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About This Game

1998. HALF-LIFE sends a shock through the game industry with its combination of pounding action and continuous, immersive storytelling. Valve's debut title wins more than 50 game-of-the-year awards on its way to being named "Best PC Game Ever" by PC Gamer, and launches a franchise with more than eight million retail units sold worldwide.

NOW. By taking the suspense, challenge and visceral charge of the original, and adding startling new realism and responsiveness, Half-Life 2 opens the door to a world where the player's presence affects everything around him, from the physical environment to the behaviors even the emotions of both friends and enemies.

The player again picks up the crowbar of research scientist Gordon Freeman, who finds himself on an alien-infested Earth being picked to the bone, its resources depleted, its populace dwindling. Freeman is thrust into the unenviable role of rescuing the world from the wrong he unleashed back at Black Mesa. And a lot of people he cares about are counting on him.

The intense, real-time gameplay of Half-Life 2 is made possible only by Source®, Valve's new proprietary engine technology. Source provides major enhancements in:

- Characters: Advanced facial animation system delivers the most sophisticated in-game characters ever seen. With 40 distinct facial "muscles," human characters convey the full array of human emotion, and respond to the player with fluidity and intelligence.
- Physics: From pebbles to water to 2-ton trucks respond as expected, as they obey the laws of mass, friction, gravity, and

buoyancy.

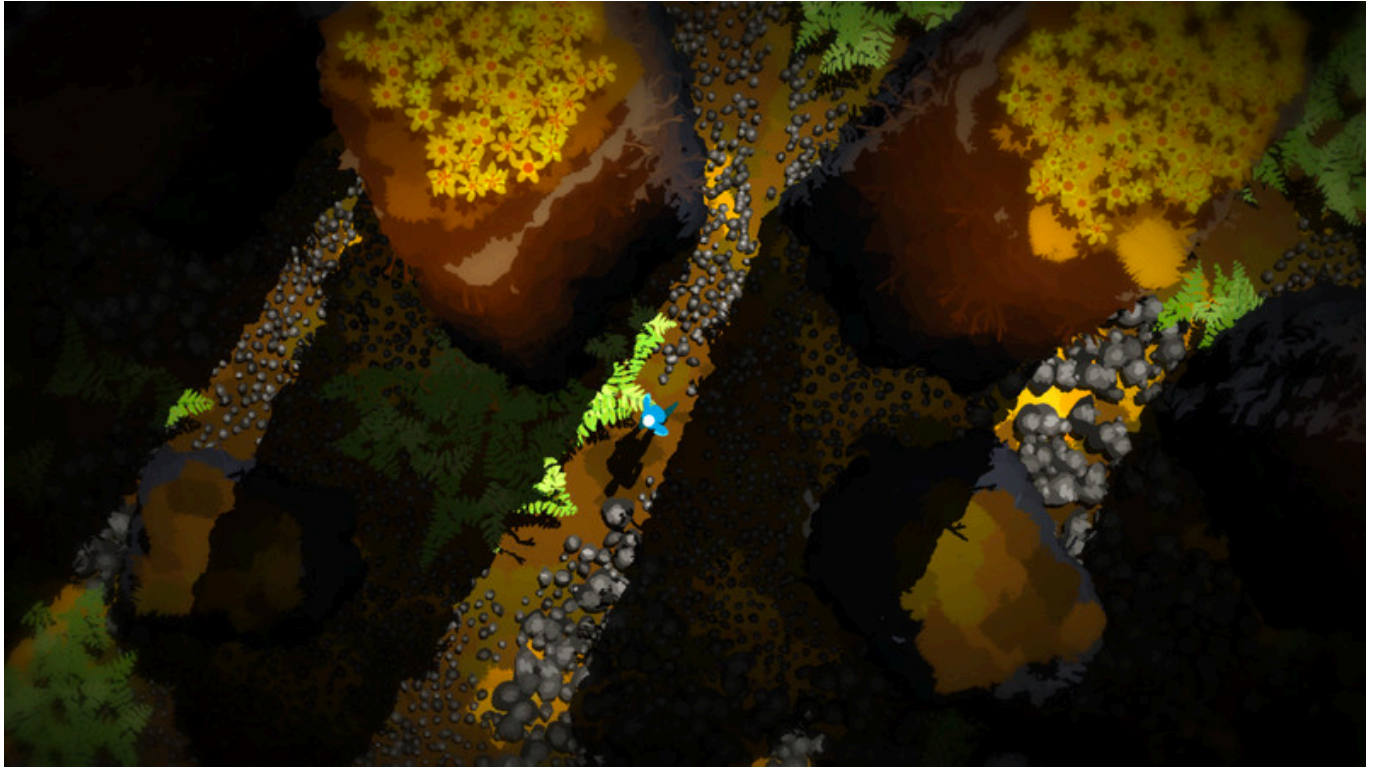
- Graphics: Source's shader-based renderer, like the one used at Pixar to create movies such as Toy Story® and Monster's, Inc.®, creates the most beautiful and realistic environments ever seen in a video game.
- AI: Neither friends nor enemies charge blindly into the fray. They can assess threats, navigate tricky terrain, and fashion weapons from whatever is at hand.

