Dungeon Siege III Download Direct Link

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About This Game

For centuries legionnaires have protected the nation of Ehb until they were betrayed and all but driven to the brink of extinction. Now that evil has returned to Ehb the people turn to the few remaining Legionnaires for the protection of the past. As an heir to the legion will you accept this plea for help? How it will all be resolved is up to you!

Dungeon Siege III is an Action RPG that seamlessly blends intuitive fast-paced gameplay, a robust RPG system featuring a large selection of abilities, loot galore and the depth of story Square-Enix and Obsidian Entertainment are known for creating. Players will be able to adventure by themselves, on the couch with friends, or online in a fully multiplayer experience.

Title: Dungeon Siege III
Genre: Action, RPG
Developer:
Obsidian Entertainment
Publisher:
SQUARE ENIX, Eidos Interactive
Release Date: 16 Jun, 2011

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Minimum:
OS: Windows XP SP3, Vista SP1, Windows 7
Processor: Core 2 Duo 2.5 GHz or equivalent
Memory: 1.5 GB
Graphics: ATI Radeon HD 3870 or NVIDIA 9800 GT
DirectX®: DirectX® 9.0c
Hard Drive: 4 GB for full installation
Sound: No accelerated sound hardware required

English,French,German,Italian,Polish,Russian

This is a very good HOG, with all the features I like to see in an up-to-date example of the genre. It's a long game (by HO standards) with plenty of content, even before you add the bonus chapter. My only complaint was that some of the voice actors had a hard time maintaining a consistent accent, but that's a small quibble.. I immediately got hooked on the story. I'm really enjoying this, thumbs up!. One of the best add-on planes available, its in the middle of the price range, you get tail dragger and tri gear and two different engines, W8 only available as tail dragger. Both models have autopilot for longer hauls, very capable little plane, gets kicked around by the wind cause its so light, but thats the fun, very user friendly, good trainer.. Concise and straight to the point: this game is great, but I'm going for a negative review.

Why?

Well, it costs 2\u20ac, and it is the SAME game ripped off from Kongregate, where you can play it for free (it's called Vampire Physics there by the way).

I'm going a little bit into the details in reviewing this game, but I'm gonna keep the judgement negative since I'm playing something that I paid for and that I have already played lots of time being a 10-years Kongregate\/Flash user.

This game is one of those cut the rope\/physics Flash games, and in this case you'll control a vampire and you'll have to touch the humans in order to turn them into vampires; you'll have to cut ropes, time the cutting of the wooden blocks and so on even 'cos you'll have priests (here with some asset change but anyways) that will kill you and of course garlic to avoid, plus the moon which will cover\/uncover and trasform werewolves and other things you'll get in the game in case you'll buy it!

The game itself is nice; graphics look a little bit too "mobile-phone" but overall the physics and everything else runs ok.

But it's the same free game that eight years ago three developers freely created for Kongregate and other websites.

I don't know if these developers on Steam have only copied the asset, bought it, made graphics changes and so on - they added a translation which is full of errors from the first phrase both in Italian and French - but anyways, I'm feeling a little bit angry since I don't think it's ok to rip off completely a game that you can play for free on Flash websites with only changes in the graphics and little things here and there.

Back to the game, as I said you'll have lots of levels in which your vampire head\/ball will have to touch all the humans and it will require some skills and timing, it's a very nice kind of puzzle\/logic game.

But really, since the developers are completely different and it seems that here on Steam they just ported an asset and left everything as you can play for free, I would suggest you not to play this game but to go on Kongregate or ArmorGames or wherever you want and play through 50 free levels without spending 2\u20ac, since it's exactly the same; same mechanics, same enemies, same puzzles and so on.

I recognize that they have bought the asset from Unity3D and such but many levels are the exact same, just the graphics differs. It's an unusual review for me since I usually take into account only the Steam experience of a player but 2\u20ac for a game that can be played for free without any kind of difference apart something in the graphics well, it has to be pointed out.

Nothing much to say apart from this, as I said already the game runs smoothly, the physics and the puzzles are nice, there's everything that I already played on Flash lots of years ago. If you buy this you'll surely do a good thing for your gaming experience since it's a nice physics\/logic game, but be aware that you can play this entirely for free on other websites and this bothers me a little bit.

Even if it's not against any law (I think, although the levels are literally the same so.. Idk) I don't like that much that you have to pay 2\u20ac\/$ for something that on another website you can have for free without any other benefit, it doesn't even have trading cards.. so, my negative review is just for everything I tried to explain. The game is good, but it's not for free and it's available for free (legitimately of course, not through emulation or Idk what) under the name Vampire Physics on lots of other websites.. and to be a little bit fussy, this one doesn't even have R for restart as the Flash versions which is something quite mandatory in physics\/puzzle games. Anyways, hoping to have made something good as always for other players, keep it up :). The soundtrack is great but unfortunately, I can't seem to find it in my library, it just opens the game.

