
Western 1849 Reloaded Activation Code [key]



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About This Game



A bullet-fast, third-person Shooting Gallery, that takes you through ultimate gunfights across various locations of the Wild West!



Back in 1849, when the West was Wild and gunslingers faced off on the street, gold was discovered in the sleepy town of Sunset Bluff. Like a coyote drawn to the scent of blood, the Quicksilver Bandits rode into town to seize the mines and establish the law of the gun. The helpless citizens have suffered, and now they're looking to you, their savior. Draw your weapons! It is time to clear Sunset Bluff of the bloodthirsty vermin!



- **Arcade High Score Shooter with roguelike progression,**
- Five action packed levels - Town Square, Railway Station, Gold Mine, Outskirts and the Old Canyon,
- Old school, upgradeable weapons (Revolvers, Shotguns, Rifles) and unlockable Charms,
- Immersive toon shaded graphics with ultra smooth framerate,
- **Rage Mode** - to make you invincible and boost the pace even more,
- Leaderboards - to let you compete with your friends,
- Perk Cards - to refine each playthrough,
- Steam Achievements and Trading Cards.



Title: Western 1849 Reloaded

Genre: Action, Casual, Indie

Developer:

Nawia Games

Publisher:

Nawia Games

Release Date: 10 Feb, 2017

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English







Hesitating,

*Towards
dark*

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BLACK FLAGGERS great table ! nice mechanics! BUT it really lacks a better NUDGE SYsTEM. when you press nudge, nothing happens at all !. The cars are way too sensitive. I just pressed W for 1sec and the car just went from corner to corner of the map. Shift slightly to the right/left and you will turn full 90 degrees. It's really bad when you try to drift because the car feels like it's on ice because you will just slide sideways sometimes turning 180. Music is loud and repetitive and there are no settings for that. Sometimes it feels like the game crashed but it's just loading because the little indicator that says LOADING is in the fecking corner is almost invisible. And as someone pointed out it's short so it's not even worth it.. Great foundation to work with.

Love to play a Moba in VR.

Multiple classes to pick (and he plans to add more!)

Lots of ways to approach a battle.

Dev listens to feedback and the game is only getting better.

Really requires communication like a real Moba should

Oculus support is getting better (snap turn added on joystick).

Keep the updates coming!. A good Game but can anybody tell me were i can get Elite troops, Hero's of World War 11. Copy pasta of Batman games but no stealth and detective RPG. Just smash smash smash. It took me 2 hours to beat the game. There are 2 characters you can play as. Each has the same concept but different variations of attacks and specials. In the game also sometimes each character seperates from each other time to time and go different routes till they meet together at some point.(For example one goes under the gate while other prefers to go from rooftop). That difference wasnt enough of a reason for me to play the same game for the second time but if you are a fan and want to play as both you can. Imo this game isnt worth full price but it's definitely a choice when it's on %80-90 sale.. this game needs to be worked on bugs everywhere and terrible english. Stronghold going tha way of PayDay and Borderlands... Its start DLC machine.. Actualy i didnt want to buy this (becouse of lugs,bugs and e.t.c) but price wasnt so big and i tried it.

Well... This DLC give to us new AI Lords The Princes and the Pig. Both of thame have pretty good castles and thay are good warriors.Also DLC include few achievments and maps. But this DLC have minuses... First, Animation. Princes has normal (not so good as i expect) animation but Pig have worse animation(but not as bad as wolf).

Second, Pig's voice.. He was voiced buy same actor as Rat. Its not a voice of 40 years old Fat basterd...

I am not strictly recommend you buy this. Ther is not something speshal... but princes is cute and Pig strong.

Den Denovski. This is a gorgeous yuri game! The art, voice acting, and music are all fantastic. This is a must-play for fans of the genre. I'm already halfway through the second game and I'm hooked. I hope JAST USA localizes the rest of this series!

Viki Spotter, is a find everything wrong in the 2 pictures game. Designed for children, but adults will find it fun too. The only complaint I have is that it is too short. I completed it in under an hour. To the Devs: Make more please. 10/10. I understand that the fans of this game come through the few negative reviews from time to time and downvote the crud outta them, so despite the fact "0 out of whatever" people found this useful, I do implore you to read it before purchasing the game.

Despite the negative review, let me make something clear, if you are a fan of the hitman series, specifically of the difficulty, then yes, you will like this game quite a bit.

I, did not, because the things I do not like in hitman are more apparent in this game.

