
The Crew 2 - Season Pass License



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About This Content

Upgrade your American Motorsport adventures with the Season Pass. It includes three exclusive vehicles, early access to 22 vehicles in monthly drops, a permanent 20% discount to the in-game store.

Get instant access to three different types of vehicles - SuperMarine Spitire MK IX Plane, Porsche 911 Turbo 3.6 Sports Car, and the Ice Marine Blade Runner 35 boat.

Get the edge on your competition with seven-day early access to 22 unique vehicles as they become available.

A 20% in-game discount will allow you to buy more vehicles and customizations.

With an additional exclusive home location you'll be showcase your vehicles in styles

Ride in style in two unique outfits that show off your personal flare.

Title: The Crew 2 - Season Pass
Genre: Action, Massively Multiplayer, Racing
Developer:
Ivory Tower
Release Date: 29 Jun, 2018

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Minimum:

OS: Windows 7 SP1, Windows 8.1, Windows 10 (64-bit versions only)

Processor: Intel Core i5-2400s @ 2.5 GHz or AMD FX-6100 @ 3.3 GHz or equivalent

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 660 or AMD HD 7870 (2GB VRAM with Shader Model 5.0 or better)

Additional Notes: Game contains BattleEye (<https://www.battleeye.com/>) anti-cheat technology and VMProtect (<http://vmprotect.com/support/user-manual/introduction/what-is-vmprotect/>) anti-piracy technology.

English,French,Italian,German,Arabic,Dutch,Japanese,Korean,Polish,Russian,Simplified Chinese,Traditional Chinese



Assassin emerged!
Cultist emerged!
Ghost emerged!







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Bought this game during Halloween discount. Expected a slow burn horror ghost game. And it is that, only there is a lot of narrative and exposition in the items hidden throughout this point and click. More of a detective game and less on the progressive gameplay I am used to in other games. Though this is a decent game for what it is, I prefer games that don't expect me to be Sherlock Holmes navigating a creepy house in search of forensic stuff to verify a potential ghost presence. No real way of measuring progress in this game other than remembering what you did last time you played. It definitely plays on the eerie side of a point and click ghost mystery. Only criticism, I thought that would be more of a character interaction at some point but no. Recommended for ghost hunters in training. Personally, I can't recommend this game but I didn't hate it for what I paid for it. That's why I can't give it a thumbs down and Steam won't let my review be neutral on this so thumbs up.. Excellent. Very creative.

Your objective is to guess the object in the hidden picture. You can reveal a small portion of the picture by clicking, and of course, the fewer clicks you need, the better. There are hundreds of pictures for you to guess. And various potions to help you. Aside from these normal problems, there are some bizarre challenges, such as guessing a twisted picture, a mosaic-ed picture, a scrambled picture, and more.

Each chapter contains 16 puzzles, and between chapters there are search-for-hidden-object levels. What's creative about this is that, you don't just search for listed objects in the scene. Instead, you search for listed objects that SHOULD be in the scene but actually are NOT.

Recommended for everyone. Well, non-native players may need a dictionary, but still recommended. This is definitely one of the best games in Popcap complete pack.

- + creative playstyle
- + various powerups
- + lots and lots of levels
- occasionally a synonym of the correct answer is judged incorrect

9 out of 10, marvelous.. previous Geneforge 4 review

Geneforge 5

Graphics: Better graphics and lighting effects than the previous four Geneforge.

Control: Nice and not-so-clear dramatic tutorial, fixed key binding.

Replayability: Somewhat High.

The cliché of this game is... you are amnesic! hurray! But most of the important characters know who you are... and none of them will tell you out of the kindness of their hearts. All of them will exploit you and profit of the actions of the 'mysterious stranger'. You can be an obedient Shaper tool and happily slaughter Rebel scum and Unbound, the Mad Lizard's mad glowing

lizards. I killed about 20 Unbound, if I missed some I will appreciate information on their whereabouts to clean Terrestria for good.

Of course you can be Rebel scum as well but... Why?

The narrative is good, the freedom is back. I enjoyed playing Geneforge 5 almost as much as Geneforge 1.

