Depth - S.T.E.V.E. Pack Activation Code Generator

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About This Content

Fight with the style of the divers' robotic overlord S.T.E.V.E! The S.T.E.V.E. Weapon Skin pack adds new finishes for the SPP-1 Pistol, Sea Mine, LJ-10 VolleyJet, and ADS Rifle.

Title: Depth - S.T.E.V.E. Pack
Genre: Action, Indie
Developer:
Digital Confectioners
Release Date: 2 Jul, 2015

 a09c17d780

Minimum:

OS: Windows Vista and above

Processor: Intel 2.4 GHz or AMD Athlon 2.6 GHz (dual-core required)

Memory: 3 MB RAM

Graphics: ATI Radeon 4870/5770/6770 or Nvidia GeForce GTX 260/460/550 Ti

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 4 GB available space

Sound Card: Windows Supported Sound Card

Additional Notes: Broadband internet connection

English,French,Italian,German,Polish,Russian

(MD008: Carrionholme)

barbaric races - local tribes of goblins, lizardmen and kobolds - hold these evil sisters in awe and offer up sacrifices of the weak and traitors, whilst the small communities of humans and elves that live in and around the swamp live in constant fear of their attacks.

It is likely that the PCs have be [...] mysterious abductions from cr [...] or have been approached by a [...] recent losses to these vile sist [...]

WANDERING MONST [...]

Two CR 8 advanced black pud [...] protecting the three hags wh [...] that one will be encountered [...] corridors that join them, whil [...] in room 4, room 6 or the corr [...]

▣ Encounter: Black Puddin [...]

DUNGEON

▣ Dungeon Map

▣ Room 1
▣ Room 2
▣ Room 3
▣ Room 4
▣ Room 5
▣ Room 6
▣ Room 7

ROOM 5

This chamber contains two small cages (that may or may not contain victims, at the DM's discretion), but is otherwise featureless.

It presents second of two locations where the first advanced black pudding may be present. At th [...] slight bowl has been cut into the sto [...] ooze nestles waiting for an unfortu [...] To spot the grey ooze requires a DC [...]

▣ Encounter: Black Puddin [...]

ROOM 6

This chamber contains two small cages (that may or [...] contain victims, at the DM's discretion [...] featureless. It presents [...] second advanced black [...] the north, a slight bowl [...] where a CR 4 gray ooze [...] individual stand on it. T [...]
Perception check .

▣ Encounter: Black [...]

ROOM 7

Acantha the Impure, An [...] Skinwalker - a CR 8 cover [...] vile, stinking chamber. N [...] pentagonal room are var [...] (the preserved heads of [...] and so on) that are desig [...] individuals entering this [...] particular item, such as a [...] likely to be on display on [...]

▣ Encounter: Coven [...]

Five separate exits lead [...] been trapped. The hazar [...] in their individual descrip [...] room 3 is protected by a [...] easterly exit leading to n [...] brown mold. To the nort [...] are guarded by a dense c [...] the door is opened.

The three sisters are acu [...] their home (thanks to th [...] mount a spirited defense [...] individual and combined [...] home. Should the PCs be successful in destroying the coven, they recover approximately 3,350 gp of wealth, art and magic at the DM's discretion.

OOC

Black Pudding

| Challenge Rating | 8 | XP | 2400 |

Token	#	Name
◉	1	Advanced Black Pudding

Placement:

Advanced Black Pudding

Type	N Huge ooze
Initiative	-5	CR	8
Senses	blindsight 60 ft.; Perception -3

DEFENSE

AC	7, touch 3, flat-footed 3 (-2 size, -1 Dex)
HD	10d8+80
HP	125

	Fortitude	Reflex	Will
Saves	+11	0	0

| SQ | split; ooze traits; suction |

OFFENSE

Speed	20 ft., climb 20 ft.
Attack	slam +10 (2d6+6 plus 2d6 acid plus grab)
Full Attack	slam +10 (2d6+6 plus 2d6 acid plus grab)
Space/Reach	15 ft./10 ft.
SA	constrict (2d6+6 plus 2d6 acid), corrosion

☑ Creature ☐ Trap/Haunt ☐ Vehicle

Doesnt work. Everlasting laoding screen and achivement Master 100lvl repeating every login/Fix this. 1 of the best "Hardcore puzzle platformer", But I think it is kind of short, just 30 levels. Still, you can play it coop with friends after finishing it, it worth $1 I think.. This game is so unfinished.

Cheap copy of "Space pirate trainer", with horrible animations, and awful sound fx.

Played for 2 levels, and already bored with it.

When i tried to "alt-f4" from "it" - i couldn't. So after i've opened task manager - i laughed hard, because the task was named "unreal engine". So..

Save your money, don't buy it.

p.s. sorry for my english (not my native). This game could be good if the devs atleast fix the bugs and the game itself. There are no puzzles in this game what so ever. The idea of the game is good just the game itself is terrible!

Pros:
shoot a lot of weapon
Steam Trading Cards

Cons:
Controls are bad
No clear tutorial
dying because light etc
map keep scrolling by itself I don't find it possible to clear anymore. This is my first review of a Steam Product, so bear with me.

The Network Southeast Class 47 is one of my favourite add-on's for Train Simulator. The horn & engine sounds are fantastic, the paintwork is wonderful (as it was on real engines and rolling-stock formally owned by Network Southeast) & the scenarios are challenging (all 'Career' Mode though - I would've liked some 'Standard' Scenarios too). But the price is the reason I suggest you go for this - \u00a32.99 for 3 scenarios, the loco in two variants of liveries and MK2 NSE Coaches. I highly recommend this, especially for those who are just stepping into purchasing DLC for Train Simulator.. This game was awesome. The story was very intresting and the characters are very likable.. Nefer best girl 100/10

Anyways, the game as a visual novel is really good. The characters, the story, and so on. I see the game more as a personality test since you decide things based on what you would do (if you play it seriously) and that is what makes the game fun.

