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## About This Game

### **PAYDAY 2: VR is now available!**

To activate VR mode please download this free DLC: [PAYDAY 2: VR](#)

PAYDAY 2 is an action-packed, four-player co-op shooter that once again lets gamers don the masks of the original PAYDAY crew - Dallas, Hoxton, Wolf and Chains - as they descend on Washington DC for an epic crime spree.

The new CRIMENET network offers a huge range of dynamic contracts, and players are free to choose anything from small-time convenience store hits or kidnappings, to big league cyber-crime or emptying out major bank vaults for that epic PAYDAY. While in DC, why not participate in the local community, and run a few political errands?

Up to four friends co-operate on the hits, and as the crew progresses the jobs become bigger, better and more rewarding. Along with earning more money and becoming a legendary criminal comes a new character customization and crafting system that lets crews build and customize their own guns and gear.

## Key Features

- Rob Banks, Get Paid – Players must choose their crew carefully, because when the job goes down they will need the right mix of skills on their side.
- CRIMENET – The dynamic contract database lets gamers pick and choose from available jobs by connecting with local contacts such as Vlad the Ukrainian, shady politician "The Elephant", and South American drug trafficker Hector, all

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with their own agenda and best interests in mind.

- **PAYDAY Gun Play and Mechanics on a New Level** – Firing weapons and zip tying civilians never felt so good.
- **Dynamic Scenarios** – No heist ever plays out the same way twice. Every single scenario has random geometry or even rare events.
- **Choose Your Skills** – As players progress they can invest in any of five special Skill Trees: Mastermind, Enforcer, Ghost, Technician and Fugitive. Each features a deep customization tree of associated skills and equipment to master, and they can be mixed and matched to create the ultimate heister.
- **More Masks than Ever** – PAYDAY 2 features a completely new mask system, giving players the ability to craft their own unique mask together with a pattern and a color combination, resulting in millions of different combinations.
- **Weapons and Modifications** – A brand new arsenal for the serious heister, covering everything from sniper and assault rifles to compact PDWs and SMGs. Once you've settled for a favorite, you can modify it with optics, suppressors, fore grips, reticles, barrels, frames, stocks and more, all of which will affect the performance of your weapon. There are also purely aesthetic enhancements - why not go for the drug lord look with polished walnut grips for your nine?
- **Play It Your Way** – Each job allows for multiple approaches, such as slow and stealthy ambushes, to running in guns blazing. Hit the target any way you want, and watch as the heist unfolds accordingly.
- **New Game Content All the Time** – More than 70 updates since release and still going strong with new heists, characters, weapons and other gameplay features like driving cars and forklifts. Every month offers new free content and paid DLC as PAYDAY 2 continues to be developed by the OVERKILL crew until at least 2017.

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Title: PAYDAY 2  
Genre: Action, RPG  
Developer:  
OVERKILL - a Starbreeze Studio.  
Publisher:  
Starbreeze Publishing AB  
Release Date: 13 Aug, 2013

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**Minimum:**

**OS:**Windows 7

**Processor:**2 GHz Intel Dual Core Processor

**Memory:**4 GB RAM

**Graphics:**Nvidia & AMD (512MB VRAM)

**DirectX®:**9.0c

**Hard Drive:**31 GB HD space

**Sound:**DirectX 9.0c compatible

English,German,French,Italian,Dutch,Russian

# EQUIPMENT



Blossom Aisen

LV 30 AFF:

