
D.I.P.R.I.P. Warm Up Crack English



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About This Game

D.I.P.R.I.P. is a Half-Life 2 multiplayer total conversion. Gameplay is based on vehicle combat in various post-war environments. Vehicles use multiple weapon mounts which are activated by finding weapons scattered around the battlegrounds.

Key locations in the post-war world are rich in uncontaminated water and fuel. Most of the terrain has been left in a mechanically unchanged state. Abandoned city centers, malls, refineries, country food storages, old military bases and other such places are the scenery of raging battles.

Key gameplay features:

- Varied vehicles
- Multiple weapons
- Destructible environments
- Arcade controls
- Lots of explosions

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Title: D.I.P.R.I.P. Warm Up
Genre: Action, Indie, Racing
Developer:
EXOR Studios
Publisher:
EXOR Studios
Franchise:
EXOR Studios
Release Date: 18 Mar, 2008

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English







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A fun game , nice and calming with a strange twist here and there.
Music was so beautiful and simple.
2 puzzles didn't make much sense, only thing you can do is hit the skip button.
There are no guides to help with strange looking puzzles.

Conclusion : the music !!! Was expecting great things. Runs smoothly until all of a sudden it could only be open for about 30 seconds before crashing over and over and over and over.. As with all trilogies, the second Banner Saga is the best. However, if you've come this far, you should finish it.

Gameplay-wise, this is the best game in the series. Finally all of the mechanics apply, make sense, are fairly balanced, never get boring, and gel into a compelling gameplay whole.

The game does have a few flaws that are all narrative. The first is that almost none of the combat tells a story. There is no permadeath in combat and rarely any consequence for losing. Similarly, where the map used to tell a story, now it is an abstraction. The second is that the cast has swelled to be too large to allow for consistent character development - there are a lot of poorly-drawn, inconsequential characters that are still squabbling for airtime that doesn't add much, especially when the lore is obscure. Especially given the relative absence of cut-scenes to enhance character development, the plot has a feeling of a fun house, popping up cardboard characters here and there that disappear again. This leads to the last problem, which is that all of that noise distracts from what should have been a tighter, more focused ending. I would not say the narrative is a negative, but it feels inferior to the previous games.. Image & Form Games did it again. the game is a Diamond...i love it since it released for nintendo and i waited for it to release on pc too. Graphics are colorful and cute,music is what it must be for the game, characters are awesome and very artistic as the other games. i turned on my pc and bough it without second thought. 10/10 for me.. I like this game. It is way better than the previous efforts.

Graphics are miles better.

The bike setup makes a REAL difference now.

I have mastered the rear brake which does take some time, but is well worth it!

That do or die into the last corner makes me smile :)

A little time for a patch and I'm sure this will be even better!

UPDATE

I've learnt that the bike set up is crucial.

I have really dropped laptimes by looking at what I want the bike to do then using the engineer to advise and alter the bike.

Total improvement from previous Motogps!!!. Great simple RPG with a good sense of humour. It's like a Disney animation movie - suitable for all family. No one will be bored.

Vae victis

Ubisoft should go to Epic Store

they deserve each other.. War Of Beach, literally just a crappy rip-off of boombeach. you only get it if you want boom beach for PC. Nicely polished time management game with good value (especially considering the price).

One of my favorite series, worth checking out the previous installments.. Having actually played Zeus and Poseiden first, I was stoked to pick this up on steam sale. I find it a lot more challenging than the later titles but I enjoy the gameplay. For gamers like me who take like 30 years per map, you can find your groove in these games. Though I hate the murder potatoes and the fact that no one seems to do anything about them. Invading army? no problem, my legions will destroy them. Wandering murder potatoe? Let me stand here while I get eaten, it's all good.

