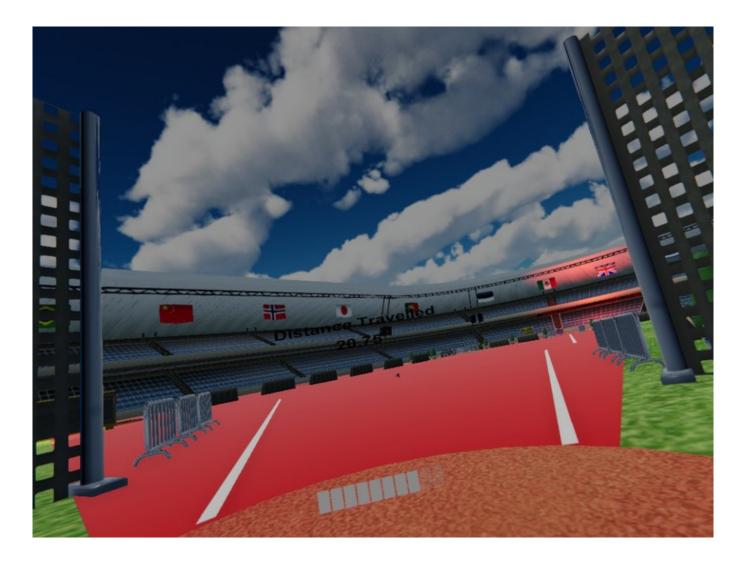
Battle Fleet 2 Ativador Download [serial Number]



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About This Game

Your mission is to select a fleet of warships, arm them by selecting their weapons, assign captains and destroy the enemy fleet. You'll have complete control of this mission, all the way down to what angle and how much power should be put into each shot.

Battle Fleet 2 is at your command, Admiral!

Battle Fleet 2 is the radically improved sequel to the original and has kept the "Worms" / "Scorched Earth" style angle+power mechanic, but now features full 3D modeling of terrain, ships, and ship hit locations. Hit the the engines and cripple the enemy's maneuverability, or aim for the command center and disable the ship for an entire turn. Ships are more realistic in which weapon compliments they can carry, and aiming/firing, as well as moving, is more intuitive. Battle Fleet 2 also now features Fog of War, allowing for stealth tactics and surprise attacks to be a viable strategy as well as adding the importance of using ships and aircraft for recon as well as attacks. With a full featured campaign and a variety of single play scenarios, Battle Fleet 2 will keep even the saltiest of sea-dogs satisfied.

Feature List

- Build your fleet from 7 different ship classes each with different hardpoint locations for mounting different weapons, different mobility, and different hit locations.
- Use small caliber guns to pinpoint your shot and switch to devastating salvo mode, forcing all available guns in range and firing arc to fire at the same location.
- Equip your ships with a wide variety of weapons including AA guns, torpedoes, and a plethora of different caliber naval artillery.
- Utilize or neutralize a variety of aircraft, including recon planes, fighters, and bombers, launched from island bases, aircraft carriers, or cruisers.
- Ship captains gain experience with each Campaign battle.
- Play the strategic single player campaigns, random skirmish mode, full cross-platform multiplayer, or even hotseat multiplayer.
- Pacific and Atlantic campaigns with historical and clean slate modes for each.
- Use recon to clear Fog of War and defeat enemy ground based airfields and coastal artillery.
- Deploy Strategic Command Cards to surprise your enemies with special actions like deploying mines, sabotage, enhanced aiming, airstrikes and more!
- Battle Fleet 2 features full 3D models of WW2 era ships.
- VR Support for HTC Vive and Oculus Rift

VR Support

Battle Fleet 2 has full VR support allowing you to play the entire game in VR and even battle against friends who are playing on desktop. The VR support is experimental so please report any issues you find and we will continue to improve the VR interactions and features.

