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## Secrets Of The Revolution Download With Crack



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### About This Content

The Revolution is not over, the people of Paris still need your help.

Discover the last secrets of the French Revolution with this pack including:

- 3 missions: "The Chemical Revolution", "The American Prisoner", and "Killed by Science"
- 8 weapons ranging from powerful rifles and pistols, to razor-sharp axes and swords
- 6 pieces of gear to equip Arno with the finest and most resistant armor

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Title: Secrets of the Revolution

Genre: Action, Adventure

Developer:

Ubisoft

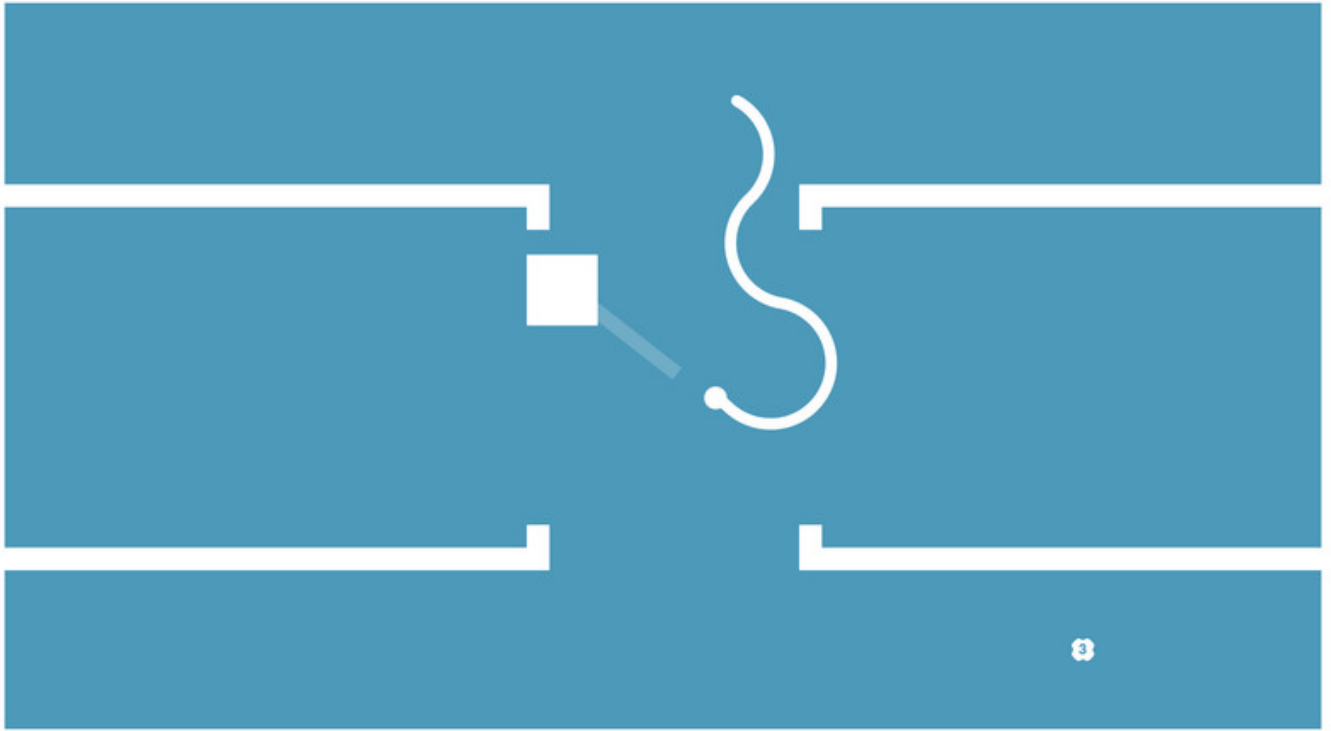
Franchise:

Assassin's Creed

Release Date: 20 Jan, 2015

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English,French,Italian,German,Arabic,Czech,Japanese,Korean,Polish,Russian,Traditional Chinese,Dutch



*Anyways*

*Hello*

*Never seen you before?*

*Elizabeth*



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game sucks balls. I like this game it became To much of a grind fest for me. But if thats what you like then go for it my friends.. I can't leave without the answer. Literally.. **WARNING: This game unfortunately does not have any multiplayer, which is a huge missed opportunity, and kind of bad for a beat'em up game.**

3V15 Update: Finished the game. Added new thoughts.

