
GRID 2 - McLaren Racing Pack Download For Pc [addons]



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About This Content

Download the McLaren Racing Pack to receive the stunning McLaren MP4-12C GT3 and receive two routes to race at the iconic Brands Hatch GP circuit.

Title: GRID 2 - McLaren Racing Pack
Genre: Racing, Sports
Developer:
Codemasters Racing, Feral Interactive (Mac)
Publisher:
Codemasters, Feral Interactive (Mac)
Release Date: 30 May, 2013

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Minimum:

OS:Windows Vista, Windows 7, Windows 8

Processor:Intel Core 2 Duo @ 2.4Ghz or AMD Athlon X2 5400+

Memory:2 GB RAM

Graphics:Intel HD Graphics 3000 / AMD HD2600 / NVIDIA Geforce 8600

DirectX®:11

Hard Drive:15 GB HD space

Sound:Direct X compatible soundcard

Other Requirements:Broadband Internet connection

English,German,French,Italian,Japanese,Polish



Skip

Click to continue

You've come a long way! But entering this swamp is easy compared to leaving it...





I'm loving this game so far, the *AESTHETIC* is right up my lane. The game is pretty simple, resembling a walking simulator, but with puzzles and generally speaking a lot of more actual content, than your average walking sim.

Looks: 10/10

Gameplay: 8/10

Story: Haven't finished it yet

Soundtrack: 9/10

Glitches so far: Only a few visual glitches, mostly in the HUD.. Pretty surprised at how much I've enjoyed this game, after getting it and a bunch of other AGEOD games in a bundle. This is apparently one of their more complex games but I was able to get the game working and, while I still wouldn't say I've mastered the interface, I've probably picked it up faster than I picked up the EU4 or CK2 interfaces (which I think are the closest comparisons). The diplomacy, decisions, etc systems are cool and add a lot of flavor to the game that sets it apart from some other games like this. Army recruitment/organization was confusing at first but I'm starting to get a better grasp on how to set up my armies, and you have a ton of options for how to set up your troops.

The scenarios are interesting, with the Finnish scenario being a very good introduction scenario. Based off of the time I've put into this, just one playthrough of the main campaign will take 50-100 hours, so if you like this you can certainly get your money's worth. The music is great, though I eventually turned it off because the music is so bombastic I would get distracted by it at times!

The game isn't perfect. I get crashes when trying to open Steam Overlay, or really anything other than alt-tabbing out of the game if I want to do anything else. The load times are definitely long, though each of my turns takes me 15 minutes to an hour so the loading times are always shorter than my turn times. Overall I don't mind it that much (I can usually find something to do for a minute after being focused on the game for my turn) but I could see it turning some people off. But this game takes a while in general, so I don't see someone who really enjoys the gameplay/time period deciding they won't play the game because of the turn loading times.

I'm amazed that I got this as cheaply as I did! I'm looking forward to putting even more time into this and getting into the other AGEOD games that I now have!. I'm all for games with a sharp learning curve. I have over a thousand hours in grand strategy games from Paradox, and over 300 hours in an early access title called Gear City, which is very much a spreadsheet simulator the way that this game is.

I can't find any way to play this game without a tutorial. I can't imagine it would be impossible for the creators to write one, so I don't really understand why it's absent. I'm willing to power through the clunky UI to the good game beneath it, but I guess I'm just not smart enough.

. sick game tbh. This game reminds me of a 8 color crayola crayon set.. These stickers are so cute!

Beautiful, different and addictive. This game is simply awesome, worth each cent. Specially with the 66% off :D. SHORT REVIEW:

- Score: 80/100

- Great Story, loved the setting and the characters.

- Centered around investigations and murder mysteries (instead of purely puzzles)

- Duration: about 3-4 hours for the first two chapters (using walkthrough) and 4 hours for the third chapter.

- I highly recommend playing chapter 1 and 2 using a walkthrough. Item combinations are sometimes hard to guess.

