Final Strike Download Without Verification

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About This Game

What if fighter-pilot movies had a love child with alien invasion blockbusters from the '90s? You'd no doubt get Final Strike, an edge-of-your-seat F-16 jet fighter simulator that puts you against an airborne invasion of alien invaders. Relive your favorite moments from your favorite end-of-the-world style blockbuster film as you pilot your very own military-grade death machine to eradicate the earth of the alien presence. A fully orchestrated custom soundtrack by legendary game composer Sean Beeson brings the cinematic story to life, making you truly feel like your in the scene of your favorite alien invasion movies.

Challenge yourself through massive aerial dogfights with the alien enemy. Fight either by yourself will partner team AI. For those brave enough to join the battle with the HTC Vive or Oculus Rift, a complete VR version of the game will put you directly in the action as you experience firsthand mission control where you receive your mission briefing and train to destroy the enemy. Complete VR immersion can be experienced with in-game VR menus, HUDS, and fully immersive 3D cockpits with working controls and gauges.

Title: Final Strike
Genre: Action, Indie, Simulation, Early Access
Developer:
Ghost Machine
Publisher:
Ghost Machine
Release Date: 23 Jun, 2016

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Minimum:

OS: Windows XP , Windows Vista, Windows 7, 8 (32 or 64 bit versions, optimized for 64 bit and multicore processors)

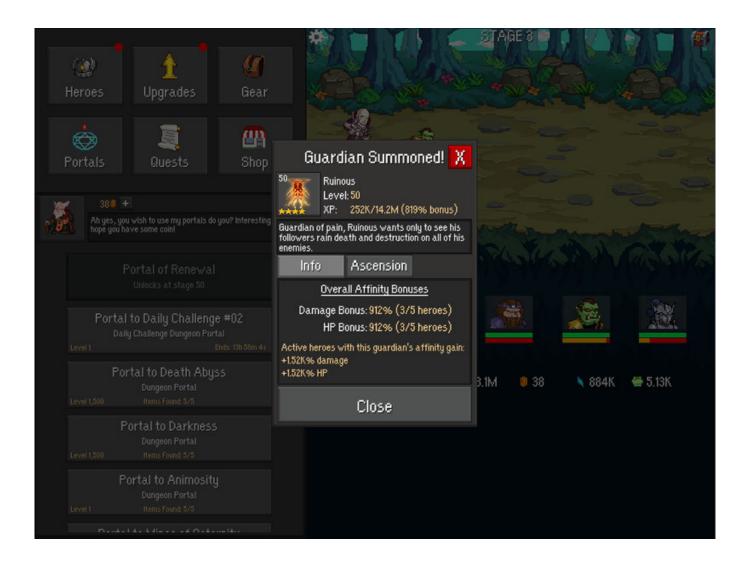**Processor:** Intel Core 2 Duo 1.8Ghz or AMD Athlon X2 2.4 Ghz

Memory: 2 GB RAM MB RAM

Graphics: Nvidia GeForce 8800GT and higher ; ATI radeon HD 3850 and higher
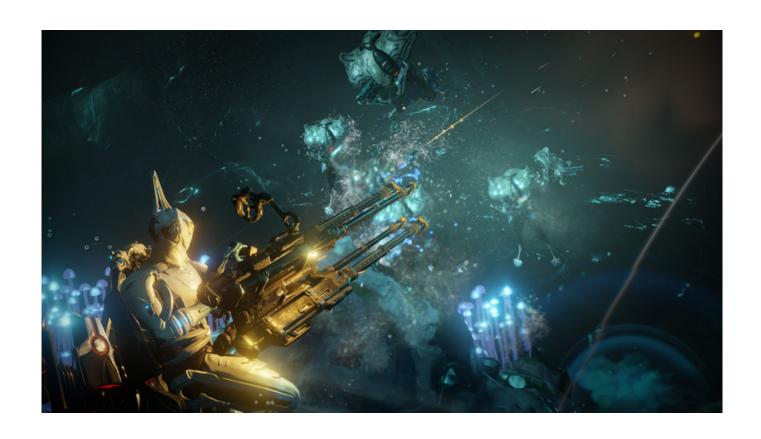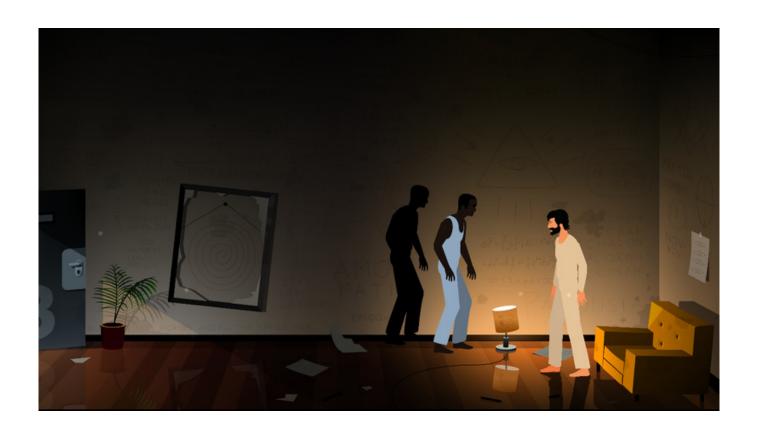
DirectX: Version 9.0

