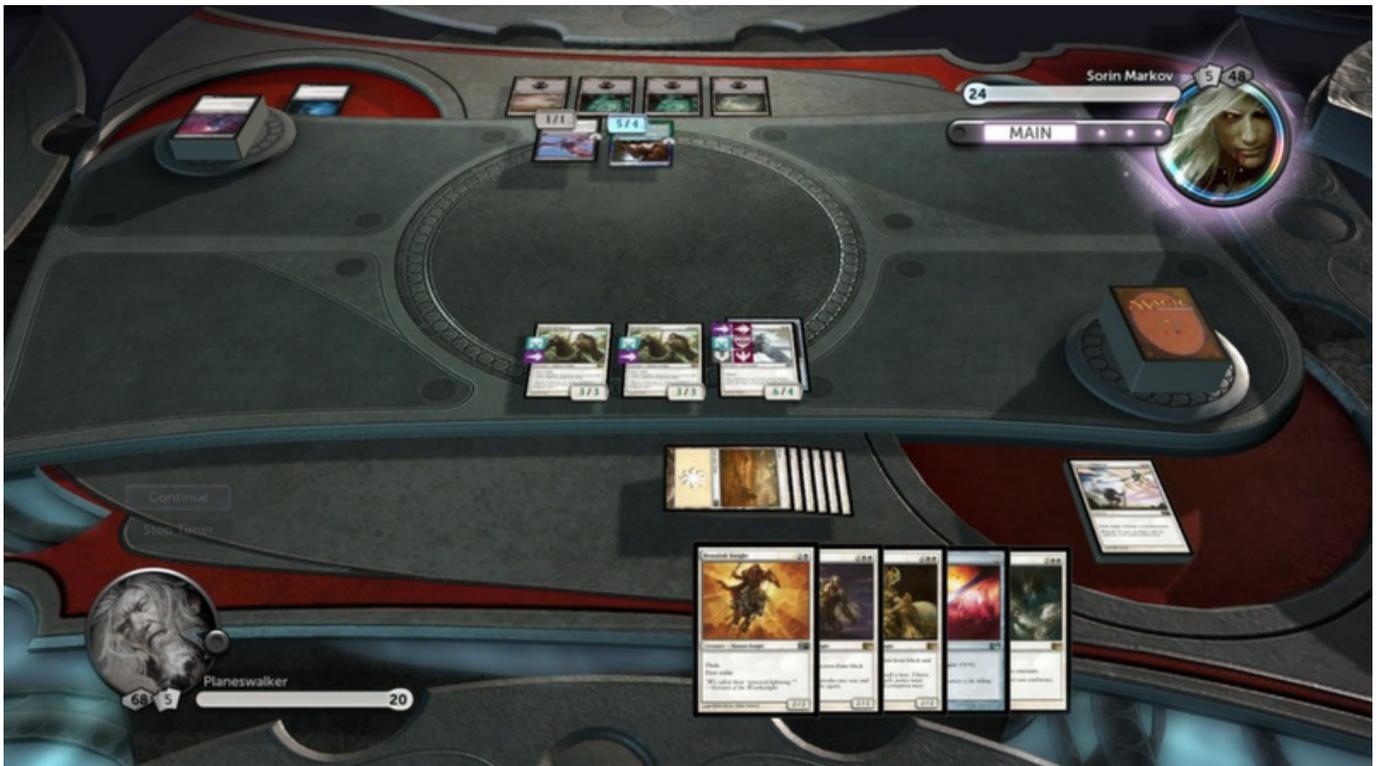

Sanctum 2: Ruins Of Brightholme Key Serial



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About This Content

Explore the dark depths of the Slums of Brightholme! This expansion adds four new maps that will once again brutally challenge your maze building abilities! Play with the new unlockable towers such as the crazy random Makeshift tower, or saw your foes up into pieces with the very first melee weapon in Sanctum 2 – the Circle Saw! Of course you'll see new enemies as well, such as the Infected Explorer, a hybrid between a human and a Walker. And finally, there will be seven new unlockable perks, including the Thor Module, that causes towers to emit shockwaves whenever they kill an enemy.