HP 509 / 509 Next 111

SP 345 / 345 EXP 1494

## EQUIPMENT

Stiletto

Sakura Bracelet

Guardian's Seal

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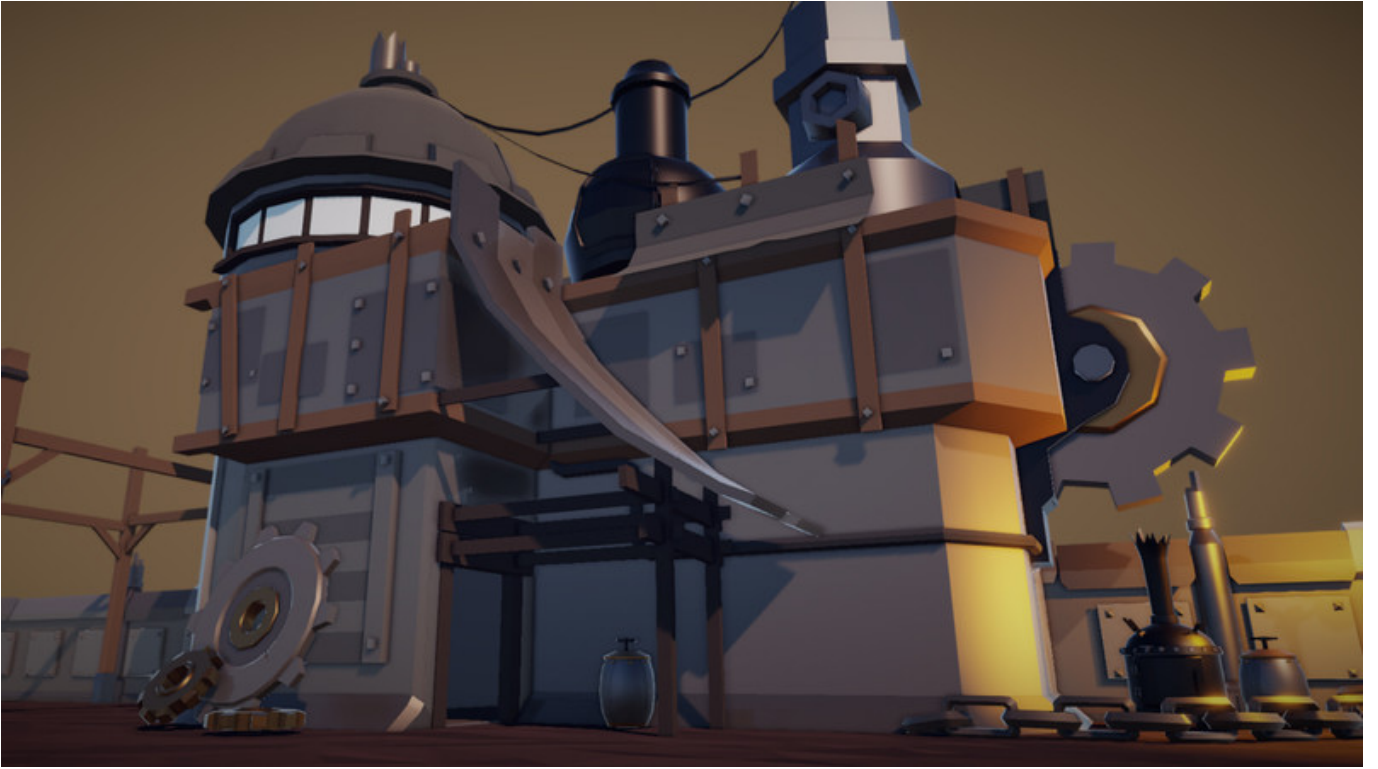
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Equip Processor



This blade has such a sharp tip that it can penetrate almost any armor. Nobody can escape this indiscriminate stabby thing!

Confirm More Info Parameters Display Rotate Zoom Back





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A fun and challenging game. Perfect for some casual playing.. the best time for release this game - 1990s, but almost all games from 1990s are already well known and completed few times, so this one released in 2000s is a nice way to return back to oldschool gameplay and unexplored world. this game is about balanced character stats and suitable equipment. every oldschool lover must try this game at least once.. It's a great twist on Tetris that I'd recommend to anyone with "VR legs." For those who get a little queasy when the VR world shifts on you, stay away until they update it with a way to disable the ending "fall."