The Geneforge Saga is a perfect cycle: You know who you are but not where you are to you don't know/remember who you are but you know where you are.

Things I learned:

-Serviles smell bad.

-Uss is Drakon speech for 'Fort'.

-Drakons become duller every next game.

-Wingbolts are OP

-I got the 'pleasure' of killing Greta and Ghaldring... again.

The end. This game isn't for everyone. The dialogue can be hilarious, especially with Jaffar. I like poking around the islands and killing Every. Single. Thing. That being said it can seem slow and grindy and battle is pretty clunky. Friends have watched me play it and say it looks boring so might be a hit or miss for some people. The music in the background is pretty darn soothing too. Something risen 3 didn't deliver.. A brilliant RPGmaker game

Part farming sim

Part Pokemon

But a ton of fun

It is very well made, but have a few bugs.

Definatly worth the money.. 8V10 Rainbow six siege is a damn fine shooter

BUT that doesn't mean its perfect so im gonna explain whats good & whats not

-whats good?

Most of the time shooting in this game seems very fun and balanced unless its a relatively new operator that was just added (more on that topic soon)

the game rewards map familiarity, some maps can have destructible floors, walls and ceilings which makes it highly rewarding to go into custom games and learn them on your own.....speaking of which

custom games! this is such a blessing to have if you really want to take your skills to the next level, also it may help you study any new dlc maps so you can at least know what you're about to get yourself into this season

Free dlc!!!! finally a decent shooter that doesn't seem like all the devs want is money. yes there is cosmetics in game but nothing like "pay to win" but most members of the siege community may disagree with me due in part with the events that happen usually half way through the season (there are 4 season through the year, so you get 8 new ops per year and usually a new map and possibly a new rework on older maps to make them "better") each event is different than the last one minute you are carebears shooting each other the next you are rootin tootin shootin cowboys (at least from what the data miners have found) but they have loot boxes that you must buy at least 50 dollars of if you want All the cosmetic for the event in question

this game heavily requires communication and strategy. Every single operator on the rainbow six team differs from the others, one places bear traps that downs enemies, another has a infra-red sniper scope that can pierce through thick smoke and highlights enemies making it much easier to get distance kills but with that there is weaknesses. the bear traps can be shot to be destroyed and are fairly easy to spot due to how massive they are. the sniper glaz is a powerhouse but when you take a slow sniper against smgs that can shoot faster than you can make a bowl of popcorn, you need to make sure you keep a distance and use recoil against them but also make every shot count one miss could mean it all.

there is an operator for everyone.

you like being slow and able to take some damage? we have that. you can play as fuze who releases a cluster bomb of grenades

in a small area that can pinch off the enemy team if placed right. or as doc who heals your team with stimulant shots.

you like being faster than god itself? play ash shes a fast operator that rewards the run and gun style plus her "gadget" is a grenade launcher that allows you to blow away any soft walls that lay in your wake. or as bandit whos able to place car batteries on barbed wire making them electrocute anything that may cross as well as add electricity to any reinforced walls.

or how about a nice mix? you have twitch who can take her drone around and remove enemy's gadgets, cameras and can even inflict damage on the enemy team. or you may play as frost (the bear trap operator).

the devs are also very quick to fix MAJOR bugs in game.

but my favorite thing about this game is the content creators, they all are very fun loving guys and gals and they help support this amazing community.

-whats bad?

there is moments when ranked play can just feel like udder crap, toxicity is very common in this game most time its just bland dry sarcasm or humor that can be taken the wrong way.

new operators are kinda always broke when they first release but are usually fixed not too long later but other times its too long

this game has a high learning curve

headshots are instakills! sometimes it will feel unfair because you will turn a corner and get domed seemingly out of nowhere. so get that aim up dude.

this game has frequent updates to fix a bug or issue but sometimes that just creates more bugs

i hope my review of rainbow six siege helped you out somehow, if you would like to learn this game please add me on here! i can tutor you to be a better player :)

also as a last note here when playing r6 you need to be okay with dying....like alot this game rewards those who learn from mistakes but you can also figure out your own personal preference in play.. Somebody Toucha My Spaghet

Good Gameplay
Spooky Jumpscares

A horror game about a meme is actually pretty good

It's also perfect for Halloween

I give this game a 10/10

Played it as a kid, good. Played it again now, still good.. https://youtu.be/Vvz2Re2D_oo

Combining a hidden object game with a zombie shooter may not be the worst idea out there, however in this case the implementation squanders any potential the idea may have created.

