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METAL GEAR SOLID V: THE PHANTOM PAIN - Western Tack Xbox Download Code



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### **About This Content**

Non-tactical loadout for D-Horse.

Perfect for imaginary travels through the Old West.

\* You must proceed to a certain point in the story and meet the proper development requirements before this item can be developed. (Not usable in MGO)

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Title: METAL GEAR SOLID V: THE PHANTOM PAIN - Western Tack  
Genre: Action, Adventure  
Developer:  
Konami Digital Entertainment  
Release Date: 20 Oct, 2015

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**Minimum:**

**OS:** Windows 7x64, Windows 8x64 (64-bit OS Required)

**Processor:** Intel Core i5-4460 (3.40 GHz) or better; Quad-core or better

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 650 (2GB) or better (DirectX 11 card Required)

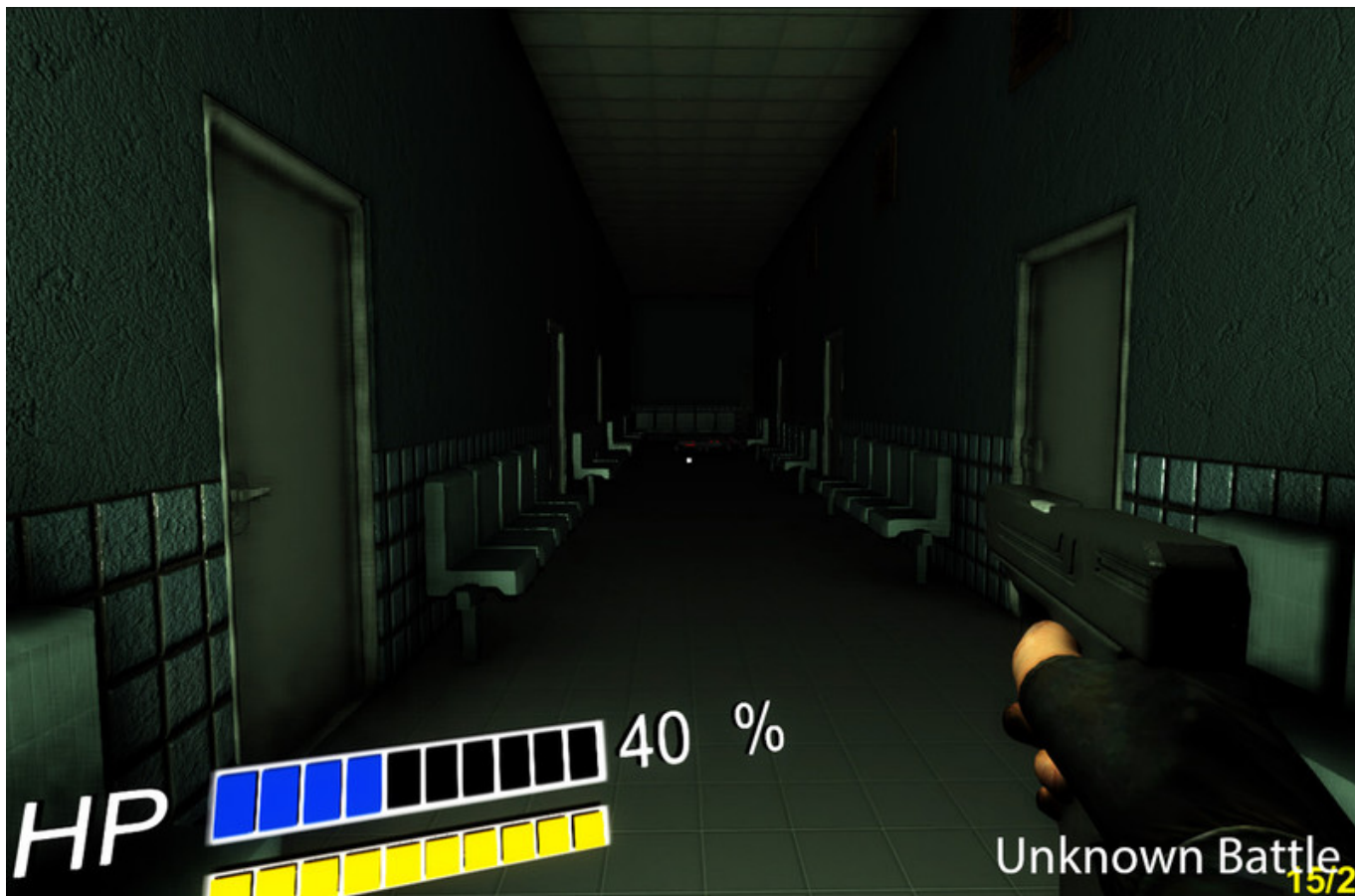
**DirectX:** Version 11

**Storage:** 28 GB available space

**Sound Card:** DirectX 9.0c compatible sound card

English,French,Italian,German,Japanese,Russian









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why does my dlc does not show in the game it says go to store. What shall i do?. They let me provide some Ahegao Face Achievements, 10/10. The original fully undressed female videogame character is back in this overpriced port that you will still buy. This game came way before my time but it is still extremely fun and it holds up very well.

Gameplay: You likely already know the Pacman family goal, eat all the tic tacs and big circles without getting caught by the spooky ghosts. The way Ms. Pacman sets itself apart however is through its diverse level sets and varying ghost difficulties. There are four different mazes in total, each with its own demands that require a very well thought out approach which you won't have time for since there are four mother[?] ghosts trying to cop a feel of that circular, yellow body. The game starts off pretty easy and gradually racks up the difficulty by making the ghosts faster and the EMP pellets shorter lasting. I usually try not to allow nostalgia to define the review but this game earn a high score simply because of how good it was at launch in addition to how well it holds up today. Its simplicity has also allowed it to avoid becoming outdated and obsolete.