- Important Tip for Chapter 1 and 2: to use stuff from the inventory on the scene, you have to drag it to the lower left corner in order to get back to the screen (the inventory will close itself). At that point, the item can be dropped on the scene target to complete the action. This wasn't obvious to me and got stuck. I learned it thanks to a walkthrough.

- Chapter 3 is the best and most mature part of the game. Has the best game design and mechanics. Can be played without a walkthrough. Very enjoyable.

- I still recommend playing first two chapters first! However, it is possible to skip those and watch a story summary provided in the Chapter 3 game menu.

LONG REVIEW:

The Great Escape is the third chapter in this story. At the time of this writing, chapter 4 has not yet been released, but seems to be in the works as there is a reference to a fourth chapter in the story itself.

I've played the first three chapters consecutively so I'm going to review them all in one shot to give a better idea of the whole.

Note: Chapter 1 and 2 are sold in a single package called "AR-K".

Summary:

The story is set in the AR-K, a giant autonomous space station on which a utopic society lives.

In Chapter 1, we meet journalism student Alicia and her dog Ambar and follow her in an investigation surrounding odd deliveries around the university campus. We learn that she originally intended to become a cop like her father, but had to resign due to unfair charges regarding a mysterious ball. It is during this investigation that she will cross path again with people that have a serious interest in possessing that ball. The chapter ends when the investigation article is submitted to the teacher.

In Chapter 2, we learn that the teacher has published the article under his own name. Although this is clearly unethical from the teacher's part, this comes as an advantage since he becomes the victim of uncomfortable attention from those seeking the ball. Alicia will use this opportunity to continue her investigation and track down who's behind this. During this investigation, she will uncover the existence of a society unknown to her called District 8 and she will eventually fall prey to a trap.

In Chapter 3, "the great escape", we uncover the harsh reality of District 8: it is a hidden part of the station where people live essentially as slaves so that the rest of the AR-K can live in utopia. As Alicia is forced into labor herself, she meets people that have been trapped there for a very long time. She will help them in order to gain their trust and will eventually escape District 8 with the intention of revealing its existence to the public living on the rest of the AR-K.

Chapter 4 has yet to be published, but I would expect a climax ending where Alicia finally reveals the truth to the world despite mass media manipulation by key members of the ruling class.

Game review

The story itself is great! I think the summary I wrote above pretty much shows how it is neatly broken down and is building up some momentum. This is, for me, the most important part of a game.

I think what I liked the most about the game storytelling mechanics was the cutscenes. The game stands apart from many point-and-click titles that I've played by using cutscenes whenever something important happens rather than relying solely on textual dialogue. We get a much better feeling of our characters that way.

Across the chapters, I also found that the game has evolved in terms of user friendliness. For example, in Chapter 2, a fast travel terminal system was added as well as a narrator designed to help the player by providing some clues. In Chapter 3, the inventory system has been reworked, dialogues can be skipped, a fast-travel map system has been added and the narrator has been replaced with a PDA. I think those were great improvements that were much needed. Chapter 3 has the best game design in my opinion.

Also in terms of design, I don't think I could have done Chapter 1 & 2 without using a walkthrough. I highly recommend playing those with a walkthrough. Chapter 3 was a lot easier to follow in my opinion. I still used a walkthrough but I didn't read it as much. I had fun walking on my own and trying the puzzles without peeking at the solution. My favourite part was the murder mystery we need to solve in order to get the trust of a District 8 policeman.

All in all, I think this was a great game and recommend it to everyone :). To sum it up for you, it's basically a crappy p2w mobile shanghai clone ported on PC without it's p2w mechanics (unless I missed something), so what you get here is basically a game built around forcing players to be spending money continuously for "power ups" to overcome the impossible situations the game puts you in regularly. But since those mechanics are not present here, you are left with a broken game.

