
Resident Evil: Revelations Jessica's G18 Custom Part: "BSAA" Torrent Download [key]



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About This Content

Downloadable content that includes a weapon plus one custom part.

It may look plain, but Jessica feels that her weapons shouldn't look better than she does. It has a tan frame with the FBC seal carved into the polymer slide.

Title: Resident Evil: Revelations Jessica's G18 + Custom Part: "BSAA"

Genre: Action, Adventure

Developer:

Capcom

Publisher:

Capcom

Franchise:

Resident Evil

Release Date: 18 Jun, 2013

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Minimum:

OS:Windows® XP

Processor:Intel® Core™ 2 Duo 2.4Ghz or better, AMD Athlon™ X2 2.8 Ghz or better

Memory:2 GB RAM

Graphics:NVIDIA® GeForce® 8800GTS or better, ATI Radeon™ HD3850 or better

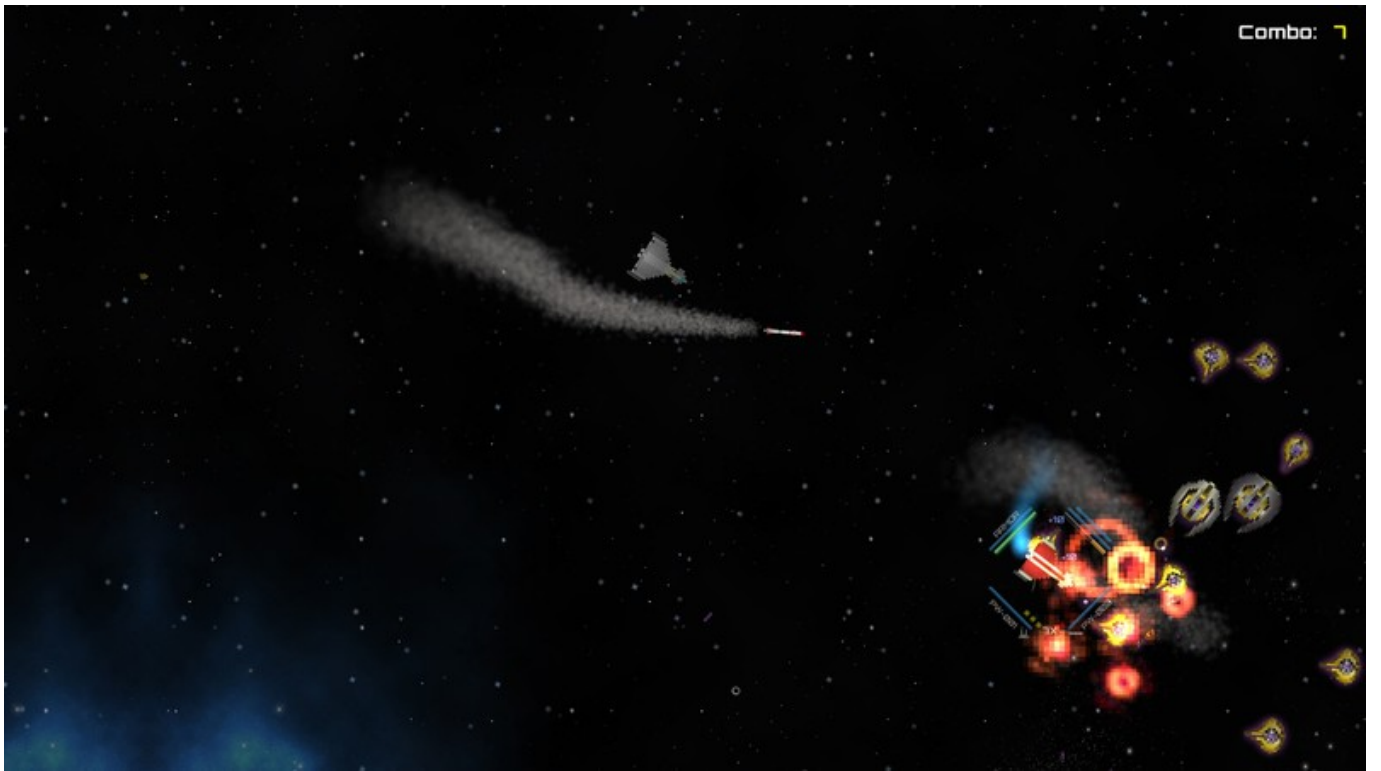
DirectX®:9.0c

Hard Drive:8 GB HD space

Sound:DirectSound supported with DirectX9.0c or better

Other Requirements:Broadband Internet connection

English,German,French,Italian,Russian,Japanese,Portuguese,Polish,Dutch







What an adventure. Ironically, what could be HexWar's best game for the PC has no reviews yet? That needs to be remedied. For those familiar with Matrix old Fields of Glory (FoG), this game is better in almost all respects. Graphics and animations do matter, and although I probably have 400+ custom FoG scenarios, the game just seems dull, even in multiplayer.

