pinball with a super-girl instead of balls! Awesome!. Here's a puzzle game to go dodo over...

For those that don't know a dodo is a flightless bird which was located on the island of Mauritius. since 1662 it went extinct largely due to human habitation. The guess as to their appearance comes from old drawings, written descriptions and a collected skull and leg which we have housed in a museum. It seems French developers 3DDUO

<https://3dduo.com/index.php/team/?lang=en> did their homework referencing in game that they were single egg laying, fruit eating and often being hunted and caged. As for the whole they appear in portals, well that's a new one for me, but Iu2019m open to the idea.

[The game is a puzzle slider. The objective is to simply guide the Dodo's to the safety of the exit door by moving the tiles of a 3x3 grid, clearing the path of any obstruction, trap or enemy. What makes the game challenging is that there are spikes everywhere and maybe one or two enemies too. Each level will require you to meet a certain target in order to earn three stars. That requirement can change from the number of Dodo's, the number of fruits carried to a basket, or the amount of time staying alive on a level.](#)

[Personally it took me 7 hrs to 100%, keeping the buffer of difficulty always in the realms of challenging and enjoyable, but never really into the absurd and vexing. You'll find that often the solution is much simpler than you think and you've simply over thought it, or got yourself into a bit of a conundrum because you panicked.](#)

[The game offers 4 different worlds, 4 special characters, and 4 different modes of play and 43 achievements. The game concludes with a level where you basically have to save a whole colony of the Dum Dum's. Dodo's EVERYWHERE with two sets of spikes. Exploding feathers filled my screen. Closest I've ever been to 'chicks' having a pillow fight in front of me!](#)

[Seriously enjoyed this one and will definitely been on the lookout for 'save the dodo's 2' maybe in that one they can feature the elusive albino dodo. A bird so rare there's a lot of conjecture whether it even ever existed.](#)

[In final if this game goes on sale, get it and stop it from going extinct.](#)

[Below is a sample of someone else's play through which I found helpful...](#)

<https://youtu.be/GkSxBV90VFw>. Loved it! Will replay in the future :). It commiteth a sin: It seems to have a time mechanic. So if you take too long to get to certain places, or do certain things, they won't occur. That's right, it seems that you can run out of time.

[I don't know this for sure, but it certainly has day night cycles, which surely implies there's a time mechanic. I really hate collection style games with time mechanics. It makes me tense, turns a game from fun into work, and leads to me putting the game down and never playing it again.](#)

[If you like hardcore time management games, this might be for you, I guess? It seems it's not for me, however. Unless the time mechanic is simply cosmetic, or cyclic in nature and not a counter.](#)

[I'm being told that I am wrong about this, but it still stressed me out enough that I put the game down.](#)

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