Essentially, when you lose, the floor falls out from under you and you fall twenty feet. For those who are not strongly affected by VR sliding, it's fine, but for those who do not handle it well, this event essentially ruins the game.

I've suggested to the Devs to add an option to disable this (or teleport you down, or something), but so far no response.

. Here is my first "let's play" video:

<https://www.youtube.com/watch?v=BR6v1ax9cJg>

This game is an outstanding Indie gem. It is deep, well balanced, well thought out, and runs very smooth. It also included a help screen and a tutorial assistant that can be closed until needed at any time. You will likely need to use the help resources a few times however as this game is very deep and complex. The brilliance comes with th games simplicity however. While it offers a lot to do, it never feels overwhelming and everything makes sense.

You start off with 5 random people as your crew in a tiny little room on some distant asteroid far, far away. Every crew member has a name and a purpose and starts off at level 1. At this early level their only needs to keep them happy and working for you is a place to sleep. Easy enough, just use your starting 10,000 credits to have them build on add on room and toss in some beds. They don't require micro-management and work without having to babysit them at all, which I love.

So now you got them a little space station started. Next room to build is a warehouse, get another warehouse room added on and toss in some storage vaults and a recycling machine to help keep your inventory clean and uncluttered.

Perfect. Now what?

Well, start exploring the vastness of this procedurally generated galaxy that is your game. Start by looking in your own system and clicking on other planets or asteroids to conquer. Conquer them by completing the missions given to you on said planet, usually killing mobs or boss mobs. Once you conquer the planet, you now have access that worlds resources. Now use your points you've obtained conquering planets to research no technology on new stuff to make for your base. Add on more rooms and more cool stuff.

Pretty soon, you'll be ready to host aliens from other universes to come and stay at your base, and by supplying them with food, drink and items that want to buy, you'll make them happy and start acquiring money.

Rinse and repeat, as you start conquering and exploring planets further and further out, as the difficulty increases, and as your base grows in insane sizes.

It's a brilliant game that seems to offer a bewildering level of depth, explortation, and balance. But most importantly it is just plan FUN to play.

There isn't many Indie games that launch with the level of heart, soul, and quality that this little game contains in abundance.

This game is easily worth double it's asking price in my opinion because it is loaded with so much to do, so much to research, and so much to build. At its current price tag, this is a no brainer for any fan of simulation or RPG fans. Go click "Buy" and you'll thank me later.

My Early Rating... 88% out of 100. A great bang for your dollar!! I absolutely love unit packs, I love looking at the cool designs for each culture, I love the detail and research that goes into them. However most unit packs come seperately and are \$2 a peice.

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So having four in a deal together for \$6 is great. Plus the addition of other content makes it definitely worth it for me.. Fun little game, I'm hoping for an update with:

- \* First Person Perspective
- \* More Objects :D
- \* Follow Cam
- \* Object Snapping

Even without those elements, this game is a steal for the fun you'll get.. Seriously, steam needs to pull their finger out their \*\*\*\* this game should not have seen the light of day. just been SCAMMED of my money. Basically the same database as 2005, just an updated roster, you have to have the memory of a mensa student as you have to remember ALL the damn stats, the 3D engine seems buggy. some of the options for losing a game are beyond belief, quotes i would have come up with in a school playground.

I will NEVER purchase ANYTHING with CYANIDE or 505 games in the future.