This is a classic and I'm glad I picked it up. Occasionally can get buggy if I'm playing on my older laptop but nothing to write home about.. A fun game, if a little challenging.. A friend of mine summed up this game pretty well -- it's basically Medieval: Total War with magic. In this case, it's a pretty good thing, since the strategic element is pretty well-done and the infusion of a fantasy setting based around the Arthurian legend definitely breathes some life into the somewhat stale historical Total War formula. That said, it's definitely not as good as the Total War games, but it's also definitely worth checking out if you've been wanting a fantasy Total War title.. Actually this is a really fun and simple game. Can't say it didn't eventually get old to name a new character every time i died, but still fun.. Have played for about 2 hours. Through the tutorial and well into the beginning of the main game.

The graphics, music and scenery are lovely. I like the retro feel, and the attention to detail.

The peaceful exploration mechanic with a story and mystery to solve is my kind of thing. You are given tasks to complete and a clear direction to go, so it feels open but not vague. The upgrades and collecting aspects are also nice to make it feel like you get your money's worth. The 'computer' voice over is quirky and I like it.

The constant hunt for fuel adds a bit of a frantic edge to your exploration which some players may or may not like.

My main issue is the controls. (EDIT- the developer has released a Settings toggle for the controls, making the following paragraph irrelevant.) You can't simply use the arrow keys or WASD keys to go left,right,up,down. You have to rotate your jets and press the boost button to navigate opposite to the direction your jets are facing. This is nuts. Instead of paying attention to the game, and what is around me, I am constantly thinking about the controls and staring at my little jets to figure out which direction I will go if I press boost (hard to enjoy the scenery while staring at my jets). It is something that desperately needs to be a Settings toggle. But alas no. When you leave your sub and swim around, it's a palpable relief to be able to just navigate normally. Perhaps it adds to the 'submarine' feel... but.... *head shake*

I'm continuing to play because I've been following this game for sometime, and there are so many positives and a great feel.

But, Tall Story... if you have any possible way to add a Setting for normal controls, for the love of Indie Games... please patch this. (EDIT - Done! The developer rocks!)

Overall a nice gem, and appropriately priced. Try it out.. Wayward Souls is classic Zelda combat, Link to the Past style, only tightened up to the nth degree and given a roguelike luster.

The main game flow is you enter a room, the doors lock, and a bunch of freakish undead monsters try to kill you. You watch their patterns, step around them as needed, and strike when they are vulnerable. The combat is slow paced and you must be reactive, often to a half dozen monsters with different patterns, kiting and dodging them as best you can to line up a strike when the opportunity presents itself. Enemies flash, then they attack, you dodge and counter, that's the ebb and flow, and your first few runs are going to result in you dying a lot as you figure out the patterns to the monsters and what they let you get away with.

There are six characters, with a seventh on the way, and each has a different moveset that changes the game up a bit. The warrior has a lackluster dodge, but his defense is a shield with limited "ammo" that can be equipped almost as fast as you react. The rogue is dodge-happier and can gain a bonus on backstabs. The mage shoots at longer range but is strapped on defense options. The spellsword has nothing BUT a dodge but collects a great many single use items, etc... There is plenty of variety on offer and currency from your many failed and successful runs can be spent on upgrading the stats of your characters (The

upgrades are generally discrete and well managed; we aren't talking a Rogue Legacy style grind to infinity here, but everyone has a stat for more health regenerated at the end of each floor which is a damn near necessity for serious runs so a grindwall still kinda exists.)

This started out as a mobile game but the changes made from the original are quite numerous.

Compared to Death Road to Canada, there is not much randomness or craziness to Wayward Souls. Each dungeon is a series of combat rooms, of greater lengths, leading to a boss to clear your run. The game is focused heavily on this combat and demands you learn the enemy behaviors and your character's tricks if you wish to succeed. The few in-game upgrades you'll find are minor property additions to one of your abilities; they do not make or break a run*. It is just down to you and how good you are.

*In fact in game upgrades are so lackluster it's usually a blessing to find a fork that leads to the level exit generated pretty close to the start; it's rarely worth fighting more encounters than necessary because you are very unlikely to come out of it with anything meaningful that outweighs the time and health risked.. This game is an incredibly accurate simulator that depicts the daily life of homosexuals in Russia.