Should you be owning this game? No, you should not and that's the tea on that.. Sadly, this game is SIGNIFICANTLY more difficult and less relaxing than Sparkle 2. Avoid if you are looking for a casual game =(. I give this a thumbs up because, as others have said, the story is interesting, the settings are good and the voice acting better however it is marred by the repetitive train travel, although the expresses help a lot here, a clunky interface requiring you to drop icons on characters to converse (!), action hot spots which are far too hard to find and the pretty terrible dance mini-game dynamics. I know I could replay and improve in some areas but the painful parts don't bear repeating, which is a shame. Steam achievements wouldn't go astray, either. It's still worth grabbing it when it's on sale if you have nothing better lined up, for it's good parts. Overall, 5/10 and a missed opportunity for something much better.. So I bought this game after having been drawn to it by the retro look (those tilesets are freaking brilliant, particularly the ZZT-esque "Sweeney" one) and the obvious Boulderdash-ish puzzle nature of the game.

I had exactly one issue pop up that was a problem, but the dev very quickly pointed out how to fix it; seems like the helpful sort of developer that actually cares enough to stick around and assist if needed, as opposed to some devs that just drop the game, and vanish into the ether... so that's a plus right there.

But after that, smooth sailing so far, and I was able to get into the meat of the game.

Now the game is labeled as an "arcade" style game in the description, but this definitely is heavily focused on the puzzle aspect. Figuring out just how to manipulate all of those boulders and such in order to get to where you want to go is a huge part of the game. Most of the time, you can approach this at your own pace, and stop and think if you need to. You dont need to rush. And there are some gizmos you can buy that'll allow you to further manipulate the level in order to dig deeper, as sometimes the rocks will be piled up in such a way that you cant get by them by just pushing them or digging. Learning to use these is an important part of the game, and it surprised me as to just how much they add to it. Though I havent tried all of them yet.

There are though also some areas that will contain monsters... as you can probably guess, you dont want to touch these. In those situations, you might have to be ready to move quickly, so you cant ALWAYS proceed at a slow pace. You can take these guys out by dropping rocks on them, or use the laser gun, or you can try to block them into secluded areas. Whatever you do, they are definitely a threat, so you need to be careful around them.

Which brings me to the other bit: The game is PUNISHING. This is a permadeath game. You die, that's it, you lose.... no saving and reloading or any of that nonsense. There IS a way to buy extra lives (called "drones" in-game), but they're very expensive, and you dont start out with any of them. Most of the time, you get crushed by a boulder or something like that, and BAM, that's it, you're gone. One hit KO! And you will die.... over and over and over. It's not uncommon to have a run that lasts like, 30 seconds. Or to have one where you're deep in there, you've been going at it for an hour, going for the big points/money and then.... BAM, made a mistake, and rocks happened, and.... yeah, that's it. There IS an "easy" mode, which I think does things a bit differently (havent tried it myself) but the game is really designed to be played in the normal way. It definitely seems targeted towards the sort of player that enjoys things like roguelikes, or games like Spelunky with brutal difficulty, quick deaths,

and having to start from the very beginning if you lose.

And what really makes things interesting is that there's a definite "greed" aspect to the game. This one really seems to be designed to be played for a high score... get as much money as you can before finishing (and of course there's a scoreboard to record your best scores, and there are "daily" runs to do as well). ALL THE TIME, the game will be taunting you with shiny things that you definitely want, but that are in dangerous places, or areas that are hard to get to, or that appear downright inaccessible. And so you'll go after these things (possibly with some equipment in hand), and you'll take the risk because you want the shiny things, and.... BAM! Oops, you're dead. But it's very satisfying to successfully get tons of things out of a dangerous area, particularly as you go deeper and deeper into the quarries.

The screenshots in the store show what looks like just a single room\screen\board\whatever, but there's actually a lot of them, and you'll have access to a bunch of them right from the start (by running off to the left or right at the top). And there'll be passages that can then lead downwards into even more areas, provided you find a way to get there while not being dead. So there's a ton of places to explore, and it's all randomly generated.

All in all, I'm so far very much enjoying this one. I'm probably going to be playing this one pretty frequently... it's definitely my sort of game. It won't be for everyone, as the difficulty will definitely turn some people away... but if you like the sorts of games that I do, if you like a challenge, and so on.... then definitely buy this one. Highly recommended and a very pleasant surprise to suddenly find on Steam.

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