DO NOT PURCHASE THIS GAME.. Great platformer, good music.  
Would love more levels. (just not the box that moves on its own ones)



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The good: 350 Hours in and I am still figuring it all out. I worked my way through the rank grinds in my Python. I now run 2 Anacondas, a Corvette, and a Cutter. Which ship depends on what I am wanting to do that day. Each offers benefits to one area of the game over another. Its a trade off and balance aspect that is built into the game, and makes it more interesting. Believe me if there was one ship that was the best at everything, everyone would fly that ship and not bother with the rest. There is just something satisfying and relaxing about this game. I stay out of the "online community" for the most part in solo mode, and have a great time lone wolfing it out in space. I like the solitude and quiet. I know there is a great community out there... but there are those bad seeds and those who just need to mess with other players because they are bored, so I stay hidden. The games universe is still effected by all players regardless if they are in open mode or solo mode. Players can deplete an area of resources through mining, or affect changes in demand, supply, and prices in individual systems through trade. These require you to constantly adjust your plan and seek out greener pastures, as it were. There is no single player\offline mode but solo mode lets you fly around and only encounter NPCs and not other players.

The devs are continuing to update and release content and build this game into something pretty cool. I recommend it to those who enjoy slow paced space flight simulation. Carry passengers or cargo between star systems and planets. Take on some wet work and hunt down bounties. Find a hot spot and mine some metal and minerals. Or shave every ounce you can off your ship and head out for literally months exploring the black. If you like Farming Simulators or Trucking Simulators, then you have to get your butt behind the helm of a star ship. If you like to battle and actually be challenged in a fight despite having the best equipment credits can buy, then get your butt behind the helm of a star ship. If you want to troll every one and your self worth is tied to kill stats, go play Fortnite or some other mindless PVP trash, this game is not for you. This games community is one of the most non-toxic I have seen in a game, and discouraging trolls from messing with it is priority one for most commanders. There is respect, even from the pirates.

The NOT so good: There are a couple of things to be aware of when you purchase this game. The biggest thing is despite this being an MMORPG, you only get one character per account on PC. One CMDR. You want to start over, gotta wipe your progress. Given the amount of grinding one has to do to reach certain beneficial levels, that is the unthinkable. I have read that console versions of the game get multiple characters... but PC gamers only get one. You have to buy another copy of the game on a different email address in order to create a second commander and they are not linked, so no sharing resources between your squadron.

Another thing you need to be aware of is the in-game-purchases for cosmetics. The game comes with all the ships and all the weapons... so there is no pay-to-win aspect at all. But all ships come in a base color; if you want a different color ship, maybe change the weapon color or engine exhaust, maybe customize the ship with some extra pieces, or even put the name of the ship on it... you gotta make an additional real money purchase through your Frontier account or buy Steam DLC. And there is no way to "unlock" these in game or get them otherwise. Its a cash grab by the devs to be sure. You'll pay anywhere from a buck or two all the way up to 20 bucks to buy a package for that one thing you do want offered in that package. And if you do buy a second copy of the game to have a second commander on PC... well you gotta buy the same cosmetic stuff again for that account. I'm not complaining about them generating revenue in order to keep improving the game. They do not charge a subscription to play online and season passes get you all the content. So they need some way to pay for the development. But a few in-game cosmetic "unlocks" for milestones and certain achievements would be nice. But that's not a thing in this game. Well, you do get a logo each time you rank up in Combat, Explorer, or Trade status, but nothing that would make you want to grind for it.

And last, this game is entirely dependent on the online servers. There is no offline mode. If the servers are down.. you ain't flying. If the serves go away in the future, the game dies and will be unplayable. Nature of the game design I am afraid. Just keep all this in mind when deciding to purchase.

Still, I do recommend the game despite those short comings. However... at this stage I can't recommend the PC version over the console version. The additional characters offered on console really do give you more bang for the bucks. Also, you can play the game with keyboard\mouse or a game pad... but a hands-on-throttle-and-stick (H.O.T.A.S) setup is highly recommended.. 7.5\10. Great artwork, but something about the vibe did not gel with me. similar to many other gravity-based planetary puzzlers, but definitely at the top of that class.. Wonderful mechanisms and funny (dwarf) events. Never regret purchasing the game after trying out the free-to-play version. Simple puzzle\platforming game with an appealing design, only let down slightly by touchy controls (and I couldn't get my X360 controller to work with it).. This game sucks, lol, sad but true

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