Title: Battle Fleet 2

Genre: Simulation, Strategy

Developer:

Mythical City Games

Publisher:

Mythical City Games Release Date: 20 Nov, 2014

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Minimum:

OS: Windows XP

Processor: 1.5 ghz dual core

Memory: 2 GB RAM

Graphics: 128 mb Video Card

DirectX: Version 8.0

Storage: 500 MB available space

English, French, German, Polish, Russian







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Pros:

- -Responsive fighting controls that reward timing
- -Vast roster with enough differences between each character to keep it interesting
- -More combos and strategies than even a seasoned vetarine could memorize
- -Rewards all the time. Practically an achievement every time you log in.
- -Story mode is pretty engaging if you are aware of DoA's story up to this point, but does not alienate new players.
- -DoA's classic breast physics for those looking for ridiculousness

Cons:

- -Online play is a little barren.
- -Gameplay after story is beat can get repetitive, as there's only Arcade (with 10 difficulties), Versus, and the Endless modes
- -DLC is ridiculously overpriced.
- -Is not designed for keyboard controls. Requires Controller, which can be difficult to get working at first.
- -Grabs and Holds timings can be a bit off compared to other fighting games. Its prety bad buggy and not worth the time. Game cannot be completed. Automatic negative review.. wtf I have played? $10 \lor 10$.

Music, story, and artwork are all amazing.

Gameplay is 'different' but its fun coming up with learning and dice rolling strategies:).

This game is definitely worth it if you enjoy Japanese anime type humor\/styles.. Really good.

. supporting the dev!. absolute trash, bad graphics, bugs, give this to someone you HATE.. 1/10 Would Demon Again.. Awesome awesome game! Puppygames puts out another game with their signature arcade style but with roguelite and survival horror elements. Definitely recommend!

Puppygames has evolved so gracefully and elegantly from 2D to 3D. The same goes for the sound effects; just top notch as with all of their previous games. Endless fun and style.

This is the Half-Life 2 of Roguelite survival-em-ups.

Great couch pvp for up to 4 players. Good variety, easy to pick up, hard to master, etc. In rotation with Towerfall and Rocket League for when friends and family are around. Buy it!. Big Action Mega Fight is a very simple beat-em-up, but it's still fairly enjoyable, mainly due to the fun cartoony style, cheesy humour, and the classic feel that the music and sound effects bring. Oh, and it works well with an Xbox style controller - I used an 8Bitdo FC-30 Pro in xinput mode.

There's a lot of short stages in Big Action Mega Fight, which start out incredibly easy but slowly get... less easy. Most stages simply have the objective of "kill all the goons" but every now and then you'll get a stage where you have to "kill all the goons within a time limit". I attempted to get a three star rating on every level, but the final level just felt impossible to achieve this, though it's not hard to beat - it's just hard to beat with the high score they expect of you to get three stars.

My major gripes with this game are:

- 1) No interesting combos to string together, mostly just jab, jab, uppercut, and sometimes maybe you throw something (or someone) at someone (or something).
- 2) No multiplayer (not even local) with the developer stating there is no intention of ever adding multiplayer.
- 3) You're randomly given a special attack for each stage you play instead of being able to select it. Honestly the first special attack you get is the best, so why are the others even there?
- 4) I might have missed something, or blacked out, but I don't recall any boss fights. I get the feeling that there might be something more if I got 3 stars on all levels, but since I saved the guy and got all the achievements, I'm done here.

Despite those gripes I still had a reasonably good time playing Big Action Mega Fight, there's just a lot of room for improvement. Go in expecting a very elementary beat-em-up and you might enjoy yourself too.

5.5 out of 10, would FISTNADO, but only just. Buy it on sale if you do.. I really like this game mabey not as much as blizkrieg because things like your tanks not being able to be fully repaired in battle and the poor auto resolve but I do like the recourse system the new units and the setting/story also does any one notice that in trailer/opening cut scene they say that nuclear bombers turned the northern hemisphere in to a barren land but I think this is a translating error And they meant to say nuclear bombs. A really original and interesting game.

The game itself is challenging and really addictive, enough to keep you entertained for hours with no regrets.. I've bought the game to support its creator after I've read his post-mortem on Gamasutra. The game looked nice: a love letter to the old MS-DOS dungeon crawlers, with mazes to explore, monsters to kill and loot to gather. It turned out to be even a greater throwback to old times then I expected: the game made me remember how awful the interfaces were back then, and how user-unfriendly a game can be. The game doesn't utilize mouse -- instead there's a key for everything: O to open the door, P to pick up an item, I to go into your inventory, T to throw a weapon. Instructions page are barebones too, so the game provides a double journey of discovery: one as you explore the dungeons, the other as you explore the interface, trying to understand how the hell it's supposed to work. I gave up and dropped the game when I accidentaly pressed Esc in the wrong time and found out that the same button is used to exit the inventory and to drop the game and exit to the main menu. This almost made me shed a tear of nostalgia: yes, the MS-DOS games of old times were exactly this frustrating.

