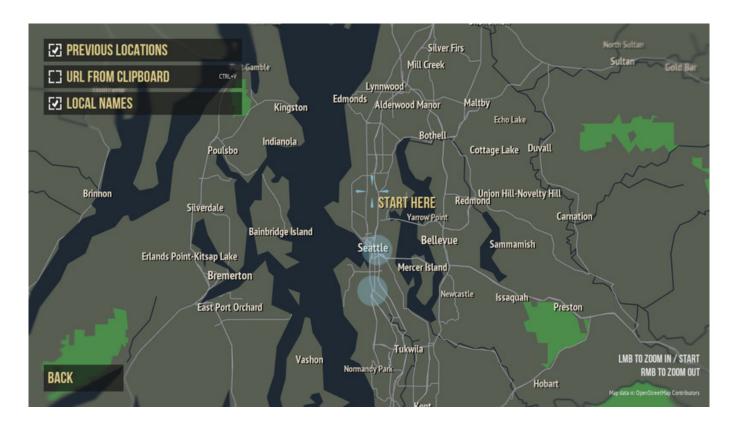
GRID 2 - Headstart Pack Key



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About This Content

Download the Headstart Pack and receive the stunning Mercedes-Benz SLR McLaren 722 GT, a RaceNet bonus and make your in-game cash go further with a 15% discount on all purchases from GRID 2's online vehicle and upgrade store.

Title: GRID 2 - Headstart Pack Genre: Racing, Sports Developer: Codemasters Racing, Feral Interactive (Mac) Publisher: Codemasters

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Minimum

OS: Windows Vista, Windows 7, Windows 8

Processor: Intel Core 2 Duo @ 2.4Ghz or AMD Athlon X2 5400+

Memory: 2 GB RAM

Hard Disk Space: 15 GB HD space

Video Card: Intel HD Graphics 3000 / AMD HD2600 / NVIDIA Geforce 8600

DirectX®: 11

Sound: Direct X compatible soundcard

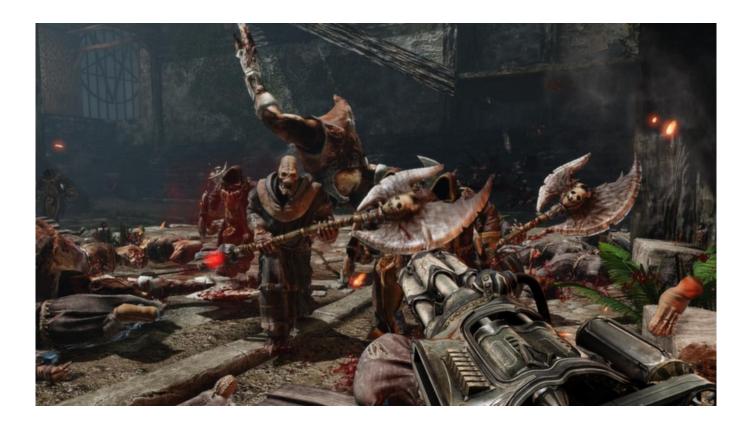
Additional: Broadband Internet connection

Additional Supported Graphics Cards: Intel HD Graphics 3000, Intel HD Graphics 4000, Intel Graphics 5200. AMD Radeon HD2600 or higher, HD3650 or higher, HD4550 or higher, HD5000 Series, HD6000 Series, HD7000 Series. NVIDIA GeForce 8600 or higher, 9500 or higher, GTX220 or higher, GTX400 Series, GTX500 Series, GTX600 Series: AMD Fusion A8 or higher.

English,German,French,Italian,Japanese,Polish







grid 2 head start pack

This games soudtrack is very pretty, a little bit sad, but overall nice to listen to.

Its mostly instrumental pieces but a few tracks have lyrics (though if you've played through the Narcissu games you already know this). The music is generally slower paced with a sad atmosphere, though there are a few slightly more upbeat tracks as well.

As said in the other reviews, it doesn't change anything in game and the content is already free to listen to in the game extras. But this package gives you the MP3 files which you can access outside of game; which I like because in game you can't make it play as a playlist and have to click through each song individually.