Title: Half-Life 2
Genre: Action
Developer:
Valve
Publisher:
Valve
Franchise:
Half-Life
Release Date: 16 Nov, 2004

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English,French,German,Italian,Korean,Russian,Simplified Chinese,Traditional Chinese,Dutch,Danish,Finnish,Japanese,Norwegian,Polish,Portuguese,Swedish,Thai





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Clearly the paradox interactive team have never met a spanish or portugese person, in addition it replaces the italian portraits which we already had to pay for wtf!. for me the book of unwritten tales series are the cutest and most beautiful and most interesting adventure games. You can see the amount of love and work that has flown in to these. Absolutely worth every penny! It is long enough and full of great dialogs, i really loved all the conversations. Sometimes the adventures can drag and feel tiresome but this was one was just epic. Please support the developers.. This is Geometry Wars mixed with Rogue Legacy.

Everytime you die, you start over from the first level but keep your upgrades and can buy new upgrades with the money you made from a run.

Features:

- You can customize your ship with new hull components, weapons, secondary weapons...
- Ship changes appearance based on the weapons you carry.
- You can level up and buy upgrades in a skill tree
- You can reroll the attributes of an item.
- You can switch between 4 main weapons (gatlin gun, laser, particle cannon, phaser arrays...)
- You have a secondary weapon like missiles, mines, drones....
- You have a super that allows you to throw bombs, grenades, clustergrenades...
- Randomized level generation which is reminiscent of FTL (you travel between nodes)
- Level modifiers like area size, enemy size, exp gained, player damage, enemy damage but also environmental effects like black holes or meteor storms.

It's quite the ambitious project! And it mostly delivers! One of the downsides is (and why a lot of people would give it a pass) is that the graphics don't look great. If you can look past that, I think you'd be pleasantly surprised.. Vib Ribbon was an interesting game. You controlled a wire rabbit and walked through a course which was generated based on the

music that was playing. Pivvot is a game in a similar mould, though there are more varieties of obstacles and a character that is considerably less designed than Vib Ribbon's protagonist. In this game, you are little more than a couple of dots with a line connecting you.

This is part of what makes Pivvot so enjoyable. It's so simple, there are no stunning, high-def graphics to distract you from the game, nor is there a story to get bogged down with. You literally just have to guide a little balloon down a line without hitting any of the obstacles, while listening to some pretty fantastic music. The tendency of developers to make games all singing and dancing of late is not always a positive, as it can stretch the game a little too thin. Fixpoint Productions stayed away from that idea, took a very basic game and made it worth playing.

[Read more at the Video Game Almanac. I sadly wasn't entertained, what intrigue I had was quickly dashed by time consuming running around trying to find something that stood out. Once I found something, I eventually figured out what I had to do, but then I was again teleported to a new place to do more tedious running around.](#)

[I personally couldn't get enough out of the landscape or music to warrant my time being spent running from A-all-over-to-B to find the interesting parts of the game. I'm usually more capable of finding patience for games like these, but this wasn't one of them.. For the amount of time I have played I really enjoyed this game. It has a lot of potential.](#)

[Things I suggest that should be added:](#)

[-Level Editor + Workshop](#)

[-Multiplayer \(2-4 As Usual\)](#)

[-More perks and weapons](#)

[-More maps. Great game to play with friends, due to little to no playerbase as of now. This game will be much better as players start playing more, and if there was a training AI to mess around with while waiting.](#)

[The graphics are very reminiscent to TRON, however, are still unique. The music is very much the same.](#)

[There is not a lot to to right now in terms of gameplay, but it is still fun to play. Could still use more customization/gamemodes.](#)

[Overall: 7/10](#)

[Audio/Visual: 9/10](#)

[Gameplay: 5/10](#)

[. Update says "read our privacy policy..." but doesn't give a link to it. Then at the bottom you have the choice of "Quit" or "I accept" \(or something like that\) That's really nice. You want me to accept your update but won't tell me what it is. Where is the link to the privacy policy anyway? I can't find it anywhere.](#)

[Why exactly do you have to share my information with 3rd parties? If I haven't accepted the agreement have you shared my information anyway? What information are you sharing?](#)

[I'll just uninstall your game and throw it on the my garbage game pile.](#)

[. 3 levels for \\$9.99? Great concept but really should be a demo for \\$9.99. More gem shape combinations and special combos generating special gems would be a great enhancement.](#)

[Not worth the money.](#)

Loot driven Geometry Wars, as simple as that. So far, neither of these two parts is excellent, but both are very good. Requires you to look past the subpar graphics. Expect to die a lot at the beginning, your lv1 white equipment won't take you too far.. This is a very new game and seems to be an early attempt. There are some bugs here and there but overall it plays quite well, from the limited time I have played here are my observations:

- Needs animations for the player character
- When hit by the green enemies the death animation does not play
- Maybe add a health system instead of insta-kills?
- Consider adding text to guide a player through the game and telling them what to do to teach them the basics

But overall, while not perfect, this game is still fun and I can't really complain for the price.. God has blessed us with the best game to ever exist on the planet ever. Our Father, which art in heaven,

Hallowed be thy Name;

Thy kingdom come;

Thy will be done

in earth, as it is in heaven:

Give us this day our daily bread;

And forgive us our trespasses,

as we forgive them that trespass against us;

And lead us not into temptation,

But deliver us from evil:

When before the Collect the priest alone recites the prayer, the people here respond: Amen.

When after all have communicated the people repeat each petition after the priest, the prayer ends:

For thine is the kingdom,

the power, and the glory,

For ever and ever.

Amen.. good game, Rockstar need to make a new one. Good bye potatoes!

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