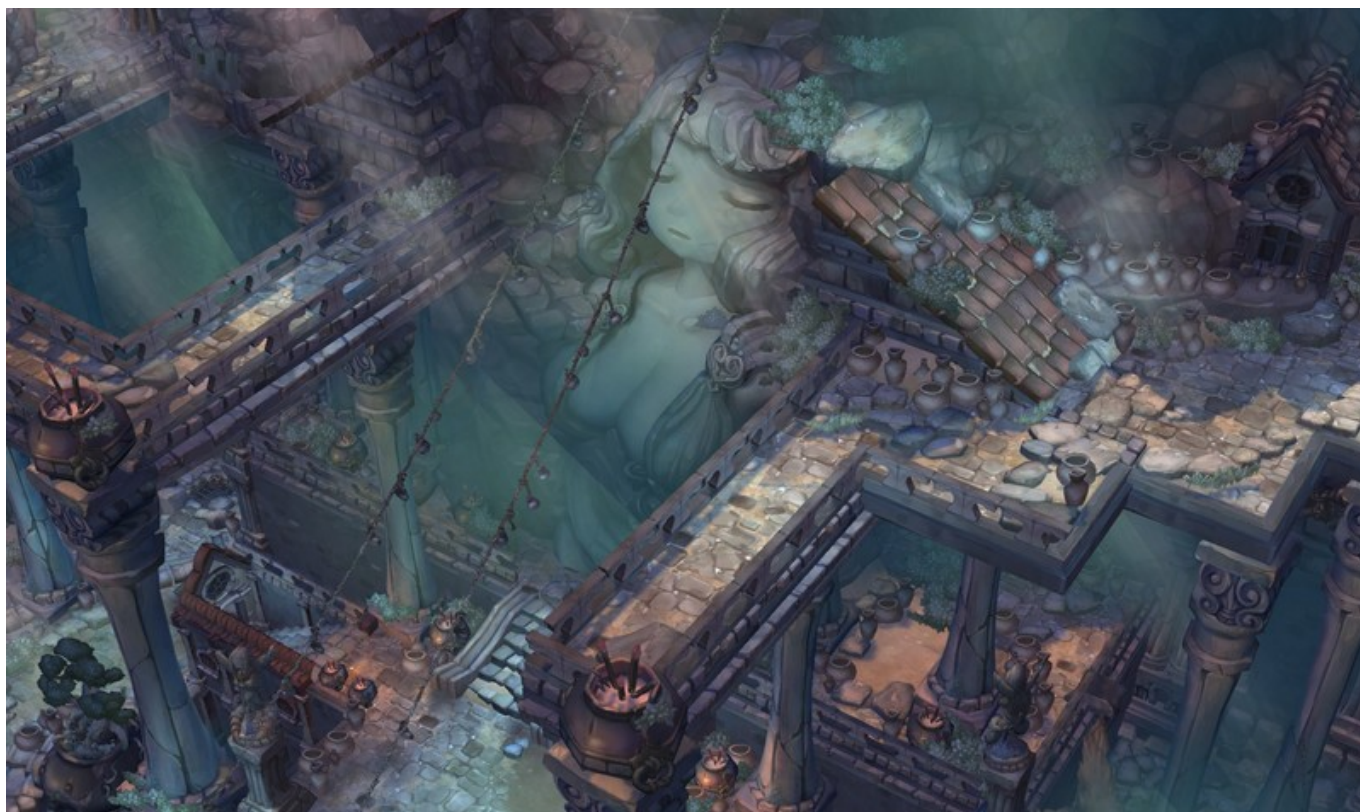


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## AirMech Strike Pack Download Xbox 360 Free



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### About This Content

It doesn't matter if you are new player or an AirMech veteran, this pack is a great value. To start off, we make sure all the basic AirMech classes are unlocked for you. Not a big deal for a longtime player, but very handy for anyone new who wants to try them all. You'll also get new classes as they are added--forever. Next, a bundle of Kudos for any gameplay units you're missing, then a heap of Diamonds for any extras or cosmetics you have had your eye on. Instantly awards Silver VIP for a lifetime of benefits! Starter Pack Contents:

- All AirMech Classes unlocked (current and future)
- 7,500 Diamonds
- 25,000 Kudos
- 20 Days Kudos Boost
- 20 Days XP Boost
- Lifetime Silver VIP status

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But you're a new player and all that might not mean much to you, so let's break it down:

**Silver VIP** - Possibly the most valuable thing in the game, and it comes for "free" with any purchase. Similar to Team Fortress 2, once you have spent something ingame, this effectively makes your account "premium" and unlocks a whole bunch of benefits. You get unlimited Solo game rewards, you get to claim those Locked Diamonds, you get better drops, and more!

**Diamonds** - This is our in-game premium currency which can be used to purchase cosmetic and convenience items or boosts. New players should consider saving their Diamonds until they know what they really want to spend them on.