The biggest difference in this game, compared to say HexWar's "Nuts" or "Assault on Arnhem," is that it feels like a complete game system, not a puzzle game like Arnhem. That it doesn't have an editor like FoG is to be expected for the current price of \$8.99. FoG and almost all the DLC I bought cost me a fortune back in the day! What this game does have is 18 varied battles. And, hold onto your hats, the ability to easily modify most of the text files. Certainly a first for HexWar, and the reason I have less time in-game than I should have by now.

I know most people simply won't do this, but simple cutting and pasting of unit names in the scenario file gives one complete freedom to replace any unit in the game system with any other. Unit strengths and weapon effects can also be easily modified. So for a tinkerer like myself, I can get a few months from the system.

Only overt oversight I've noticed so far is the Combat Analysis box is rather large (my native res is 1900x1200), so in some cases it gets partially cut off the screen. Also, in the Idivisto (16 A.D.) scenario, I expected the Germans to rush me like the crazy barbarians they are, but the AI was very slow to move its units forward, so I was able to deal with them piecemeal. But in the other two scenarios I've played, the AI wasn't bad and certainly as good or better than FoG. It may also be possible to modify AI behavior in the script files.

But unless you are an insane Ancients fan that can deal with the UI horror and micromanagement found in the HPS ancients series, this game has plenty of stats that should satisfy most "normal" players and includes a variety of charts to consult in-game. The aforementioned Combat Analysis box gives the average player a good feel for the potential attack, without all the bumbo jumbo that appears in FoG's detailed combat analysis function.

Amazingly, this is not just another cookie cutter HexWar game, and I need to check the game credits to see who designed this thing. So far, it actually seems worthy of future DLC and/or a scenario editor, which is typically not the HexWar way of thinking. Meaning, this game seems worthy of follow-up work, but that will only happen if people buy it. Forgive me, but forget HexWar's other ported games and just get this one. It looks good, plays smoothly, is moddable and quick to play. And the battle maps I've seen so far are satisfyingly large and detailed--much more so than FoG--and contain upwards of 50+ units per side (Idivisto is one, but I haven't counted).

Anyway, unlike the HPS epics, it is big enough to be satisfying and you've got a great shot at actually finishing the scenario in one sitting. For the price, I highly recommend it to novice on up to intermediate players. Even if you don't start modding the files, the 18 scenarios are more than worth the asking price.

EDIT: Sorry to say, but the next reviewer is right on regarding the AI. Did too much modding before playing and got a bit too enthusiastic. It can't be that hard for HexWar to just script the AI to move its troops into the attack. If there is a scenario where that happens, I haven't played it yet. Also, been unsuccessful in modding "defensive" AI orders to "Fanatical" or anything to get them to move.

My apologies for leading anyone astray on my overly optimistic review.. My only thing I noticed that would need to be fixed is the action/merging features. If one of the merging targets dies the other zombies just stand there stuck and I can't move or do anything with them anymore. Still playing and can't wait for more!. Interestin game, a bit of tank warfare to play soccer with obstacles. Not quite worth 10 bucks but for a couple of bucks give it a shot it's not that bad surprisingly enough.. I still do not have Hellboy ! What a hack ?. Weird, dark, slow, horrible AI, annoying background music and etc...

For the developer:

I played only 0.1 hours because it was all the time I could handle playing this thing!

That was just the tutorial? Ok, well, it's the WORST tutorial experience I ever had.

I uninstalled it already and I will never play it again, for sure!. A superb free VR experience for everyone!

It does well guiding you through the basics while leaving a lot of secrets to be explored. Engaging physics, interesting spells, and

a great art direction.

Its a great game to demo for friends too: controls are intuitive, casual exploration of the room is wonderous and you can dive right in and feel like a wizard instantly.

Short but fun godgame with intuitive controls and full tutorial built into your campaign. Could be something a lot better with more built onto their foundation. Management, worship and combat are all very basic however and you don't have direct control over where buildings are placed, though the ai does build with it's purpose as a priority.

+WASD camera controls

+Terraforming

+UI built for purpose, everthing is conveniently displayed and accessible

-The slow pace of the advisor overlays can be an annoyance.

-Other than choosing which class to create and when, the village is autonomous. Pleasant and worth attention thanks to the awesome music! I did not have the opportunity to play multiplayer yet. Does anyone know what it looks like?

. Very Nice Quality Tutorial I have learned many useful methods which I probably would have learned from thousands of videos or forums, and these tutorials covered every thing that makes you a professional in it but there are always some things that you have to learn. Learning has no END. This is an amazing very fast pase game this takes alot of focus and stratagy!. A decent hidden object/ adventure game. Short but somewhat interesting.

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