I don't know how many times I,ve played you'll never guess this in an epic situation. A solid maturation of some already-stellar work. Looks very replayable (the five schools of magic all have their own climax sections, and perhaps more?). ===[\u2764 Audience:]===
\u2610 Kids
\u2610 Everyone
\u2611 Casual players
\u2610 Pro players

===[\u263c Graphics:]===

☐ Potato
☐ Really bad
☐ Bad
☐ OK
☑ Good
☐ Beautiful
☐ Masterpiece

===[$ Price\/quality:]===
☑ Full price
☐ Wait for sale
☐ Average
☐ Refund it if you can
☐ Don't do it
☐ It's FREE

===[Requirements:]===
☐ 90' PC
☐ Minimum
☐ Medium
☑ Fast
☐ High end
☐ NASA computer

===[☼ Difficulty:]===
☐ You just need 2 arms
☐ Ez
☑ Easy to learn \/ Hard to master
☐ Hard (first few hours)
☐ Dark Souls

===[۞ Game time\/length]===
☐ Really short (0 - 2 hours)
☐ Short (2 - 8 hours)
☐ Few hours (8 - 12 hours)
☑ Long (12+ hours)
☑ Endless

===[♬ Story] ===
☐ It doesn't have
☐ Still better than Twilight
☐ Average
☐ Good
☑ Fantastic

===[§ Bugs]===
☐ Game itself is one big BUG
☐ Bugs destroying the game
☐ Lot of bugs
☑ Few Bugs
☐ You can use them for speed run
☐ Nothing

===[✦ Others:]===
Multiplayer: Yes

Single player: Yes. I will start by saying that I had doubts about buying this since its a mobile game, only had a few buyers on steam and it had mixed reviews.

Upon buying it, my doubts were washed away. The game itself is simple in concept but rewarding in more ways than one. Every level is short but challenging and they get harder as you progress. There are several enemy types as well as elite versions of said types and all can easily make your life difficult if your not skilled with stealth or aiming. The fighting style is smart and refreshing compaired to standard shooting games (you can choose to concentrate all fire on one enemy and end the battle quick or aim at several enemy's for crowd controle) and every enemy you kill results in you wasting bullets (enemy's do drop bullet packs at randome intervals). Leveling up drops demon souls which are rare items that you use to upgrade your damage, movement speed, accuracy and health (souls can also be found in levels or dropped by enemy's at random so be sure to scout every level). The graphics are also nice to look at even though its a mobile game. Finally, the story; something of a mix between Underworld, ghost in the shell and the matrix (but with demons and demigods instead of vamps and machines). Overall, this is a fun game worth a playthrough. Every bullet fired sent a chill down my spine and just changing the characters aim position while in an enclosed room gave me a feeling of "Just send more my way!"

9.9\/10

Games requirements are \u2665\u2665\u2665\u2665\u2665\u2665\u2665t. My laptop isnt some powerhouse but I can play PoE or Van Helsing on medium\/high and have nice experience. Here I get below 30fps even on minimum settings...

Was really looking forward to try this series out but unfortunately I wont be able to play it, shame.. Please add sandbox mode, 42 days is not enough , iwant the infinity mode please
. Sadly nobody really plays in the Oceanic region but there is like no latency playing on North American servers In New Zealand \/ Australia so it's not really a big deal.. The game have a nice game concept.. 10 story mission.......10! thats it. i have 19 hours on this game because i was running around doing stuff. i didnt beleave that i was walking into the final mission.. yes i had fun running around but once i got bored of all the repetitive go here kill all these goons or go here kill these mutants i thought oh ill progress the story and see if it openes up the last 2 areas that seem empty....no you get a sopranos cut to black screen and then credits. wake up and its all over and all you have left to do is the same old kill these goons in this raider base then go and kill these goons in this raider base. Oh side mission yea go and kill this goon in this base......REALLY i paid $130 for 10 story missions which on normal i could of belted out in a couple of hours the longest part being driving from one mission to the other.......

Yes the game is nice to look at and the combat flows really well. i found i forgot about my "super powers" because no raiders really push you against the wall enough to make you use them. the map is empty and filled with nothing. Coming off rage 1 i would of thought the world would of been filled with people trying to survive with fun exciting mission. No its just raiders and mutants.... $130 wasted.... i guess we have to wait for dlc to get any good story....

Dont waste your money wait for a big sale to buy this game.

I live in australia the game is $130 for delux here. Had a lot of fun playing this cooperatively.

Pros:
+ Nice feeling of progression with weapon unlocks\/upgrades
+ Lots of side objectives\/looting is fun in the levels
+ Cooperative play, and syncing up on strategy is a lot of fun

Cons:
- Playing the game stealth can be really unforgiving, and in my mind requires too much in the way of perfection
- The weapon firing feedback can be a little too subtle at times, making firefights more frustrating than fun

Would recommend to anyone looking specifically for a fun coop or heist game.. hostname
no command hostname - check syntax
whoami
no command whoami- check syntax
su
no command su - check syntax
sudo
no command sudo - check syntax

Uninstalled !!!
. I Love It <3

The game is really amazing! it has many things to do, and its fun to kill creatures!
BUT remember that its in early acess (actually Really early) so there are many bugs like:
you will lose the prawn suit if you attatch it to something like the sea truck docking module or the moonpool and exit. When you rejoin after you coupled it to the sea truck docking module it will spawn again inside of the ice somwhere
the sea moth wont couple up to the moonpool
after a certan point, the story mode might get really buggy (it even warns you)
and probbly more

But it has many cool things too! thats why i love it!

recomended for people that has played subnautica (i guess)
Not for people that hate a bit buggy or alpha\/early acces games.

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