
Shred! Downhill Mountain Biking Download]



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About This Game

Shred! is created entirely by just one guy with a severe mountain bike and video game addiction...Just like the real thing, the action is fast paced and utterly relentless from start to finish! With over 30 courses to ride and two Bike Parks, you can rest assured that every inch of trail is carefully designed to keep you on the absolute ragged edge!

Features

- AAA rendering effects and massive increase in visual fidelity over mobile versions!
- NEW - First person camera angle takes intensity to a new level!
- "Flowy" level design makes for an authentic, fun and very satisfying game-play experience!
- Over 30 gnarly trails inspired by real world locations, events and famous video segments!
- Compete in Downhill, Enduro and Freeride events!
- Realistic bike and character physics!
- Xbox Gamepad support!

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- Cinematic & dynamic camera angles!
 - Fun, bonus levels inspired by Mountain Bike culture!
 - Brutal crashes!
 - Made by a Mountain Biker for Mountain Bikers (and everyone else too)!

Title: Shred! Downhill Mountain Biking
Genre: Action, Casual, Indie, Racing, Sports
Developer:
ASBO Interactive
Publisher:
ASBO Interactive
Release Date: 8 Jul, 2015

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Minimum:

OS: Windows 7

Processor: Dual Core Intel

Memory: 1 GB RAM

Graphics: 512MB Direct X9 compatible on board graphics

DirectX: Version 9.0c

Storage: 1 GB available space

Additional Notes: Includes graphical options to increase compatibility on some on-board Intel based chipsets and older graphics hardware

English







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Shows promise, but a little bland in its current form. Without detailed lore and storylines it just feels empty and lifeless. Looking forward to future updates however.. whatever you do: do not buy this game. even warrock or combat arms look and play better and don't even cost a dime except for the pay2win items whithout which you still would experience a better gaming experience than with the pile of crap that is Into The War.. The point-and-click hidden object The Legacy series quickly surpassed Lost Lands as my favorite, based mostly on the Forgotten Gates installment which is pretty darn brilliant. This one is merely OK, recommended as more of a pleasant time-passer. I quickly lost interest in the story line but what saved this is the as-always great formula, based on the multi-part map which can show available actions and transport you to wherever, depending on what you've selected in the difficulty modes. Graphics were slipping a bit here: 3d graphics a bit blurred, not finely drawn in a number of scenes, monochrome scenes elsewhere. The story is lame in spots, ending up where you simply may not care. Morphing objects and collectables were present--great! Mini games and hidden objects are fine, ranging from easy to a couple devilishly challenging. The achievements make this more worthwhile. A strategy guide is always on-screen which can be convenient.

Things were slipping a bit here compared to previous--maybe cost cutting? Hope everything's OK.. Excellent, very underrated game. I think a lot of people dislike it for two main reasons:

-You actually need to think about where your projectile will go, rather than a lot of games where you just point and click to kill enemies

-And that the gameplay is repetitive.

But think about this.

TF2. Overwatch. Nearly every multiplayer objective-based shooter ever.

They're all extremely repetitive, even more so than this.

What difference does it make if you're fighting AI that isn't actually brain-damaged for once rather than people?

If this was multiplayer rather than singleplayer, literally nobody would complain about the repetitiveness. And that bothers me.

And that is why this only has 57% positive reviews.

The gameplay might be the same but there are very varied maps and a wide variety of environments, more than can be said for some online multiplayer shooters.

You move a bit slow, but you can solve that by being patient. The power shards are a \u2665\u2665\u2665\u2665\u2665 to collect in big enough numbers to do anything significant, but that stops you blazing through the levels with ease. Some of the maps are confusing as hell to navigate, but it was the dev's decision to add in a maze-y aspect to some of the maps. I don't have a problem with it, it just takes me longer.. I agree with Quex's review, fun but really rage inducing, the sliding puts me of BIG TIME, But for then less than 50p. It can be quite good adress the issues, and it will be an awesome game! 7/10. This game is bad. Don't skim over the part about them not having a programmer. Movement is somehow laggy(like it's polled incorrectly) and everything outside looks awful when moving. Frame rate is all over the place when it has no right to be. Lighting doesn't seem to be implemented correctly. The player is apparently the height of a ceiling fan. Worst of all and this is a bit of a spoiler, you might not even be able to beat the game if you're colorblind.

The game is short too, my .5 hours was the entire game with looking around and me going online to try to figure out what I was supposed to be doing. I let the quality of the title screen and screenshots lead me to believe this would be more than the buggy learning project it turned out to be.. The BGMs are fairly varied, and work for both modern and futuristic settings. A few of the tunes stand out, including a couple for battle. The Sound Effects and MEs are varied enough for many modern/future scenarios. It's worth the price.. One of the best COG games I've had the pleasure to play this year. The replayability value is pretty high,

too, as different choices end up producing a meaningfully different character arc for your thief-taker. The use of period slang is a very nice touch and well-executed! Definitely recommended, especially if you enjoy COG's other output.. Another example of a good idea - executed badly.

Controls are awful! This could be an amazing run and gun game...

3/10. Well Folks my timne playing (if that's what you can call it) Epsilon Corps went something like this :-

- *Got it to boot up without too much swearing
- *wandered about a bit and found a note and a spanner
- *Got Savaged to death by an invisible Dog
- *Reloaded
- *Waved a Spanner at an invisible Dog, Spanner had no effect....Died
- *Reloaded
- *Swatted invisible Dog to death with the Note?????!!
- *Climbed in an air-vent and fell through the floor
- *Reloaded
- *Game Freezes
- *Punched Keyboard in frustration
- *Reloaded
- *Got out of Air-vent and got killed by crawling Zombie
- *Reloaded
- *Waved Spanner at Zombie.....Died
- *Reloaded
- *Waved note at zombie...Died
- *Screamed Abuse at the screen
- *Reloaded
- *Picked note up off table, Ran away from zombie, Shut Zombie in the room behind me and Fell Through the Floor
- *Laughed Hysterically, Chucked Keyboard out of window and booked a week in a rubber room!

In short this game is simply unplayable it has more bugs than your average Beehive!

It's a shame as it has a good premise and nice atmosphere

1\10

The cheeky, borderlands-esque, art stands out above the crowd of arena games and I hope they add more content :) I'd recommend it, but only if you are hungry for a new arena game.. an interesting classic puzzle with new elements.

jungle graphics look kind of silly, but there are a few more tilesets!

(how about a minimalist V future one?). For fun, no big deal, some tactics, hard enough to play.. Decent Batmobile skin & ugly Robin skin.. Just as good as the first episode.. This game is stupid.. This game in it's current state is actually pretty good. The 20\$ price tag is a bit heavy, however, for a game where you just kick\u2665\u2665\u2665\u2665\u2665 It's pretty good. Needs more story and abilites (which I know are on the way) and this is a totally solid game. Iw ould recommend buying this for the whole roadtrip.. Pneuma is a short first person puzzle game in which most puzzles simply involve walking and looking. It's actually quite a unique approach and would be perfect for VR. The character you control has quite a lot of dialogue and the story has a satisfying ending. The visuals are sterile but very appealing. You're bound to gawk in awe at some of the palaces you'll travel through. I got it on sale and would definetely recommend it if you're the type that enjoys walking simulators with puzzle elements, something more akin to The Vanishing of Ethen Carter than Portal.

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