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## Serious Sam 4: Planet Badass Crack Cd



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### About This Game

Developed by true shooter veterans in Croteam, Serious Sam 4: Planet Badass reignites the classic series by improving on the old-school formula. Enjoy the high-adrenaline action combat with an unbelievably destructive arsenal and experience Sam's iconic enemy-annihilating circle-strafing and backpedaling dance-routine on an even bigger scale.

### KEY FEATURES

#### AAAAAAAAAAAAA... BOOM

Serious Sam was always about using whatever comes towards you for target practice and this time it's no different. Fight through giant hordes of relentless foes, both those that defined the franchise like Kamikaze and Kleer and those ready to become iconic in the future.

#### Bigger, badder, better

Fight and explore your way through huge environments populated with optional objectives, secrets and deadly ambushes. But, fear not! Serious Sam 4: Planet Badass is still a focused, linear experience you have come to love, and NOT an open-world game.

#### Wroom, wroom

Traversing big environments is no easy task. So get your driving skills ready and jump on a motorcycle, a combine or even a bulletproof popemobile and drive your way through unfortunate enemy pedestrians.

#### This time, Sam's bringing friends

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Companions no longer appear only in cut-scenes, but are taking part in the action. Rodriguez, Jones, Hellfire and the rest of the crew are joining Sam in this epic journey through Planet Badass.

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Title: Serious Sam 4: Planet Badass

Genre: Action, Adventure

Developer:

Croteam

Publisher:

Devolver Digital

Franchise:

Serious Sam, Croteam

Release Date: TBA

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** TBA

**Processor:** TBA

**Graphics:** TBA

**Sound Card:** TBA

English









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**Sniper Elite: Resistance #2 is OUT NOW!:**

The comic mini-series continues!

Join Karl Fairburne as he parachutes into the town of Angouleme to stop the shipment of a new German anti-aircraft weapon...

Available in two covers by [Patrick Goddard](http://shop.2000ad.com)[shop.2000ad.com] and [Colin Wilson](http://shop.2000ad.com)[shop.2000ad.com].







. Update 10.15:

**Bug Fixes:. Save 50% on this Halloween!:**

Enter this monstrous adventure for half the price!



- Gameplay -

- You must eliminate all monsters from each area so that you can proceed to the next one.
- All phases are generated randomly, bringing a different experience to each move.
- Try to reach as many points as possible in the game's arcade mode.
- Get coins by killing monsters and breaking things so you can buy new weapons.
- 11 different weapons, each with its advantages and disadvantages.. **The full version of the Basic Platformer Complete Game Engine for Construct is now available!:**

The full version of the Basic Platformer Complete Game Engine is has just gone live on Steam here:

[https://store.steampowered.com/app/976350/Basic\\_Platformer\\_Game\\_Engine\\_For\\_Construct\\_2\\_and\\_3/](https://store.steampowered.com/app/976350/Basic_Platformer_Game_Engine_For_Construct_2_and_3/)

Feature rich and completely customizable, with a Spriter animated and controlled Player, Boss character, and full menu system.

Keep in mind both Spriter Pro and a personal license of Construct 2 or better or a subscription to Construct 3 are required.

. **The free camera is now available in the game!:**

The v13.2016.10.18.0 ea update is now out:

- Free camera mode
- Time speed slider
- New Controls window

<https://youtu.be/DX1YV8hJuSE>. **Quicklook: Character Design:**

I want to show you what I have been up to with the characters. I hired a professional to do the art for the game's store page and promotional material. I want to make this game's marketing look as professional and to be as awesome as the game is. I hired the artist Eric Hibbeler who does a lot of work with other games you might of heard of like Crashlands and Hive Jump. I like his character designs and think they match perfectly with what I am trying to do.

I want to show you the process of how we game developers go from a rough idea to a finished piece of art....

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Commissioning art might seem like being a fancy patron like the Medici. Like I now have to wear a monocle or something. But you just have to stay humble and just work through it with the artist. Collaborating with an artist to make something that exists only in your mind is like trying to get a police sketch artist to draw someone that you only met in a hazy dream from two nights ago. It is convoluted and arbitrary.



I start by sending the artist proximity characters in existing media. In this case I wanted the lead character to be a strong confident captain that is just a little crazy. Think captain Ahab and Aguirre from Wrath of God paired with a really strong woman like Ripley from the Alien films.

Based on these inputs, the arrest gave me this sketch:



Good outline. Good clothes. But she was too...soft. Too young. It looked like her first day on the job. He took the feedback and went in for a new sketch...



This was the right look. Bold. Confident. A bit intimidating. Exactly who the character is. Eric then cleaned up her facial expressions, added color and created a high resolution version of the character. Now we have the final version of Nadia Stormhammer. Captain, explorer of hidden religious antiquities, bad ass main character.



Talk to you in a week.

If you want to get extra insider information, please join my mailing list I send weekly tips, cheat codes, and secrets that I don't post anywhere else. If you do join I will also give you a special 4th character that can only be unlocked by members of my mailing list. Sign up by clicking this button:



[mailchi.mp]. **0.4V SOON:**





Next update soon!

-New graphic

-Fixed many game problems

-Achievements. Slayer Shock SMILE GAME BUILDER Update Information: January 23rd, 2019:

**Updated on January 23rd, 2019**

**Update Information**

#### **SMILE GAME BUILDER ver1.11.4**

- - We've fixed an error: it didn't work when you select "Leader Only" in Revive Setting of Game Over Setting.
- - We've fixed an error: some GPUs make the editor terrain cursor shift/blink.
- - We've fixed an error: when you use "Escape Loop" in multiple loops, it escapes after the next first "End Loop".
- - We've fixed an error: some GPUs make a graphic left in the preview window, even if you delete a member in the "Starting Party".
- - We've fixed an error: "Heal by x% of Magic Attack" didn't work properly on the field maps.
- - We've fixed an error: in the English version, the sentence when an event template was switched into an advanced event is grammatically incorrect.
- - We've fixed an error: a sample model, B3\_Castle.fbx, is now FBX2014 Binary format.
- - We've fixed an error: it gives you an error when you cancel the overwrite save in the 3D Character Editor.
- - We've fixed an error: the "Monster Position" button in the event panel, "Place Battle", can be clicked even if the battle setting is the 2D battle system.

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- - We've fixed: if it fails to save the data during the saving process, you can choose to revive the last saved data.
  - - We've implemented: you can search event contents by text using "Event Search" window if you press Ctrl+F during the map editing.

### **Exporter for Unity 1.1.2**

- - We've fixed an error: an import error shows up when you import exported project data using Unity2017.2.
- - We've fixed an error: an import error shows up when you import a model which contains more than 32 materials.
- - We've fixed: now you cannot export Unity project data in the game file folder.
- - We've fixed an error: if a model containing material animations is placed as an event, it doesn't animate properly.

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