Storage: 2 GB HD space MB available space

Additional Notes: Mouse & keyboard, Microsoft Xbox 360® Controller for Windows® or equivalent, Logitech Rumblepad 2 USB, Logitech Dual Action. Supported Flighsticks (Thrustmaster: T.Flight Hotas X,T.16000M, T.Flight Stick X, Speedlink SL-6640 Black Widow Flightstick, Hori Flightstick EX2, Saitek Aviator for Xbox 360)

English

Heroes

Upgrades

Gear

Portals

Quests

Shop

38 🪙 +

Ah yes, you wish to use my portals do you? Interesting hope you have some coin!

Portal of Renewal
Unlocks at stage 50

Portal to Daily Challenge #02
Daily Challenge Dungeon Portal
Level 1   Ends: 13h 56m 4s

Portal to Death Abyss
Dungeon Portal
Level 1,500   Items Found: 5/5

Portal to Darkness
Dungeon Portal
Level 1,500   Items Found: 5/5

Portal to Animosity
Dungeon Portal
Level 1   Items Found: 5/5

Portal to Mines of Octornitu

STAGE 8

Guardian Summoned! ✖

50
Ruinous
Level: 50
⭐⭐⭐⭐
XP: 252K/14.2M (819% bonus)

Guardian of pain, Ruinous wants only to see his followers rain death and destruction on all of his enemies.

| Info | Ascension |

Overall Affinity Bonuses

Damage Bonus: 912% (3/5 heroes)
HP Bonus: 912% (3/5 heroes)

Active heroes with this guardian's affinity gain:
+1.52K% damage
+1.52K% HP

Close

3.1M   🪙 38   🔹 884K   🍃 5.13K

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In short:

It just has far too many design issues (sound, plot, animation, engine... etc) so no amount of polish could fix it. It needs a rebuild, or to release it as a Github open source project or at least something free in a indie friendlier environment, but no, in no way is this ready for primetime (which is too bad, because it reads like a good solid game pitch).

Longer rant :

Bro-Force is almost over and I was looking for something. My aim was not as high, but I did read about this starting out as a megaman Fan Game project with 4 players, but the devs decided to switch to pro because they had invested in the project too much. Well ... I understand making a game is not easy and I hope they try again, but this game is not good.

My problems are not with the wonky hitboxes or the low quality graphics. It's more of usability issue

* There's no tutorial
* The intro text is distorted and practically unreadable
* The intro animation could have all that back story, but instead you are thrown into it (instead we get to see a seizure warning sign and a completely unrelated Mandelbrot fractal zoom after many minutes waiting for it to load). Problem is, it's really not that good; not because of the writing (though the style seems more like a draft) but because the animations are lacking, yet showcased as if though they had been fully developed.
* There are very poorly placed spawn points
* Enemies at the begining can already kill you, not in an I wanna be the guy kind of way but more in a this one barely harms you that thing will kill you right off if you touch it. And the only way to tell is by trial and error...
* Pressing Escape closes it, instantly. It will take minutes to play, but can be closed instantly while searching for ways to change character... Yeah, fun

All in all, this game is lacking in design and had far too many loose ends, which must be why it was abandoned (no updates through 2017 is abandoned to me). The sound is bad, the graphics are bad, the gameplay is dull, the characters are uninspiring (level design has already been discussed by many). And the worst part is I really wanted to like it, in fact I rarely ever make a negative review, and I searched the internet like crazy for the Fangame it spawned from and have played many many amateur proyects (poorly made RomHacks? Heck yeah!). But this one just doesn't gel.

It seems like it was partially repurposed, partially patch, parts here, parts there, whole nowhere.

I am sorry, I hope to see a more developed project later, I really do. As for this little guy, it just doesn't cut it.. Although this game is quirky to play and funny on average, it has some major bugs that come to rise that not only pull you out of the game but also, quite literally, puts you outside of the game world. (I used a MacBook Air to play it if that makes a difference in this case.)

I would not recommend this game.. Don't get me wrong, I would recommend this game if it did not have so many faults. I would still also recommend it if you are really into this kind of thing, and the game is on a strong offer..... eg 75% off or better.

This game is indentical to the previous CMC game. Except, obviously, for new scenarios, some new scenery, some new units, but a hell of lot more REMOVED units!!!!! Not ONE of the bugs and faults with the original CMC has been addressed.