Overall Score for Gameplay: 10/10

Graphics: The graphics are what you think they are. Their good for the time and due to their pixel design it is easy to tell what everything is so that's good. There's not really anyway for me to grade the textures and stuff but I will point out that you can fullscreen and I'm not a fan of the surrounding arcade art of this port.

Overall Score for Graphics: 9/10

Soundtrack: All there is to it is the transition sequences with music and the beginning of the game. Once again I find it very hard to judge these things so I'll just give it a 10.

Overall Score for Soundtrack 10/10?????

Sound: The sound is admittedly pretty good. It is very satisfying running through a long chain of pac dots and then eating all the ghosts while listening to the impactful albeit basic sound effects. Just wish there was some other sound that could play when Ms. Pacman isn't eating anything.

Overall Score for Sound: 8/10

Honestly this was kind of a hard game to review since I couldn't really acknowledge any of the groundbreaking technical achievements this game may have broken in the 80s. Also there is no story or anything to be said about the characters so that was obviously cut. It is fun though and I would wholeheartedly recommend you buy it whether you be looking for nostalgia or a classic experience.

Overall Score for Game: 9.5/10 = Great Classic!. Very enjoyable. This game didn't last me long; I quickly reached a stage where it was just too hard to complete the levels. However, I really enjoyed it. The music is enjoyable, the graphics are very aesthetically pleasing, and the gameplay itself is simple to understand but fun to play.

I would be interested in seeing more from this developer.. this sucks a s s

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I normally don't enjoy wave shooters. The only other one I have is Space Pirate Trainer and I only use that to showcase VR to newbies. Eternity Warriors VR managed to overcome my distaste for this genre. The combat is well polished and the variety of weapons adds depth to the game. The differences in weapons are just changes in shot patterns or statistics like rate of fire and damage. Each weapon lends itself to a different play style. I would recommend trying this game even if you are not into wave shooters. You can always refund it. If you do like this genre DO NOT pass this game up. The execution will leave you pleased.. I'm fired from heaven ~ω~'. So I have been playing VR for a little over a month now on my oculus rift. Everytime I view a new game or experience I feel like I'm part of some large experiment. The way we use VR and the way VR is evolving is beyond anything I could have imagined and I have a hard time explaining it to anyone who hasn't experienced it yet. I often feel like I'm one VR experience away from a total mental breakdown however and I'm starting to question what the long term effects on the human brain will actually be.

I've experienced Cosmic Sugar for maybe 30 minutes and I am totally convinced that I would probably pay 800 dollars just to know that I can do that anytime I want. I can't wait to tell all my friends that I can show them what its like to be God.

I am so very very excited about the future of VR but I am also so very very afraid. The future is far weirder and way more insane that anyone could have ever predicted. Donald Trump is president and I can manipulate particles with my hands. I love it.. I've played about 20 hours. Like any new game, the controls take a bit to get used to but once I figured them out all was good. I will not spoil the game in this review.

Good points: The graphics are very nice. A lot of work has been done here. The crafting system is very deep and has a good progression to it. For me, I'm going to list the realism as a very good point. The premise of this game is that you've come to the island to restart your life after you've lost everything. So when you start with nothing but your hands, your feet and barely some clothes, you can only hold so much - ("like, for reals"). What would you actually do if you found yourself on a beach like that? Gather and make piles. You can expand your carrying capacity later through crafting. There's a good diversity of plant and animal life to keep you occupied for probably at least 10 hours of play time. (I'm not there yet.).

Bad points: Some of the game mechanics are not obvious from the start and can be a bit frustrating until you figure it out. And if you're one of those people who will try to stick to it without looking for outside help (wiki's, other people, or their friendly Discord server), you may get frustrated. If you can't get a fire going before night (which seems to come quickly after you start a new game), you're literally left in the dark. Dehydration is real, and again, if you can't figure that out early enough then you'll die. (Which if you're one of those hard core players, you'll want to restart your game, amiright?)

Ugly: There are some bugs (early access!), so working around those can be annoying. Some of the graphics don't look like they line up properly on a 1050 screen (as opposed to a 1080). (Edit: I submitted this bug on their Discord and it's already worked through their Trello board!)

To sum up: I recommend this game. It's a well made survival game. So far it doesn't seem too grindy. I like the gathering and crafting system. The food/water/heath system seems fairly well done (some polishing required, but it's early access). I'm enjoying the creating of tools, crafting stations, and objects which come out of it. The only annoying thing with gathering is it can leave a bunch of unwanted "left over" material you can't readily use.. was fun before hackers got to it.. Boring as hell, any sort of damage does basically nothing to bigfoot and the game plays like a poorly made Garry's Mod gamemode. Game isn't scary because bigfoot charges at you like a sped when he doesn't get his chicken, and there isn't really any other obstacles besides him. No hunger, thirst, and some weird temperature system that never made an impact when I played. The map has some cool landmarks around it, but they make ZERO impact on the game. You loot the locations and leave. The map is completely empty except for the occasional wolf howl or bigfoot charging at you. The only fun I had in this game was when we stabbed my friend right before disconnecting because of how bored we were.. There's nothing quite like this out there... A diamond in the rough.. It's tedious to send ships around looking for profit. I'd much rather manage a level above this.. A cute, short, challenging 2-D platformer with generous save points. It's not Nintendo-level design work, but if you love the idea of playing a dog out to rescue their person, you'll have fun.

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