In this particular set, you are playing as a gay manlet attempting to pick up as many bottles as you can while avoiding cops (which btw are giants compared to you) and burning cars, quite clearly, a very accurate depiction of what it is like to live in Russia when you're gay. If you happen to run into the cops they just beat you to a bloody pulp, and you're forced to restart your game.

Sadly, despite being a very brave piece of art this game is plagued by terrible controls, awful performance (~20fps on a 1070 and an i7 4790), and lack of the "fun" factor. This game also launched steam VR as it was starting, which is a fairly common issue with cheapo, low effort games.

In all seriousness; don't buy it, even ironically this is crap.

Update 1.0.0.10 for D.I.P.R.I.P. Warm Up has been released:

A non mandatory server update addressing missile balancing issues has been released. The changes will be applied as soon as a server is updated.

The full change log for this update is:

Version 1.0.0.10

CHANGED

- changed missile homing time from 1.5s back to 2.0s
- changed blue rocket fire rate from 0.85s to 1s

There has been a lot of controversy about blue rocket spamming and we hope to eliminate the problem with this update. Let us know what you think.. **Steam statistics tracking is coming to D.I.P.R.I.P.:**

Today we can finally confirm that the next Steam update will add gameplay statistics to DIPRIP. You can view two early screenshots at www.diprip.com. Statistics will also be displayed during map loading and in the Steam Community profile similarly to Day of Defeat:Source and Team Fortress 2. We hope to have this update ready for the end of this week, it will also feature a new deathmatch version of the Dam map and a few additional improvements.. **Steamworks game play stats, a new map and a radio interview:**

The long waited D.I.P.R.I.P. update is coming today. This time we are adding Steam game play statistics which you can view during map loading or from the main menu. As promised we have also released a deathmatch version of the Dam map with some new textures and other graphical improvements. Additionally to the new map, de_dam, ur_refinery and dm_refinery maps have recieved small game play improvements. On top of all that there is a new achievement "Destroyer of Worlds" which is unlocked after destroying 2000 objects.

Gaming Radio Network has interviewed Pawel Lekki from our development team. If you want to hear first hand about the future plans for D.I.P.R.I.P. the interview will be broadcasted on air twice:

Tuesday 25th 19:00GMT till 22:00GMT - Presenter: Shnooter

Sunday 30th 13:00GMT till 16:00GMT - Presenter: DJ Ion

To listen to the interview visit www.gamingradio.net

The full change log for this update is:

Version 1.0.0.5

ADDED

- game play statistics
- Destroyer of Worlds achievement
- dm_dam map

CHANGED

- vehicle physics scripts
 - * slightly increased handbrake power
- updated de_dam map
 - * added new textures
 - * added ammo pickups
 - * minor graphical improvements
- updated dm_refinery map
 - * minor driving improvements
- updated ur_refinery map
 - * increased starting ammo amount
 - * minor driving improvements
- updated diprip.fgd
 - * team ammo pickup can now be set to team neutral (works in deathmatch). **D.I.P.R.I.P. is Mod of the Year at Steamfriends.com:**

2008 has passed as a year full of success for D.I.P.R.I.P. Our first demo release in March has put us on the modding scene and gathered a lot of positive feedback followed by numerous press reviews and interviews. The innovation and quality delivered by D.I.P.R.I.P. has been recognized by Valve and we were able to Warm Up the modding scene once again in October by delivering D.I.P.R.I.P. Warm Up directly through Steam.

Now we are proud and excited to announce that we have been chosen as the Mod of The Year by Steamfriends.com:

"What at first looked to be a simple take on the classic 'Twisted Metal' quickly gathered speed and became a lot more than a simple re-make. DIPRIP sees players driving huge metal beats around beautifully created landscapes, fending off fellow drivers with bombs, rockets and miniguns while carrying nuclear bombs into the enemy base to create just that little bit more destruction. Featuring its own achievements and packing completely destructable scenery and explosive action, DIPRIP is a hell of a lot of fun and more than deserves our Mod of the Year award...". **Server problems fixed:**

An update was released yesterday fixing the recent dedicated server problems. Achievements and statistics are also working properly now.

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