**20 Days Kudos and XP Boosts** - The Kudos and XP Boosts are shamelessly lifted from what Dota 2 is doing because we thought it's such a great idea. They are time based, so they kick in win or lose, and while you get 50%, every other player gets a 10% Boost. Yes, even the enemy players, and yes, it stacks. VIP Bonuses stack on top of the Boost Cubes too!

If you are still on the fence about anything, come ask us questions in the Steam forums, either the devs or other players will give you the straight info you are looking for. As a small developer, we are super appreciative of anyone who decides to put money into our game, and know that we will work hard for a long time to continue to grow AirMech Strike into something amazing.

Thanks for your support!

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Title: AirMech Strike Pack  
Genre: Action, Free to Play, Indie, Strategy  
Developer:  
Carbon Games  
Publisher:  
Carbon Games  
Release Date: 5 Oct, 2012

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**Minimum:**

**OS:**Windows 7

**Processor:**Core i3 or better

**Memory:**4 GB RAM

**Graphics:**8800 GT

**DirectX®:**10

**Hard Drive:**2 GB HD space

**Sound:**Yes

**Other Requirements:**Broadband Internet connection

English,German,French,Italian,Russian,Polish,Dutch,Finnish,Swedish,Czech

# CHOOSE YOUR CHARACTER!



Q : MEGAN : E

CONTINUE

# BIOS EX

ハイパースペック

Start

Load

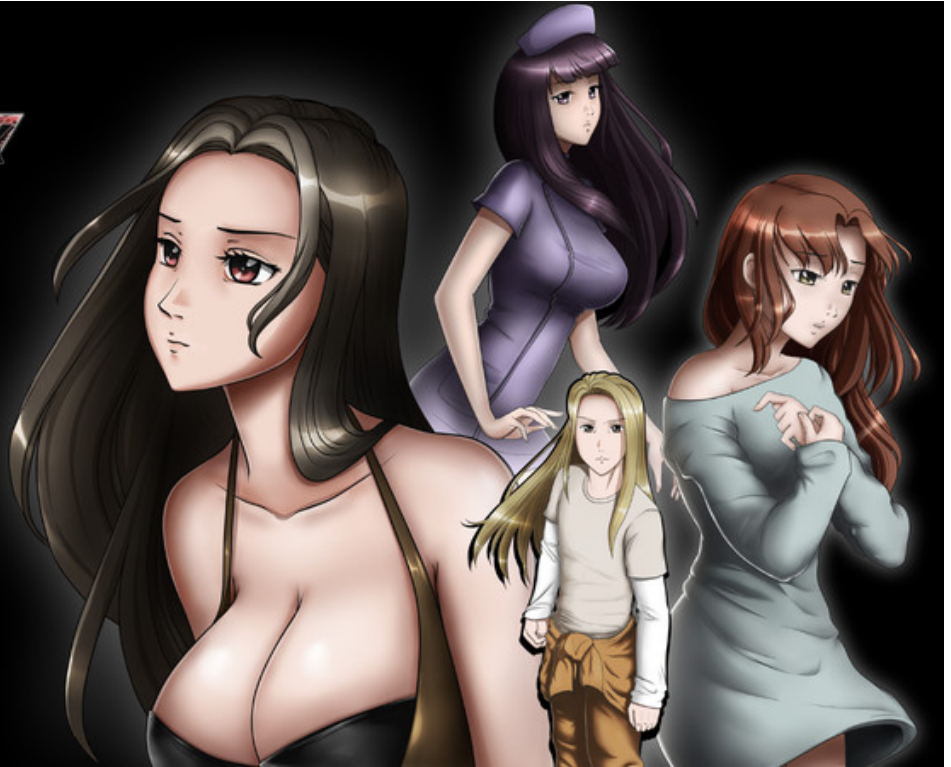
Preference

Exit Game



SUPPORT US ON

**KICKSTARTER**







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Excellent character action character action game/hack'n slash with beautiful artstyle and a gameplay that is almost as good as that of the Devil May Cry series.. Basically a fantasy western JRPG ala Wild Arms if you strip all the world map travelling and turn based combat and leave just the really nice comic-book style cutscenes. You can't help but keep expecting the game to cut into world map travelling or turn based random encounter at any point.. It took me 30 minutes to beat it.. I like this program. very well done.. First of all, there is no online multiplayer. so right there steam trolled you hard like the steam train it is. second it says co-op and mulitplayer..... WTF that sounds like online play to me. Third its no mass effect. TLDR: Third person shooter similar in combat to Mass Effect, but with the RPG elements removed. It's built for 4 person Co-op so you can play through the campaign with your friends. Overall decent game, but not ground-breaking in any way. 6.5/10

Scourge Outbreak was a bundled game that I never heard of until about a month ago and it doesn't have much in the way of positive word of mouth. It's apparently a follow up to another Scourge game which failed miserably, but I haven't played that one and I followed the story line for Outbreak just fine. I gave the game a try because I enjoy shooter games, especially the kind that you can play the campaign mode in co-op with friends.

