Resilience Wave Survival Mod Download



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About This Game

RESILIENCE WAVE SURVIVAL 2.0 COMPLETELY REMADE FROM SCRATCH



Resilience: Wave Survival is a physics based endless wave survival shooter set in an abandoned village, being taken over by Alien Invaders, Zombies & Robots.

Explore to search for guns and ammo to help defeat the enemies, better find food and water too if you want to survive for longer. Beware of the Tripods stalking the lands.

GAME MODES INCLUDE!

[] WAVE [] GUN GAME [] DEAD IN 5

[] SURVIVAL

Key Features! [] DAY / NIGHT CYCLE [] WEATHER [] LIMB BASE DAMAGE [] HUNGER / THIRST [] SURVIVAL MODE: BUILD / CRAFT / SURVIVE [] TERRAIN GENERATION WITH SEEDS [SURVIVAL MODE] [] WAVE [] GUNGAME [] 5 MAPS [MORE WILL BE ADDED IN FUTURE UPDATES] [] CUSTOMISABLE WEAPONS [] IN-GAME CUSTOMISE WEAPONS [] THIRD PERSON MODE [] SWIMMING [] INVENTORY [] XP [] ACHIEVEMENTS [] PLAYER ABILITIES / STATS [CAN BE UPGRADED] [] EARN AND SPEND CREDITS [] LOOT [] SLO MO MODE [] ALL NEW AI AND BRAND NEW MODELS [] SCORING WITH MULTIPLE HIGHSCORES [] TEST RANGE [] FREE ROAM MODE [] PARTIAL XBOX CONTROLLER COMPATIBLE [] IN-GAME CUSTOMISABLE INPUTS [] CRAFTING [] HARVESTING [] BUILDING

b]Weapons In-Game![/b]

Completely made by one person.

2.0 has been completely remade from scratch. Legacy version can still be played thru the 'Legacy Branch'!

All Future Content / DLC will be FREE.

Title: Resilience Wave Survival

Genre: Action, Adventure, Casual, Indie

Developer: Jimbob Games Publisher: Jimbob Games

Release Date: 23 Dec, 2015

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64bit

Processor: Dual Core

Memory: 4 GB RAM

Graphics: SM5.0 (DX11) 2GB

DirectX: Version 11

Storage: 10 GB available space

English







As some one who has already bought virtual desktop and used bigscreen beta, this is utter garbage compared to them.

Perfomance issues, no option to use your mouse and key board, certain windows will not close what so ever, lack of 360 support, no options for increase AA or resoultion and more.

Kind of find it wierd that most reviews of this product that are postitive only have 1-2 reviews under their belts and are getting no down votes while the only other negetaive review is downvoted to hell.

To sum it all up they created a inferior version of the countless virtual desk tops programs on the market, even if they are free. Just get big screen desktop instead, only thing it lacks is 360 support. Absolute genius. First review I've written for anything on steam in the 4years I've been on. I totally love this DLC. I'm not totally familiar with the bells and whistles, literally, but it sounds pretty authentic. Personally, my ONLY con about this, is that the passenger views aren't situated by the window seats. At least one side would have been okay, though I would have prefer it on both. But this is totally worth the retail, and even better steal as a twin-pack. Highly recommended! Quick impressions:

+Lots of unique Celtic units.

-Same voice-overs as all the vanilla tribes, which I've gotten really sick of (especially during diplomacy).. It feels very professional and with a little more polish you would think it's an official dlc. The creators of this mod should be on the dev team for Rising Storm 2: Vietnam.. Nice game, interesting read. 1 girl with multiple personalities that are different enough to play through each. This is like reading 6 short stroies that all have the same start. You play as Soratsuki, A guy living on his own who encounters Kiriro, and you get the guts to talk to her and she reveals she has multiple personality. You meet each personality and then make your choice. Doing so in new save files

Each girl is a "trope" of some sort:

- ~Kiriro: Shy, soft and sweet
- ~Ayuri: Drunken Big sister
- ~Sumire: Eat, sleep, play video games, makes cat noises
- ~"Miss J": Blank and Emotionless until you make her feel something
- ~"Ikusa" Clumsy Foodie\Dessert-Loving Tsundere
- ~Yuki: Edgy sadist who makes constant hijinks to stop you from doing other routes. You have to reject the others to play with her
- ~Yume: an outside Friend who appears in all routes but does not seem to be a choice here.
- ~Harem: This is not a choice in the game, and I think putting one in would make the game worse.

While I enjoyed this enough to play all 6 routes, I have 2 Main aspects I dislike:

~Autopilot: Like I said, this is 6 visual novels, You get no choices other than yes or no to this girl and if you say no every time you are automatically routed to Yuki. Once a route is started you are Locked into it until the credits. Also, you have no input on the words that come from soratsuki. I wish this were more like a "Game" in the fact that you got multiple routes and could fail them~ or even make mid route choices to swap routes. This game is already 200,000 words but I think it could have more depth. ~The translation of this has some pretty broken English. Seems this went from chinese to japanese to english. I think some updates are needed to iron out these sentences. I wouldn't retranslate their meaning, just fix them to make more grammatical sense.

Others seem to be dissapointed that there is not uncensorship patch, The art in this game is pretty good and while I do not mind the game being censored, the fact that the censor is a huge white bar covering 1V4th of the screen is rather funny.

Overall If you enjoy these visual novels you should try it. You are still getting a great value of content VS what you are spending in comparison to many other Visual Novel Games.. Best 50\$ dollars I've spent on software all year!. "Fifteen men on the dead man's chest--

...Yo-Ho-Ho and a bottle of Rum!

Drink and the devil had done for the rest--

...Yo-Ho-Ho and a bottle of Rum!"

Is Captain Morgan a Cyborg? UFO? Is this a joke?

 $10 \lor 10$ - for the game final!!!! ;). uninstall button works $10 \lor 10$

Cute, cheap and hard as hell.

As somebody who spent weekends during my early teens trying to get past the early levels of SNES Super Mario All Stars games (I never made it past level 4 in any of them), I enjoy how incredibly hard this game is.

It is also cool how collecting stars lets me buy more characters to play the levels again with using slightly different float\/drift times etc.

Am sure this will be a favourite for playing on long flights or other dead-time in the future.. Remove your mini game and all will be good. Its not very good. But there are a handful of weapons(8) and chase scenes. Overall the story is stupid and the rambo feel makes it just stay stupid. But not unfun, i guess.

There are many bugs where cover doesn't work and you will get stuck but the checkpoint system allows you to bounce back and I was able to complete everything. The UI is minimal and you will often have no idea where your teammate is when he randomly yells "follow me quickly" but that could depend on how you play, i ran ahead a lot and I was pretty drunk.

All the achievements work and it was an easy perfect game. For that reason, I recommend it... even if it is only a 22pt game. I've played much worse recently. The achievements forced me to use every weapon in the game, I enjoyed that.

I will never play this again, but it fits nicely in my perfect game folder.. pathfinding, worst combat system you can imagine, cheap art style, cheap graphics, item shop, "epic" soundtrack.

why does this exist? this isn't even a real game.. Nice and easy game to play when you just want to relax or are on the phone or something.

You match 3 or more of the same colour in a row, you can turn the board.

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