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Could have been great, but save yourself the time and money.. A really charming game with an interesting defense system. The game is really fast paced and challenging. Don't expect this game to be relaxed.. Sweet expansion, Havent finished the whole story yet. I will update my review when I finish the Dlc. Other than that adds alot more features. This game just keeps getting better and better :) Keep it up Devs!. The Marvelous Miss Take is one of the best stealth-action game's you've probably never heard of.

You're quickly introduced to Sophia Take, the main character and find out that your Aunt had passed away and in her will she had left her art collection to Sophia. You then find out that Ralph Blackstock forges a new will and takes Sophia's Aunts entire art collection and your job is to get it back and prove he stole it from you.

Now the game is split into five chapters and each chapter is composed of five stages, to start with the stages are very basic. There are some cameras and a few guards patrolling the art gallery but as you continue they start using dogs and motion detecting lasers to try and stop you. You'll notice right away that Sophia is just your average thief, nothing too fancy; she can nimbly get away with nothing but her wits and whatever gadget the stage gave to you. As the stages get more complex you'll meet two new characters, Harry the Thief and Daisy the Pickpocket. Eventually these two characters join your party and help Sophia try and get her art collection back. Both of these characters play completely different and also have to complete seperate goals than the other two. Harry the Thief walks with a cane so he's slower than Sophia and Daisy but he can throw his trusty bouncy ball to distract guards and his missions are literal stealth missions; don't get caught at all because he can't escape easily. Daisy the Pickpocket is the fastest of the three and can walk around guards without alerting them, her missions are also drastically different; you have to steal keys from guards to open safes for cash rather than just stealing art and leaving.

This game definitely builds itself on basic but rock solid stealth mechanics - hiding, running (or walking) and stealing anything that isn't outright nailed down and then applies all of that to its extraordinary level design. On top of that the game has extremely simplistic controls, you can play it with just the mouse if you wanted to; or keyboard for movement and mouse for actions; or even just your controller. One downside is that there are no remapping controls, so if you don't have a controller and the default controls for keyboard & mouse bother you than you are out of luck.

Graphically there isn't anything to complain about, some might like the cartoony feel while others might hate it. I personally feel that it helps the game stand out amongst other games in the genre usually being dark rather than having that happy yet serious feel. Don't let the bright nature of this game fool you, it will take no mercy on you in the later stages.

Now the soundtrack for this game was phenomenal, it has that jazzy down to earth feel while you're slyly prowling around an art gallery trying your best not to get caught while you pilfer paintings or other priceless treasures.

Honestly The Marvelous Miss Take is a perfect example of how a stealth game doesn't need to be slow or tedious; how they can also be fast and lively, in a world of bright colours and memorable characters that don't need to have fifteen times the dialogue

introducing them to be remembered. This game is as great as it's very own name states, it's just depressing no one really gives it the chance it deserves.

If you're into stealth games and have wondered "is this the game for me?" I can probably say without a doubt, yes it is. Highly recommend a purchase at any price; it has enough content to keep you entertained for hours and then some.. I only buy Games that have Steam Trading Cards with them or Achievements....This does not have any cards....Check the market and you will see that there is none. I did buy this with a Discount Coupon 66%.. A really bad game. There is a manual but its so basic, it doesn't explain the game concepts at all, especially how strength of units and combat is handled. Combat calculations are broken...ie. you can bomb units but nothing happens. There is a fog of war, but this developer choose not to display it, which is annoying and strange. I went to their forums to try to get an explanation about combat but their forum has been abandoned, no responses. There is no naval combat...well there is but its done automatically. The GUI is very cumbersome and slow, to get units to attack its a pain, its so time consuming, they could have made it so easy, but no you have to do 5 different things if you want a unit to attack. I bought it for a dollar on sale, and I wish I hadn't...yes that's how bad it is.. I'm going to keep this short and just say that an already great space 4x RTS game has been made several times greater by this expansion.

Two new races, new techs, revamped research tree and overall improvement in pretty much every area make this a no-brainer.

If you own the game, get this expansion, there is NOTHING to regret. If you don't own the game, get it and the expansion together and tell your friends about this awesome 4x that far too few people know exists.

Its games like this that are worth supporting way above the AAA publisher titles. A 3-man dev team made something truly amazing.

Not a game for everyone, but it's the next best zombie survival sim to much more ambitious and big Project Zomboid and it's an amazing sequel to the first game.. aiming system very bad, cant even make the first level, too hard. People give this bad reviews because you need to buy this before you're very far in the game so that you can enjoy it. I bought it early. It adds a significant amount of content and fun to the game. Worth it if you enjoy the game and want to extend to middle portion and make late game easier. Only complaint- some items for the Pirate zone seem a little too strong.. Simple yet fun. Still playing, but a quick bug note. If you play Fire Deck, you have to reboot the game & steam to play it again.

Fun Fun Fun game though, my wife was far to scared to walk the plank :). Freedom force vs. the Third Reich is the right kind of nostalgia. The kind that isn't a repeat of something you saw with a fresh coat of paint, but a celebration of WHY we love this thing we love. Stylistically it seems to lovingly and joyfully toss in every silver age (and lots of golden age) comic book trope and cliché both in how the characters speak and look. Expressed no more beautifully than through the amazing hero origin cut scenes between each mission. Cut scenes which I hasten to add are easily the best element for me in the entire game. From the narration, to the story itself, to the personas of each hero...the game just knows what it is and knows exactly what its calling back to.

Gameplay wise the game isn't mind blowing but I wouldn't call it bad. It feels like a slightly looser and far less complex version of the pause/start style of a Balder's Gate or Dragon Age. Teetering on this little border between beat em up/strategy/crpg. You pause, issue commands, target enemies with abilities or allies with buffs and heals, unpauses. It works and honestly its a style of gameplay I'd love to see given over to actual comic book video games in the future if it evolved some. I mean it makes perfect sense for this kind of strategy light gameplay to be how a super hero team game should play. Now the issues start to nip at the edges when it comes to things like AI pathing and priorities. But really at the pop of a button you can pause anyway so even though it'd be nice to have your heroes act smarter when not under direct orders at all times...it aint nobodies fault but your own that they ever don't have said orders. Imagine one of the old syndicate games but with more verticality and the ability to pause and issue commands. Also I think some of the 'Jagged Alliance' games utilized this mechanic.

For me though the issue with this game I had most trouble dealing with was the length. Mind you I played it in 2 hour stints but by the time I got to the end I felt like it had overstayed its welcome. I had long ago seen the last of the amazing hero origin cut scenes and by the time I stopped felt like the game had become rather drawn out. With missions made needlessly long for the sake of tacking on time played. That being said I could easily still recommend this title to anyone who is a lover of silver age comic books. Its like the first Freedom Force game but better. It's the kind of thing a comic book fan cannot help but smile at over and over again. so considering how cheap it usually is I firmly suggest giving it a try.. Awesome party game, had a lot of fun playing it with friends (and even strangers!). It is so worth the price. BUY IT NOW!

Super jeu de party, j'ai joué avec les développeurs et d'autres participants du Warpzone à Québec, vraiment tripper! ACHÈTE-LE, AWEYE-DONC!. Fix your fps problem or refund me this was running pretty good before the 2.1 GIG patch. 6 skins

10 dollars please

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