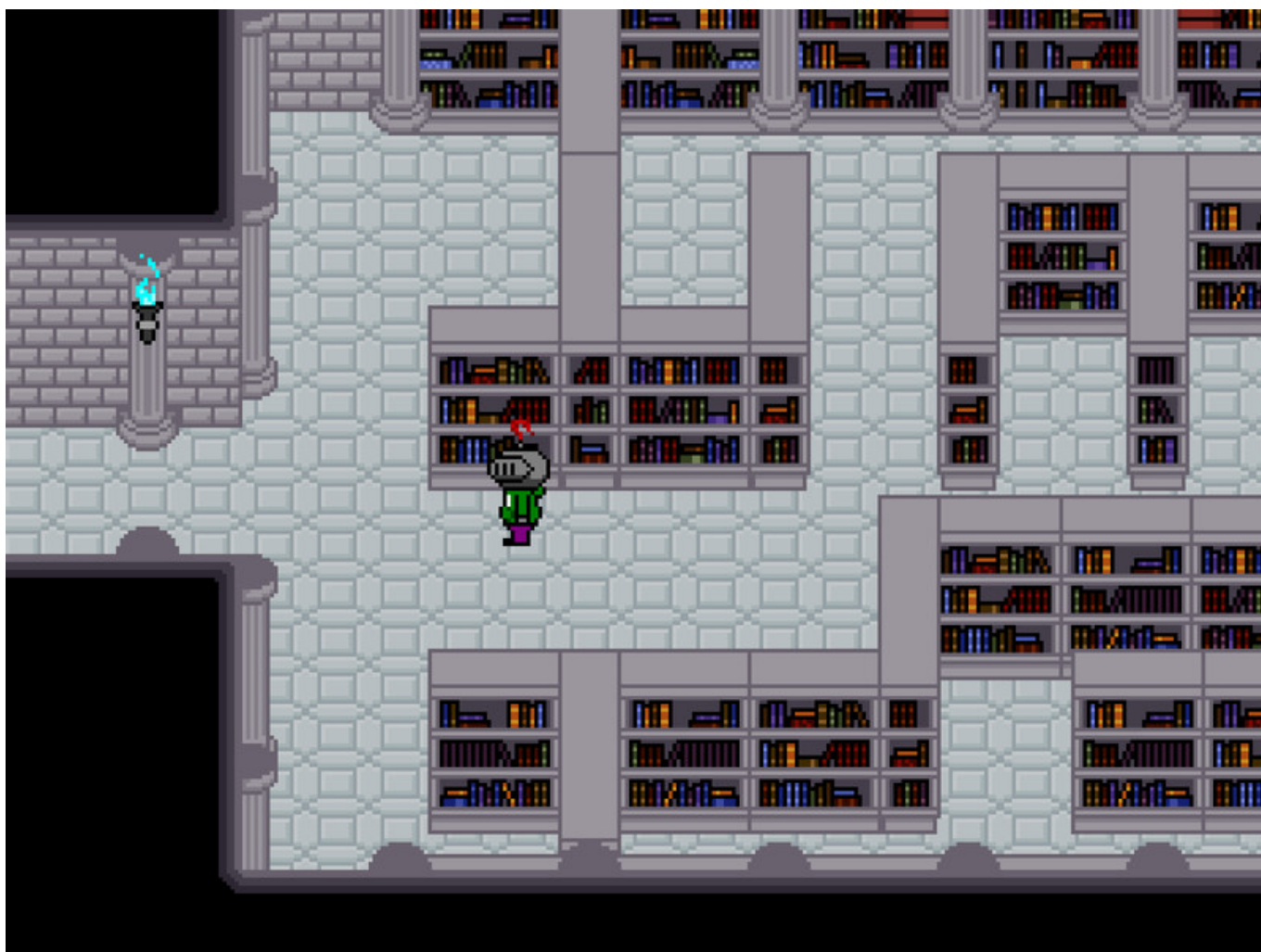

Heat Wave DLC - Jack's Pack Activation Fix



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About This Content

This DLC contains a fireproof suit that prevents fire damage on Jack and grants the ability to craft incendiary ammunition.

On a tropical island night, all you need is some fireworks to bring a smile to your face, right? Well, now you can light 'em up all on your own.

Equip Jack with a **fireproof suit** and **teach him how to craft incendiary bullets**. Because who doesn't want to **walk through flames** while lighting their enemies on fire? Not just for pyromaniacs, kids! Get 'em while they're hot!

- Ready to be smoking hot (but not burned)? Then get in that **fireproof suit** and strut your stuff!
- **Walk through flaming bushes unharmed**. Toss those Molotov cocktails with wild abandon!
- What's better than firing ammo? Firing FIRE AMMO, of course. **Master the incendiary bullet crafting skill** to make your guns shoot flaming projectiles.