Overall review: Definitely recommended to fans of the show! But if you're unfamiliar, maybe hold off.

(Played with an Xbox360 controller.)

If you're a fan of OK K.O., then you'll be glad to know this game stays very true to it. The characters, locations, items, music, voice actors, etc. It's all still there. It doesn't share the same art as the show, but it still feels and sounds just like it. It felt like I was watching just another episode at times! The humor and charm of the show still shines.

The gameplay, while it isn't anything groundbreaking, gets the job done. Beating up robots with punches and kicks, and getting help with the other heroes' special abilities is satisfying. However, it becomes very repetitive after a few hours. You always fight the same enemies, with the same attacks. You learn a few new moves along the way, but it's not enough to freshen things up. There are boss battles that really do mix things up! But they're few and far in between.

My biggest complaint with battles is when enemies start shooting projectiles. Even if you dodge them, they always seem to bounce right back at you after bouncing off the walls.

While they're very rare, there are some fights where these tiny robot enemies with sawblades circling them appear, and they just bounce all over the place. And you're supposed to *punch them*. *They're not bad on their own, but couple that with the regular enemies you face, and it's a real pain.*

*The sidequests can sometimes be a bit confusing. It's mostly about just finding the right person to talk to. There's one specific side mission where you have to help someone stuck in a crane game machine. But to get them out, you have to find tokens scattered around the area. Looking for these tokens was an absolute pain in the\u2665\u2665\u2665\u2665\u2665 I ran all over the place trying to find one tiny pixel on each screen in hopes of there being a token so I could stop searching. Even then, you can only get 2 tokens a day, and they're never hidden in the same spot, so you have to run all over the place all over again, every day. It gets really boring really fast. Unfortunately, if you're trying to get all the POW cards for the achievement, then this side quest is required.*

*Another review mentioned the lack of an end game, which is true. The game just kinda loops after the last boss. However, if the game made you start all over after beating it, then trying to go for 100% would be rather hard.*

*Thankfully, the soundtrack is great, and really fits to the vibe of the show. However, it always plays the same few tracks in the same few areas, and can start to feel repetitive. And the lack of any boss-specific battle music makes the boss battles feel anti-climatic. (Not entirely sure if the final boss had any unique music.)*

*I remember reading comments from people on the Youtube trailers about how they didn't like the change in the art style from the style of the show, which is understandable. It did take some time to adjust to, but I don't think it hurt the game any. All the characters are as expressive and over the top as they are in the show, so it works for me.*

*I know it seems like I nitpicked quite a bit. But I'd say I overall enjoyed my time with the game. Definitely recommended if you're a fan of the show!*

*If you're unfamiliar with the show, I'd probably tell you to pass it up. The unnecessary repetitiveness of the game might be too much to bare.. Insufficient tutorial, poor gameplay, not for 40cent not for 1cent.. The best streaming hardware ever made and probably the most underrated and overlooked, a real shame it's been discontinued (I believe?). It's at it's best with a wired connection which in my experience provides a seamless experience, I use it to stream games, movies and generally use my pc in the living room. I paid \u00a36 for it in a steam sale and feel like I robbed Valve, was well worth the original \u00a340 price tag!. A pretty decent puzzle platformer. Probably not worth full price as you can 100% the game in less than an hour. Also the achievement for beating the game is broken as well. But if you can get it for cheap, it's fun while it lasts..*

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*Being it's a new game, it flows pretty well. The load times for traveling isn't bad. The voice acting is a give or take but all in all hope to see this game flourish. Simple But Spooky !*

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I like this game, it's a very good puzzler. But one annoying thing, the lantern. Does anybody remember "clippy" from microsoft office?. A wonderful Nancy Drew. Pretty much a twist on Mean Girls. 10/10 will play again.. Honestly have to say the update absolutly ruins it for me. The new feel can only be described as weird and ugly... the revamp isnt really what I wanted when I bought this game the original concepts are what peeked my interest enough to buy. Fix it until then Im uninstalling dont have time for this pile.. Very well done, Simple, turn-based space-themed strategy game.

Discovered the game from a UI (user interface) design post on Reddit.

[https://www.reddit.com/r/UI\\_Design/comments/brwq0k/thoughts\\_on\\_radial\\_popup\\_menus/.is.the.boom.boom.puzzle.bubble](https://www.reddit.com/r/UI_Design/comments/brwq0k/thoughts_on_radial_popup_menus/.is.the.boom.boom.puzzle.bubble)



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