Thumbs up to help the game's creator to pay his mortgage.. I cant get past the load screen. paid 2.99... so I was not expecting much. a card game would be much more expensive!

for this ,great value!

played now for 2 hours an want more...

if you like Game of Thrones it is must have

Update 1.423 for VR:

We have just released the 1.423 update to the PC version of the game to address a critical bug in VR that prevented you from ending a battle in some cases. This update is only for the PC version, not Mac.. **Battle Fleet: Ground Assault announcement**:



We are beyond excited to announce our new game in development. This game will expand the Battle Fleet universe with a new series. **Battle Fleet: Ground Assault** will continue the brand's unique turn-based action strategy, while opening up a new front of WW2 tank based combat!

Battle Fleet: Ground Assault will feature single player battles, epic campaigns and intense multiplayer action. Coming later this year (2016).

As with our previous games, we will be asking for community input as we continue development. What you say matters & we want to create a game that you love!

Want to be the first to know about the game's features and development progress, sign up to the email newsletter at: http://www.battlefleetgame.com/subscribe.html

There's also lots of new stuff in the works for Battle Fleet 2, so stay tuned to this space, the newsletter and our social channels!. **VR Support Added!**:

We've just launched the 1.4 update which includes some bug fixes and the initial VR mode support for the HTC Vive and Oculus Rift (with Touch controllers).

Check out the VR intro video to get an idea of how the game works in VR: https://www.youtube.com/watch?v=cXXqXJCbb4

Select the VR mode by either starting SteamVR and then pressing the "Play in VR" button or right click on the game in your library and select "Launch Battle Fleet 2 in SteamVR".

This is still an experimental pass at the VR support but does allow you to play all of the game modes including multiplayer against non-VR players. We would love to get your feedback, so please do report any issues you come across or suggestions you have for improving the VR experience. Here are some VR tips:

- You can move around the map by holding the grip button on one controller
- You can zoom the map by holding the grip buttons on both controllers
- Use the laser beam controller to select buttons and ships
- Target airstrikes with the laser to place the crosshairs
- Use the left controller's touchpad to increment power and angle values when moving or firing
- Use the right controller's touchpad to teleport across the map

Unrelated to VR, we've fixed the multiplayer bug for players in countries with non US keyboard layouts and a few other smaller bugs.. **First Tournament**:

This weekend the first Battle Fleet 2 multiplayer tournament will take place. On Sunday January 25th 2015 between 2PM PST (UTC-8) and 6PM PST (UTC-8) your scores from all online multiplayer battles will be added up and each player will be ranked based on the total Prestige Points they earn during this period.

The player with the highest total Prestige Points earned will receive their choice of either a \$50 Steam Gift Card or \$50 Apple iTunes Gift Card. The runner up 2nd place winner will receive their choice of a \$20 Steam Gift Card or a \$20 Apple iTunes Gift Card.

To be eligible, please sign up at: Sign up form[docs.google.com]

Rules:

- Battles must end before 6PM PST on Sunday January 25th 2015 to be considered.
- Battle Fleet 2 version 1.13 or higher is required. Please check the version number at the bottom of the game's main menu.
- Any prestige point limit is valid.
- Any map is valid.
- Any ships are valid.
- Any platforms are valid, including PC, Mac, iOS, Android, Amazon.
- Player must have a Battle Fleet 2 user account with a valid email address to be eligible.
- Battle must last for at least 1 turn.
- Scores and usernames of all participants will be posted on the Battle Fleet 2 website.
- Scores and usernames of winners will be posted on the Battle Fleet 2 website, Steam and other social media channels.
- Contest void where prohibited by law.

We will contact the winners via the email address listed on the entry form.. **Atlantic Expansion Fundraising Ending Today**: The Indiegogo fundraising campaign for the Atlantic expansion will end today at midnight PST. Although the campaign has little chance of being fully funded, the amount we have raised so far along with the sales from the Steam launch are enough to guarantee that the Atlantic campaign will be completed and be available as a free update to the PC/Mac versions of the game.