Key Features:

- THOR MODULE!
- 4 New Unique Maps - Explore the dark side of Elysion!
- 2 New Weapons - Nailgun and CIRCLE SAW!
- 2 New Towers
- 2 New Enemies
- 7 Additional Perks (incl THOR MODULE)

Note: Ruins of Brightholme is included in the Sanctum 2 [Season Pass](#) and is part 2/4 in a series of DLC for Sanctum 2

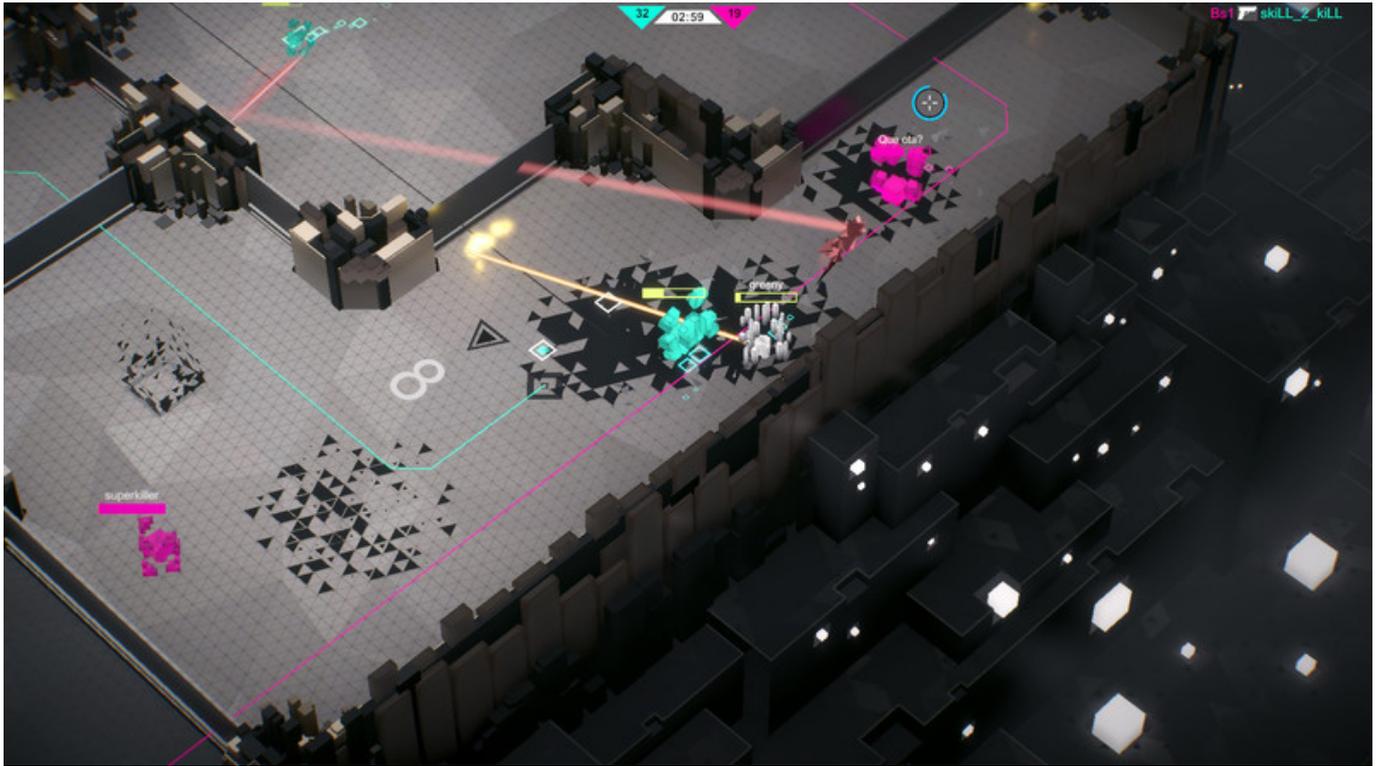
Title: Sanctum 2: Ruins of Brightholme
Genre: Action, Indie, Strategy
Developer:
Coffee Stain Studios
Publisher:
Coffee Stain Publishing
Release Date: 5 Sep, 2013

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English,French,Italian,German,Japanese,Russian

MEWSINGS







sanctum 2 ruins of brightholme

Great storyline, it may be short in the current version (Alpha 12), but it's storyline is great and it is deffinetly worth the 2 hours of gameplay. Enjoyable but too short.. This is a game that falls pretty squarely in the "so bad it's good" camp. It's far from a masterpiece, but for \$1.99 (or less, if you got it in a bundle like I most likely did) it'll give you a good hour to two of playtime. If you can keep an open mind and enjoy it for what it is, you might even have a little bit of fun.. i prefer this games spiritual successor, takedown: red sabre. Good seek and find game.