The tank building part could be improved. Other than that nothing else really.
I really hope that a sequel or a continuation is in the works. Play the game yourself and you'll understand why ;). If I could describe the game in one word it'd be cute!

Not the best graphics, simple but lovely storyline and gives some different activities to break it up every now and then. Easy enough to play and you won't have to think very hard :) I definitely suggest giving it a go if you like these sorts of games and if you aren't sure you want to pay for it, you can download from the website for an hour trial,

I'm glad I picked it up in a special as I wouldn't pay much for it (much too short) but otherwise I had a good time playing and wasting some time (have already finished the game).

Just play the first one. Any strategy you find here is going to get nerfed.

 A lot more grindy for anything in the game, any fun you have in endless mode is more fun and rewarding in the original instead of having a feeling "great can't do that ever again." Every time they announce a patch.

Added a few new traps, but most are underpowered or too limited compared to the original games ones.

Just go play the original. I'd give this one a 6/10 above average. But not nearly as special as the first one.. Short words: I owe many games and that was the only one, that I want to return.. Let me start off by saying Im an indie game developer and Ive tried many engines before choosing RTS Creator.

Out of about 15-20 engines Ive tried RTS Creator (RTSC) is by far my favorite. Although I only have 9.8 hours on score for the engine as of the time of this post, I will be using this very often.

The Engine:
Its a simple engine that has alot of potential. Not only is it easy to use, it allows for complex technology trees, as well as many other features. Want to do a RD game, a simple RTS, or the next big RTS? This is that engine. The devs are constantly working to improve this engine from what Ive read. They have alot planned that they will put into the engine.

Link (http:\/\/www.rtscreator.net\/index.php?\/topic\/24-future-features\/)

The AI:
The AI is an interesting point. In the demo you get a good feel for the AI, while getting a small taste for other things. I have not played to much with AI yet but from what Ive already gotten done its a simple If\/Then tree with general or specific points in there.

Ex: "If: attacked by: enemy who: any
  Attack: Enemy Who: Any With: T1 Tanks"

Thats a basic idea of the current AI system in game. It may seem confusing but after you understand what to click to get what type of reaction than youre set for AI.

Map\/Level:
The map design is a fun aspect of it the game, you can currently make a map at a max of 2000x2000 which is bigger than it sounds, but the developers plan to increase that from what Ive read. The map also features an in game map editor that allows you to create hills\/mesas and put vegitation in the map.

Importing assets:
The asset importing is amazingly simple, you can import all your work in a very small amount of time, although the engine only uses prefered file types like .ogv, .ogg, .b3d, ect. ~IF~ you import a video, it must be .ogv but the sound must also be .ogg I found out. If you dont youll\u2665\u2665\u2665\u2665\u2665\u2665yourself when you play the video and hear static and such.

Menu deisgn:
A very easy feature which you can have as many menus as you want for any type you want. Theres a drop down selection that allows you to assign buttons for various things, name buttons as you want, import images to the background and all the fun stuff. The only down side right now (4\/12\/2015) is that there is no ability to put audio into your menus to my knowledge, but again the developers are going to put that feature in the engine as they go.

Overall from a 1 being horrid and 10 being godsent, I would rate this engine an 8.5 as it stands now. Once all the other features are put into the engine I would up it to a 9.5 or 10.

(http:\/\/www.rtscreator.net\/index.php?\/page\/rts_creator.html). this game is amazing. I love the graghics and the whole dynamic world that your in. the storyline is cool to. I would definatley buy this if you love sandbox space simulater games. A bit of challenge,but easy when you get into it. Nonetheless a quick game ,and it's free ,not much you can expect.

Overall:5/10.. I found the visual glitches to be quite distracting to gameplay. It is an ok game otherwise.. simply too short, played for about 10 minutes and got sad when I realsed it was one senerio. not even worth the price when it was on sale, 2.99....

maybe if they will add more in the future it would be worth looking in to again.

Requesting a refund. Gobernators could easily been a fantastic game and a must if you're a free game hunter. Has everything we could hope for; It's free, it has a real cause into it, and it's extremely fun to play. A simple 2.5D shooter that isn't pretentious, but fails on one simple aspect; Doesn't respect your time.

I can't and I won't talk about the graphics, because we all know they're simple but very colorful. The gameplay is basic but has a few politicians to play with. No special moves per character though.

The game gives you 9 lives to start with. This means you can die 9 times in a level, but if you have hearts (up to three) you can avoid death. The checkpoints are actually really well placed, but even if you waste all your lives, it means the level start again. This was very common in the old classic games, but guess what? Video games moved on. We came a long way in this industry to still be attached to the most frustrating thing ever. Repeating a level must always be an option, this rule is essential to me, in any video-game. Therefore, my review could never be positive.

It is not a matter of difficulty, but of honor. Concepts, stories, and gameplay can be inspired by the past, but to bring back mechanics worthy of an arcade machine is not my ideal of a good time!

With unlimited lives per level, I might have put in the time to finish the game. I'm sure any hardcore fan of arcade games can learn to enjoy Gobernators, and have a great time.

4\/10. Terrible graphics, I couldn't get them to work at all. Got stuck on just a black screen.