I'll list those faults:-

1) The English translations. Jesus Christ Almighty! I have NEVER seen worse in any game, EVER. Spelling mistakes, wrong words used in the wrong contexts, scrambled sentences, garbelled grammar, typoes, false information..... every bit of text across every part of the game is stuffed with them! All English text is almost unreadable gibberish!
2) Pathfinding is absoulte♥♥♥♥♥♥
3) Unit AI, both yours and the enemy, is also utter♥♥♥♥♥♥
4) Captured a depot that says it holds 500k + units of ammo, fuel or spare parts have you? Looking forward to lots of loot? Forget it! You will receive NOTHING. I just captured a depot supposedly holding 479,000 units of spares, and my total spares count was at just 10,000 after I'd captured it.
5) I assume resource producing (as opposed to storage) facilities also do not do what they ought! This destroys the strategic element of the game totally! EDIT - Wow! Actually resource production facilities *do* seem to work!
6) All those lovely unit stats..... and not one means♥♥♥♥♥♥ I penetrated a T-10M's 304mm frontal armour with a weapon that supposedly could only penetrate 180mm. Though to be fair, I am wondering if this is because I was on "easy" difficulty..... my units armour values seemed to count!
7) The bias toward the defender is too great. On attack the AI just rushes you, like butter rushing a hot frying pan.
8) Whose idea where those f*ing tornado weather effects that just wipe out all your infantry, guns, trucks...... even when entrenched or in buildings? They need their bumps feeling! Only armour survives bad weather attacks. To be fair, the enemy also suffers this just as much as you!
9) Missions are repetitive, and the maps for them are very small
10) Terrain and buildings do not act as obstacles for every fire. Shots seem to simply pass straight through - they do at least block LOS as you'd expect (but the game's LOS system is *very* rudimentary). Cliffs are the exception - and even that is ♥♥♥♥♥♥♥♥ed up. Units on a cliff will get total immunity and invisibility from units below the cliff. What utter♥♥♥♥♥♥
11) Air groups cannot be made to transfer to new airbases. Which makes using them almost impossible. The enemy always has 5000 units of AA in every battle - so I suppose they'd only get shot down with one second anyway!

The CMC games are precursors to Blitzkrieg I, and the much, much, MUCH superior Blitzkrieg II. Even though those two titles STILL have the utterly♥♥♥♥♥♥poor English translations!

I would save the money by not buying CMC or CMC : IC and use it to get Blitzkrieg II instead!. Computer teams cheat by making captures that are supposed to be impossible, like taking a spearman with a spearman. At least on expert and above difficulty. Haven't seen it happen on begineer.. I played the trial of this game many years ago back as a kid when it was on big fish games before it was removed, and I loved it but couldn't remember the name.
Then I found it again on steam, and it's even better now!
It's interesting and fairly lengthy. If you enjoy board games then I would recommend it.
It is a bit pricey considering how old it is though.. A true masterpiece of game development. This never actually installed after I purchased it. I activated it in uplay but I cant find the game anywere. cant find it in the menu of far cry 4 either.

Very fun and entertaining platformer pixel game with simplistic controls. You only have the ability to change the direction of gravity mostly but it results in very interesting puzzles from time to time. Took me about three hours to complete, which isn't bad. It also seems to have components of Metroidvania surprisingly, and was generally amusing to play from start to finish.

4\/5. A stunningly beautiful bullet hell game with some of the most graphically amazing bullet patterns ever to grace a monitor.

The game comes with 7 stages and 4 difficulty levels. Even at the lowest setting, though, the game is hard. If I had to find a negative point, it's the fact that to unlock the last stage you must complete all the challenges in the first 6 ones, and those challenges invariably include completing the stage without ever getting hit. This is going to cause some frustration.

Still, this is just a minor nitpick. If you like bullet hell games, this will certainly be a satisfying purchase. I'd, however, wait for a sale to buy it.. This game had a lot of potential but missed its mark with conflicting genres and design decisions that breaks immersion.

The atmosphere is great, there is voice acting, a proper menu, a proper introduction cinematic, and a decent amount of creapiness/horror stuff in the game.

The problem it has is that theres stealth, wandering human guards/NPCs, immersion breaking cinematics, and some wierd boss fight.

It would make an average stocking stuffer for people into occult/horror games. Took me 2 min to reach 100%....wayyyy to long. One of the best games I've ever played. An otherworldy game where you sink to the depths of the planes of Oblivion, avoiding the horrors contained within. Buy it and play it through. A sore neck shouldn't stop you haha.

Played on CV1, roomscale with Xbox controller.. The only way I can describe Draw Puzzle is "It's Picross, but not."
I can't get this game out of my head.
I dream about this game.
Everywhere I look, I imagine filling in the blank spaces with blocks.
It's becoming an obstruction on my everyday life.
And yet, I just gotta get those 272 achievements.. This game kind of teaches you how to display elements using HTML and CSS but it is more like practice. It will definitely help you remember some things if you are rusty. BTW, self-study is a good way to learn something so don't get mad at this game just because you can't put that you beat it on your resume.. Love this game, even ten years later!

I could go into huge detail on why I think you should get this game. But what would be the point? You will either get it or you wont. But all I can tell you is that this is an amazing shooter. And rather difficult too!. This is a solid game with an amazing ship editing!