Pros:

- Lots of objects to search through.
- Lots of puzzles to complete.
- Nice selection of puzzles in addition to the seek and finds.

Cons:

- A little more story than I would like compared to the amount of game play.
- Too much looking for objects you've already looked for.. Worth the 2€. make sure your computer has a good video card, otherwise you just cant play this. its ♥♥♥♥ing hard as horseballs, but its fun.. I bough thtis game a couple years ago at, I think, \$7 as a seperate disc that you installed with steam.

I can say I have successfully beaten the game, though I haven't reinstalled or even looked at it since 2012.

Controls are abominable, camera angles WILL get you killed, sensitivity is too high and that can't really be changed, and you don't really get to customize your character. This game isn't even as good as the rules it's based on, that being 4th ed tabletop rules.

Not even the "hack and Slash" is fun. Far better choices out there.. Awesome. I really don't understand all the criticism on this add-on. I'm an experienced OMSI-driver and own many freeware maps/buses etc. and also (almost all the) DLC from Steam. This add-on is really an improvement comparing it with Gladbeck. It's not lacking details, it just got may not immediately visible masterpieces.

For instance, the day/night appearance is VERY good. Expecially when you drive with the Mallorca buses. It's almost real. Furthermore, with the Ultimate AI-list, it;s incredible how many different vehicles and buses you'll see. I like the variety of buses, but it's also fun to recognise the many brands of cars (I drive a Renault Clio and found out that in Bottrop there are many Clio-drivers (in the game, that is :)).

And the buses that are developed by the developer, are just perfect in handling and looks.

Some roads are small, but they are just small in the real world. It's a challenge to drive this map. Timetables seem to fit perfectly. And yes, there are glitches, but OMSI has had always some glitches, in almost every map.

In a word: i like Metropole Ruhr and will drive many hours on the roads of this region! Thanks to the developers :))

If you really liked the Gravity Gun mechanics from Half Life 2... Well... Just play Half Life 2. But if you want an inferior clone with some other ok mechanics relating to timeshifting and telekinesis, this is the game for you. Each of the mechanics on their own is pretty bland at best and useless at worst, but when combined, they can be genuinely entertaining. Admittedly, most of the fun of the game is finding ways to use those mechanics to dominate the enemy, as the enemy has a fairly simplistic AI and tree of behaviors. What was especially entertaining on my run was combining telekineses and time shifting to rain office furniture upon the enemies, a feeling of just pure fun that admittedly took me off guard.

Unfortunately, this is about as far as the praise gets with the game. The overall designs within the game are pretty horrendous, even as a linear singleplayer game. Rooms are cramped, with few opportunities to explore alternate methods of approaching problems. Some contain specific mechanics that have potential as the starring mechanic for a set of puzzles, only to have it be used exactly once or twice (generator mechanic, I'm looking at you). Plus, there is one enemy specifically designed to force the usage of a mechanic (catching and returning bullets) that, at least to me, was the least entertaining way to dispatch an enemy (again, cue the hail of office equipment). For the record, to add to the design issues, the story and dialogue is downright cringeworthy, with some "cutsscenes" being just a list of cliches. Characters also look pretty horrifying, with one notable example being your player character (who just looks like she walked out of the Sims).

All in all, Gemini: Heroes Reborn isn't that bad of a game. If you want some quick achievements (the main reason why I played this game), this is the game for you. Anything else, and you might as well play a better game that uses a fraction of the mechanics of Gemini.. Not what I was hoping for. Might be fun for a casual gamer.. Very hard to play with a keyboard.. Very cute simple game. I enjoyed it all the way through.. An easy and fun little game!. Fabula Mortis is an online FPS Arena Shooter. There's a variety of characters with different weapons and abilities to choose from.

While the graphics are very nice thanks to the Unreal Engine, the gameplay itself is standard, boring Unreal FPS. Furthermore, the game is completely dead. It's multiplayer only and there's no servers.

There are many other, better arena shooters (especially with heavyweights like Epic and Blizzard in the market), so it's understandable this very mediocre entry hasn't succeeded and is now dead.

Don't buy this because there's no servers.. If you love American Football and are looking for an alternative to Madden, please give this game a chance. The graphics might be rough, but the game has come a long way since last year's version and the developer has some exciting plans for future content.

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