I recommend this if you'd like to support the creators V translators of Narcissu or just want some easy listening music for when you're working or doing other stuff.. Bad story, bad gameplay, bad jokes, bad graphics, bad music, well, bad game, but, at least, you will only suffer about half an hour to complete it and get all of the achievements.. I want to like the game because it seems like the platformer version of Wario Ware Inc. But the controls aren't tight enough for my tastes, often times causing platforming to be a pain when it comes to single block jumps and the sort.. I love the cane. The real unsung hero for Britain imho. I just got into the whole FSX thing so my planes are basically get in and go, I haven'f fully utilized all the cockpit features but it's still fun to fly and installed without a hitch. Lots of variations will keep you busy flying this for hours.. movement is nauseating but its a good game. I would rate this game as a meh? It had a nice atmoshpere and music, some neat visuals but that is it. The walking speed is slow, somewhat infuriating at times especially when you have to move from one side of the screen to another. The puzzles are not really puzzles, you pick things up and automatically use them, there is no item management, so you just walkaroung click on prompts feels kind of like busy work really. But the game isnt to long or expensive, so its not offensively bad just a meh game.. It's like an easier version of Dustforce. I loved Dustforce, but it was a little bit too difficult for me, and I couldn't finish some of the levels and wasn't able to beat the game. STANDBY is a perfect stand-in since I don't have much time for gaming, and always wanted a bite-sized game to master and get good at speed running.

Try demo. If you enjoy demo, the game is more of the same content with slightly more depth and variety, so the game will likely be worth your time (especially for the launch 40% discount, I personally put several hours into the demo alone attempting to get high scores, although if speedrunning isn't your thing this kind of game will have considerably less replayability).. PixleJunk Shooter is a personally long awaited port of the PSN game and whilst it doesn\u2019t add much else to the PC version of the game other than 1080p and 120Hz display ability and a well ported control scheme, the game is still as fun as the day I purchased it on the PSN.

Shooter is a colourful and physics based PuzzleVShooter, you are tasked with saving the people of a mining colony from a world that appears to be fighting back against the miners, along the way you fight various creatures and bosses and different methods to attack them with. The games difficulty is not very high but unless you know what you are doing enemies may surprise you. The game also comes with a Co-Op mode to allow you to play with your friends.

Shooter is an addictive and charming little game well worth the small price tag. To 100% the game you may be looking at 4 to 8 hours.

- 9\/10

My #1 PSN game, now on PC? \u2665\u2665\u2665\u2665 yeah.

Pros:

- Addictive and fun
- Colourful with nice graphics and Physics
- Good controls for mouse and keyboard (To say the game was built for consoles)
- Plenty of levels

Cons:

- Once learned, an easy game

- Very few Achievements. I got this game as part of the Bros. Brother Bundle, and let me just say it is the most boring game I ever played. The voice overs get annoying, it says it is better with sound, but even that can get annoying too as there are only a few phrases that you here over and over again when you bump into people. With that said, the other games included in the bundle were a lot of fun, but I honestly couldn't wait to just finish this one and never have to see it again. I would not have it if it were not a part of the package deal when I purchased it.. Good time filling game so far can't wait to see something new !. Challenging learning curve, but once you get the hang of it, this game will totally engross you. Some camera wonkiness and balance issues, but I expect these will improve with time.. The issue with the games dlc is that it wants to run through 'Games for Windows Live' to activate, and I've noticed that a couple people have been unable to use their dlc as a result. If you tried to log in, GfWL would hang and your game would freeze.

It was by chance that I was able to solve my problem by doing the following:

1) When GfWL activates I selected 'log into existing account'

2) There would then be an option to 'create local account' located in the main body of text. This would bypass logging into the GfWL service.

3) You are then prompted to type in a user name (any will do)

3) The game will then go through the process of activating your dlc, and should then work accordingly.

If you had troubles registering your dlc and this process worked for you please give it a thumbs up for visibility to help others.. TL;DR If you're into the aesthetics and challenging platforming with some metroidvania-light exploration elements, then this game is easily worth your time and money.

Updated Review:

After coming back to beat this game after a break, I've come to the opinion that Juno is much better designed than it needs to be - easily superior to most of the other recent "NES" clones which don't have solid gameplay to back up their retro look.

If you quit playing Juno after a few hours, let me encourage you with my experience that the game is much deeper than it first appears and ends quite strongly.

Original review:

Has some metroidvania elements in that you unlock new areas by acquiring new items and thorougly exploring already visited levels. It can be much more difficult than the early levels suggest, and a few parts have been quite frustating with slippery feeling controls. But overall the platforming has felt solid and fair, and at this point I think the fun outweighs the frustation to the point where I will try to complete the game. Music is also solid.. "Master the permeable craft". Luckily it was only 74 cents. WORST GAME I HAVE EVER PLAYED!!!!!!!! Do not even bother contributing to the failure that made this. People like him/them make me sick to my stomach. I mean I create\u2665

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