Death to spies, moment of truth features you playing as a Russian spy as he goes on a series of missions during ww2. The gameplay is very reminiscent of hitman, but is much more difficult, going "loud" is next to impossible, and the puzzles offer even less freedom than Hitman.

In Hitman, if you have played it, you know the game is more of a puzzler than a shooter. You have a few choices on how to go about a job, with a select few giving the best score (Usually goofy things like dropping a chandelier on someone) And it makes the games more of a cartoon than a serious assassination game.

Death to spies builds on this. This Trial-and-error puzzle game gives you 3 ways to complete a mission that "work" and almost no choice in how you go about them. The game gives an aura of a demon trying to stop you from completing your objective, every hiding spot is patrolled at the very second you need to be in it. Im not talking realism, its literally like a demon is controlling the enemies and knows how to counter your every move. Every house has 30 windows and no back door, You can be seen through walls and doors if you are too close to them, etc. The game will give you hints on how to complete missions, but in a similar thread to hitman, some of these just do not work. "It gave me poisoned cigarettes, so I should give them to the target!" Nah, no opportunity ever presents itself for that, someone else gives him them. Wanna try killing that person, and hiding his body, in a room fulla windows, so you can try to give the baddie the cigs? Simply not gonna happen.

This results in a very frustrating game of quicksaves and reloads instead of a tried and true spy game. No recon, no planning, no picking what time you enter the zone. Your recon is you getting killed 40 times trying tactics until something sticks.

Disguises are more realistic, to be fair, than hitman. It makes sense that finding a diplomat in the sewer walking around would arouse more suspicion than a sewer worker in the sewer, but this too is tarnished by a total lack of guidance. You find clothes, you try them on, you are in a tanktop with pants, who are you? No idea, game wont tell you, so you walk outside the garage and get shredded by bullets, jokes on you, mechanics cant even leave the garage to take a♥♥♥♥♥♥ try again.

At the end of the day, if you loved hitman for its intricate and frustrating puzzles, and its goofy "Kill scene" style, where every target needs to die in a weird way, then you will love this. This is a game for puzzle masochists, and they will love the crud out of it.

But for people who want an honest spy game where you get to realistically go about a job and try to take on targets, this just is not the game you are looking for. This is a puzzle game of trial and error, a game similar to hitman in that you try the same thing 20 times hoping that by chance one of those times the game will bug out and you wont be seen by guard X who is in the perfect place, where he cant be shot, cant be moved, and never needs to leave.. you have to pay to be black however you cant say ♥♥♥♥♥ anymore so minus 2

8/10. Today I wish Steam had a 0-10 rating system instead of simply would you recommend. I would give One More Line a 3 out of 10 but I would also say it is worth giving a try, as long as you aren't the type to take every game you play seriously. Here is the deal. The idea of this game is you are going down a long two walled corridor viewing your player piece from a top down view. Your players speed is constant and you begin on a very straight trajectory, the game places obstacles in your path and the only way to turn to get around them is to use other obstacles as pivot points. I really like the idea but the reason I took the time to describe it is because the controls ruin this game for me. What I experience is I can have a really nice idea in my head of which trajectory I would like to take but which obstacle the piece chooses to pivot around is controlled by some unseen and not entirely predictable interaction with the relative positioning of the player and obstacles. The result is that the really beautiful enjoyable part of the game becomes a rare treat in the midst of a lot of frustration. And don't get me wrong here. I like difficult games, it is part of why I chose to try this. I think this game would still be difficult without the bad controls and I guess my

feeling is the creators felt they could get away with less refined controls and pass that off as the game being "difficult".. Got this one on sale its worth the new price they are asking. Graphics look nice and the physics is pretty good, its a nice one to have in the collection.. It is a quite fun game but with a few issues that take from the game experience. Music is delayed on every level and when it kicks in the whole game lags usually causing unnecessary deaths. Having an inventory without a chance to farm items is also a bad choice, surely you can collect items through a game but once you're out of item, that's it. Other than that I can say it is a good attempt at creating Adventure Island like game but I still prefer the original. If you're a big fan of classic platformers you can consider buying it but for other people I would not recommend it.. Still has all the cool stuff of the original game, still locked to 800x600. 1997, so no movies after then - only movies that are >20 years old :) at least a game can be played in under 10 minutes, though.. WoW Game Is verry nice create and simple crrepy But Amazin. Cool songs. Slow and pretty heavy, but challenging & interesting.

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