According to the game's intro story, in the not too distant future the world is pretty much under the thumb of a powerful corporation named Nogari who controls the world's energy. Very similar to Cell corporation in Crysis 3. The "energy" in question is something called Ambrosia, which is some kind of revolutionary power source like the "mass effect" in the Mass Effect games (in other words, think of it as magic energy that can do anything). You play a member of a 4 man commando team working to bring down Nogari by infiltrating one of their installations and uncovering proof of their evil ways, specifically, the link between Ambrosia and the alien Scourge. The whole game is this one mission and Nogari's extensive security forces will be your main enemies. The rest are various Scourge aliens.

As I mentioned earlier, the gameplay is Third Person Shooter with some cover mechanics, and one thing to note is that even on easy/normal difficulty the enemies have a lot of health. It takes more shots than you might expect to kill anyone, including the grunt enemies. There aren't that many weapons to choose from, but you can find a few modified versions of each one (+damage, +accuracy, +stability, etc.). You don't get to customize the weapons, you just occasionally find different versions. Each of the 4 playable characters is supposedly better with a particular weapon (faster reload) though truthfully it's barely noticeable.

The gimmick in this game, the thing that gives you an advantage over your enemies are your 2 Ambrosia power "spells." You can cast an energy shield or an energy shockwave, both powered by the Ambrosia fuel cells that you find laying around in the levels. Each of the 4 characters has a different combination of the 2 Ambrosia power types (mobile/stationary shield, area/forward shockwave) but the difference isn't very pronounced. Don't go into the game expecting the 4 characters to be wildly different. There is a sort of level up system going on in the background that gives you passive bonuses, independent of which character you play. It's hardly noticeable during the game, but by the end you'll be significantly stronger. It's kind of like the Killing Floor 1 upgrade system in that you level up by performing specific action types (headshots, reviving allies, etc.)

#### Pros:

- +Decent graphics without really heating up my video card. I was concerned that the game stuttered in certain places but I now believe this was due to the Steam "steamwebhelper" bug going on in the background because the low frame rate disappeared when Steam fixed their bug.
- +OK story though it's not particularly clever. You can play through the main story campaign in 4 player co-op, which is always a plus. Like most squad based games, you can revive your allies if they're incapacitated.
- +There are a few boss fights (Giant Aliens!), which shake up the gameplay a little.

#### Cons:

- The game's controls feel clunky at times, especially related to finding cover.
- The enemies seem to have too much health, especially the Scourge. Even the little dog-sized Scourge seem to take a full clip of ammo to kill.
- The Ambrosia powers are kind of lackluster, and not just because you only have 2 powers. It's similar in concept to the guns in Dead Island, because the "ammo" supply is just scarce enough that you don't want to use it in normal situations (might need it later) but in reality the "ammo" is found all over the place. I think it would have been better if your Ambrosia meter regenerated itself instead of needing to resupply from the fuel cells that you find scattered on the ground.

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All in all, if you enjoyed the combat portion of the Mass Effect games (not the RPG parts) or other third person shooters (Spec Ops: The Line, Inversion, Gears of War) you may want to give Scourge Outbreak a try. It should take you about 10 hours to beat.

. ayy lmao

Press the damn xd button. Played it in VR and it's one of the more unique VR experiences, definitely recomened and worth the asking price if you at all value immersion.



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This game is just adorable. Clever, innovative, and has tricky but not unobtainable puzzles.

If you liked Blocks That Matter, I think you'll like this as well.

If you just enjoy puzzle games, I highly recommend you give this one a try.. Although the atmosphere and the gameplay are incerdibly interesting, this game is bugged like a rotting corpse. The unlockables don't unlock and the game disables it's HUD every couple of events. Too bad, just a little more attention paid to it and it could be a hit.. The trailer really made this game look like a great time, but after playing it for a little while the gameplay became stale. Its basically just a button mash fighting enemies, very little skill involved. If you plan on playing this game, ESPECIALLY solo, be sure to look up some gameplay to make sure you'll enjoy it.. Very cool game! I never play much in strategy games, but this is awesome! Really simple but with large amounts of combinations. I think it going to be a great game. Good job!. Repetitive uninspired gameplay. Wandering halls, finding keys, turning valves then eventually running into the least scary monsters you've ever seen.

completely a CASH CRAB GAME!. I think the first 40 levels are good puzzle levels, most of them you can sneak through and dodge enemies, but the last 40 levels are the same thing, they are the same shape, but ust with more and harder enemies. I think it was a little deceptive of the developer to include the phrase "80 levels," because there are 40 levels, but there are two difficulties, it's like advertising three games in one, but just giving one game and 3 difficulty settings.

But I still recomend it, it's really good for the price and is a great way to kill 4 hours.. Fun game if you get past all of the medical inaccuracies! When I first saw this game on the store I thought it was a joke, but I decided to pick it up and maybe have some fun with it. And I am glad I did that. Fun to swim along in the uterus and blast your fellow sperm away to reach the egg and make the most beautiful kid.

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