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## About This Game

Evolving the shooter genre with its unique and exhilarating combination of fluid action and combat, Damnation features huge, open environments, frenetic combat, daredevil acrobatics and high-octane vehicle-based stunts. Presenting players with an intense test of reflexes, quick thinking and rapid-fire conflict, Damnation will feature vast, breathtaking landscapes, each covering miles of distance and thousands of vertical feet.

Billed as a "shooter gone vertical" and visually inspired by iconic elements of American history, these massive streaming landscapes will form the battlegrounds for a post-industrial conflict between humanity and an unstoppable arms dealer hell-bent on total world domination.

- Choose your own paths and navigate the world by performing daredevil feats on the edge of human ability
- Intelligent enemies will give chase and engage players in frantic gun fights and attacks that can come from any direction
- Miles of awe-inspiring landscapes and up to three hours of actual gameplay per level
- A full-range of unique vehicles from wall-riding motorbikes to armour piercing mobile artillery provide high-octane thrills
- Extensive multiplayer options, including drop-in-drop-out co-op



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Title: Damnation  
Genre: Action, Adventure  
Developer:  
Blue Omega Entertainment  
Publisher:  
Codemasters  
Release Date: 22 May, 2009

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**Minimum:**

**OS:** Windows XP/Vista . (if running Windows Vista SP1 is recommended)

**Processor:** 2.8 Ghz Pentium or AMD™ equivalent

**Memory:** 1 GB RAM

**Graphics:** GeForce 7600 / Radeon X1300 or above

**DirectX®:** 9.0c

**Hard Drive:** 10 GB Hard Drive Space

**Sound:** DirectX Compatible Sound Card

**Supported Controller:** Microsoft X360 controller for Windows  
Supported Hardware

ATI Radeon x1300, x1600, x1800, x1900, x1950, HD2400, HD2600, HD2900, HD3450, HD3470, HD3650, HD3850, HD3870, HD4850, HD4870, HD4870X2

NVIDIA Geforce 7600, 7800, 7900, 7950, 8500, 8600, 8800, 9600, 9800, 9800GX2, GTX260, GTX280

Not compatible with all integrated sound/graphics solutions (inc.Laptops)

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English,French,German,Italian









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Very well done.High resolution and excellent background music.. bullet hell + trading cards  
awesome soundtrack. Best Game of 2014!! Nice Puzzles. It says it in the Title. It's a Home Run Derby game. If you like the concept, you will enjoy this game. It's not a full baseball game and isn't meant to be.

Really fun to take turns with friends to try to beat each others scores.

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The gameplay is too simple. There's only 7 different units. Two of those are functional copies of another two. And one is a commander you can't place. All units have basically the same two upgrade options. Each level has a small number of fixed positions you can place your units. Also, it's short, only 6 levels and 5 arena levels. I finished it all in under 3 hours on easy. But due to the simplicity I was still bored. Fast forward wasn't fast enough. And I don't like how fast forward resets to normal speed after each wave. The graphics look nice, nothing fantastic but good.

It's simple, it's short.. So I'm not the type of person to get easily scared and I won't be having any nightmares after playing this game or anything. But what this game did do is increase my heart rate and build suspense. The VR scenarios this dev created are simply beautifully breath-taking and amazing in creating a sense of dread. Whether it's a crow slowly flying and landing near you or a gate opening or a sound in the distance, you slowly start to feel alone and powerless to stop whatever evil force is coming. The abandoned cabin you are in, suddenly starts to feel too small.

It is true that there isn't much of a game here or a story. However, it's the experience that this dev brings which brings entertainment value. I honestly can't wait to share this experience with my friends and family and see their reactions. Jump scares may be cheap, but it's the buildup with all the little details along the way that make it work in this game versus other games from other devs. Just notice the mushrooms in the grounds, the details of the trees and the ambient sounds. Everything was detailed to bring the maximum horror to such a simple concept.

Sale Price Rating 7/10 Definitely a must buy for horror fans for \$6.79 is a good deal for the content, at normal price of \$19.99 I would only give a tepid recommendation. Really worried about this game. Was so hyped for a tennis game since a long time, but this game is just far from finished, also seems the game is capped at 60 fps (and that for a tennis game that has a fast moving ball).

Although history proves many developers just leave their game after they cashed in. Welcome to the new game era :(.

Although I hope this game ends up like Wreckfest. From a bad game to a top game.

NO FOR NOW.

. Colonial conquest is simplicity incarnate. There is no depth to the game, there is no content, there is no strategy. You play a major power of the time (Britain, USA, France, Germany, Russia, or Japan). Each territory has a monetary value, and your money allows you to buy ships and soldiers. Purchase your armies, and walk all over the world, gobbling up one territory after another until you achieve the preset number of victory points. At this point the game ends - no cut scene, no message, nothing. It just ends.

Colonial conquest fails as a strategy game. One game I played, the AI did absolutely nothing.

Colonial conquest fails to have any replay value. How many times can you create a mega stack of soldiers and walk over the world before you get bored?

Colonial conquest fails to be engaging in any way. In less than 3.4 hours of game play, I experienced everything it has to offer.. If you liked the game and want to support future releases of this publisher, then buying this DLC is just that. DLC itself doesn't introduce a revolution into the game, but I enjoyed cards and soundtrack is also nice.. I think there has been a mistake, it should have been early access. The game has a poor performance and it looks like a internship first job. The game is hard to play because the UI is a mess, clicky bits all over. When trains crash into each other it looks like gravity is set to 0 and they just fly around being happy. When you are in options overlay the buttons behind the overlay still respond.... all small things like this makes this game look like an amateur build. I honestly don't know why steam accepts this level of game design.. When an absolute scam, this game is unplayable, and I bought it for 0,1€ COULD HAVE \u2665\u2665\u2665\u2665ING BOUGHT SOMETHING OFF MCDONALDS!! PLAYED THIS GAME BACK IN THE DAY AS THEY SAY ,GOT IT ON CD & FOGGOT ALL ABOUT IT FOR YEARS ,THEN OTHER DAY 22 9 17 I SEEN IT ON SALE SO I GOT IT AND PLAYED IT JUST THE SAME AS IT WAS GREAT GAME GRRRRRRRREAT GAME I LOVE IT  
7 OUT OF 10

PLATYPUS 1 IS OK BUT 2 IS BETTER. Life on Mars Remake is a fun game and well worth the asking price. I found it on sale for 1.99 and have played it almost all the way through. It's a tad tough at first and I went down to "too easy" difficulty just to make things easier. You can level up the weapons as much as you want and areas that you clear can be re-cleared so you never really stuck and death has no penalty beyond being transported back to your save point.





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