Title: Heat Wave DLC - Jack's pack

Genre: Action

Developer:

505 Games

Publisher:

505 Games

Release Date: 30 Oct, 2013

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English,French,Italian,German







If you like to rage and destroy furnitures this is for you. really hardcore game. Dead game do not buy. Was immediately disappointed to find that there were no lobbies or ongoing matches upon starting this game. Playing against bots is mildly amusing but only for a short amount of time. I would not recommend buying this game.. Ace Combat 7 was made by a small passionate team that were super inexperienced with PC gaming and UE4, but they still managed to make a great game. It might seem there isn't much content here, but I assure you it's handed out well enough. Look forward to Ace Combat 8.. It doesn't work!!!!!!!!!!!!. Nice OST for awful game.

Got this as part of a Humble Bundle. The mechanics are terrible. The instructions are unclear. Doing what it told me to do, I wind up losing all of the time. By ignoring the instructions, I can win about half the time. Not a very good game.. Come my minions, rise for your master, let your evil shine!. Online-only, mobile-like, shallow.. This game needs to be in esports.. This game is really cool. Good graphics and good gameplay. If you want to try a new game play this game.. The game is actually alright. Im the first one to write a review for this game, and I might be the first or second person to actually buy the game. It was 69 cents (\$1 without sale) so I decided to buy it.

The concept is interesting and is really fun for a casual game and its price. I can tell that it's mostly just a test game for the devs. This might just be a prototype or something, but it's still good. There are, however, a few flaws. There is no save option that I am aware of. If you mess up, you die. You have to start from the very beginning. At the time of writing this I think I've only made it to level 8. But how many levels ARE there? I would be really\u2665\u2665\u2665\u2665\u2665\u2665if I found out that the one level that I messed up on was the LAST one, and I had to do the game all over again. Now maybe make an OPTION for this, but as far as Im concerned, if you mess up, you have to restart the game.

Overall, the game is fun, addictive and very hard. It's worth buying if you like a challenge. If you're looking for a game where you can run through levels and relax, just find a different game.

I still recommend it, because as I've said, it's still fun and addictive.. Imagine this for a game idea, take the deliberately paced action of the PlayStation classic Bushido Blade and put it into a beat-em-up in the vein of Final Fight. Add a little bit of point & click style puzzle solving and place it all in an alternate film-noir universe, where mobsters fight with katana instead of guns. In the hands of a great developer, this could've been an indie classic. Instead we ended up with samurai_jazz.

The game takes place over five acts, where you need to collect items and press switches to unlock more sections of the level until you eventually find the key item you need to progress to the next act, fighting any thugs along the way. Enemies die in one hit, but so do you, so combat places emphasis on blocking and countering. All of this sounds fine on paper, problem is, it completely fails in its execution.

The game is frustratingly difficult. Enemy placement is done in such a sloppy manner. There were many instances where you'll enter a room and be completely surrounded by enemies making for plenty of cheap deaths. What makes this worse is enemies respawn anytime you re-enter a room you just cleared, making levels where you're forced to backtrack a chore to play through. Even worse, there are puzzle rooms where you have to press switches in the correct order or else you die. So, if you make a wrong choice, you\u2019ll have to start all over again, killing the same enemies, and hoping the next switch you press is the correct one. As if the frustratingly tedious gameplay weren't bad enough on its own, the game also suffers from unresponsive controls. There were way too many times I was moving right and when I tried moving left, my character would just stand there and I end up getting killed.

Even bad games are capable of immersing you in their story and setting if they\u2019re interesting enough. Problem is, what little story that\u2019s here is completely nonsensical. It starts with a guy committing seppuku before having you play as your character, who I assume is a detective. What exactly is the mystery here? The NPCs you interact with don't tell you anything other than "get me [key item] and I'll let you pass". The ending doesn't explain anything either. The Jazz soundtrack is decent but the slow tempo doesn't fit with the action on screen at all. Plus the tracks are way too short and get annoying very quickly. Graphically speaking, the character sprites look decent enough, but the backgrounds all look very samey. This is especially bad in the fifth act of the game where it's very easy to get lost in, oh and did I mention enemies respawn every time you re-enter a room?

Samurai_jazz is a game full of great ideas, and not a single one of them works. It fails to take advantage of its unique setting, the gameplay (when it works) is frustrating, but above all else, it's just a bore to sit through. As another review already pointed out, this feels like a poorly made flash game straight out of Newgrounds. This game isn't worth the 99 cents and 2 hours I spent on it.

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