The hidden object elements are undead simple with only a handful of objects to find most are completed in less than a minute. The 'Zombie Attack' interludes are a painful clickfest that requires no skill and a lot of luck to avoid getting stuck in a death loop to make progress.. If previous Halo: Spartan game was very good this one is good.

New weapon, new enemies, new costume abilities, new challenges. But no more final boss (well maybe that's good) and no more turret overheat (that makes defence missions pretty easy and a not so fun).

New setting is cool, but missions has less freedom and not so memorable.

And yeah, the music is great. Hope there will be more Halo games in Steam.. Nice simple western style game. The teaser movie of this game is funnier than the game itself.

Great idea but clearly not finished yet.

The bow (shooting birds) is not working well. Arrows will not always be placed well on the string of the bow. Throwing axes towards walking skeletons:an impossible task.

No one was online so a multiplayer or Lan game was not possible.

Hope there will be artificial opponents to be added to the game so you can dual without the multiplayer or Lan option.. The game was awesome until the latest patch...

IT DOES NOT SUPPORT HOTAS

My Thrustmaster t1600m and Throttle TWCS won't bind controls. It seems that the developers don't care about people who use a Thrustmaster HOTAS. I've gone through all the calibration steps, everything checks out, it's just this game. It's also impossible to see what buttons get mapped, because the game GUI immediately reverts back to the mouse and keyboard only GUI, which also don't work. I'm not sure what the developers have in mind to control this game, absolutely nothing works.

Seriously, the developers pretty much ruined this game.

Until the game gets fixed or at least a workable solution is presented, it's not getting my vote.

'11/11/18' edit : After going back and forth with their tech support, the final conclusion is that they cannot fix the HOTAS problem. So if you wanted to use your HOTAS, then you'll have to play another game because this does not support it anymore.. This game is just fun. Although it doesn't have much replayability once you beat all three worlds, the journey there is amazing :) Especially if you can get it right now during the Autumn sale. It is a very Very cute game with well done visual effects and fun gameplay. :3. Bought this thinking it was Elite: Dangerous. Don't repeat my stupid mistake and stay as far away from this blatant cash-grab as humanly possible.. MISS MY CHILDHOOD :')

i ♥♥♥♥ING LOVE this game. its not arpg its just mmorpg with everything i hate for point click target shoot things kill 4 mutated herbs etc etc just no no this♥♥♥♥♥♥♥♥is never come to steam just not my style. Edited Review)

I am updating my review due to the fix of the issue I had previously. Since the below issue has been resolved I will gladly re-recommend this game.

I've been having a ton of fun playing this game so far. I had built 2 parties, a main and secondary, the former hitting about level 80 while mid dungeon. While the game is relatively simple in terms of play, the amount of content involved clearly took a lot of time to develop. There are plenty of small aspects that add up to make this a very worth-while play. I did, however, run into an issue: mid dungeon after my party had gained about 10 levels my party bugged after a battle and would only run straight down. Not just that, but in the menu and in combat the down key did not work at all. I tabbed out to see if my key had broken but it worked fine elsewhere, so it was an in-game issue. After trying to figure things out for about 10 minutes my game closed out (no chance to save as you have to move UP in order to get to the save point in the tavern). Upon restarting my game most of the characters I had acquired (and I had them all) were gone. It did not revert to a previous save as the first characters I had acquired were missing. The remaining characters were missing almost all of their levels, ranging from 5-12, only random characters were remaining and only a few of them. Another thing of note was that I somehow had 2 save files when I had only

ever used one. I would have liked to send this message to the developer directly to try to provide anymore information as to help solve this issue but I'm not sure how to do that.

Before this happened this was an amazing game, very well thought out and had great gameplay. As of right now this is kind of a big issue though... there isn't much of a point to building something up when you know somewhere down the road it will just be torn down. I will gladly update this review if they can get the problem solved.

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