With the amount raised the process to complete the Atlantic expansion will take several months, but if you would like to see it completed sooner and want to help the game's development please take a moment to share the campaign link with your social networks or make a contribution via Indiegogo.

https://www.indiegogo.com/projects/battle-fleet-2-expansions

Every bit helps to keep the game's development going with future expansions and feature updates.

Remember that there are special rewards for people who share the campaign the most. Check this update for details:

https://www.indiegogo.com/projects/battle-fleet-2-expansions#activity

Thank you everyone who has made a contribution or helped us spread the word, and thanks for all the great reviews and feedback on the game!

-Jedrzej Jonasz. Battle Fleet: Ground Assault release date announcement:

We're happy to announce that Battle Fleet: Ground Assault, the next game in the Battle Fleet series, is going to be released May 1st 2018!

Wishlist the game on Steam today:

http://store.steampowered.com/app/400350/Battle Fleet Ground Assault/

Battle Fleet: Ground Assault brings the series from naval battles to land based tank battles. You can select your battalion from 20 different tanks, each unique to one of the 3 playable factions United States, United Kingdom and Germany.

BFGA builds on Battle Fleet 2 with the following new features:

- Armour and shell types
- More advanced fog of war
- Destructible scenery, buildings, etc
- Unique tanks for each faction



. Patch 1.21 Released:

The 1.21 patch for Steam has just been released. This patch addresses:

- bugs with player turns in campaigns
- bugs with battles turns not ending
- AI transports now retreat instead of forcing you to hunt them down if they don't stand a chance
- minor ui bug fixes
- game showcase videos can be closed by pressing the More Games button

Thanks for everyone's patience, I know that some of these bugs caused critical issues with the game so hopefully they will now be resolved.

The next update will make the other factions playable in single battles, and include a few other tweaks. Keep an eye out for that later this year.

. Steam Sale & News:

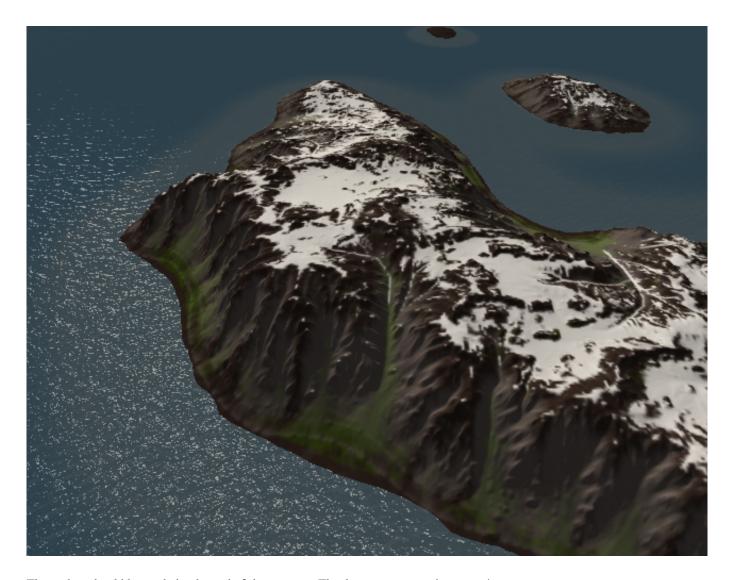
Battle Fleet 2 is part of the Steam Summer Sale, it will be 50% off for a limited time. If you already own the game, why not buy a copy for your friends and battle them in online multiplayer!

The development of the upcoming Atlantic Campaign update is going well and we now have most of the new territories created as well as a few new features. One of the new gameplay features in this update will be the addition of troop transports. This should bring a whole new dimension to the strategy of the campaign map as your fleet will need to have troop transports to conquer a new territory. Transports can be built in ports just like any other ship and will be playable ships in battles.



Not only are we getting new territories in the Atlantic (that will be available to multiplayer games as well) but the new territories will have much better looking islands and terrains. The original Pacific territories will also eventually be updated to match the look of the Atlantic but that wont' be included with this update.





The update should be ready by the end of the summer. Thanks your everyone's support!

-Jedrzej Jonasz Developer

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