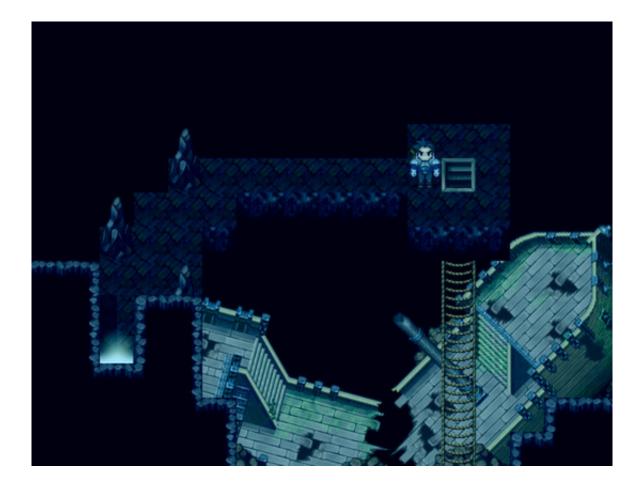
Vector Activation Code Generator



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About This Game

Vector is an exciting, arcade-style game featuring you as the exceptional free runner who won't be held down by the system. The game opens with a view into a totalitarian world where freedom and individually is nothing more than a distant dream. But the heart of a freerunner is strong, and you so break free. Run, vault, slide and climb using extraordinary techniques based on the urban ninja sport of Parkour all while being chased by "Big Brother" who's sole purpose is to capture you and bring you back. Inspired by the practice and principles of Parkour, Vector's intuitive controls please players of all levels, and sophisticated level designs challenge the most demanding players with fast-paced timing puzzles as the traceur "flows" over the rooftops.

- **Hunter Mode**: Tired of being chased? Start fighting on Big Brother's side and hunt down opponents to shock them with your trusty taser!

- Controller Support: Enjoy the run with your favorite gamepad!

The best parkour-inspired action game! Vector lets you break free and run! Don't get caught!

Title: Vector

Genre: Action, Indie

Publisher: Nekki GmbH

Release Date: 4 Dec, 2013

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Minimum:

OS: Windows Vista, 7, 8

Processor: 1.6 GHz

Memory: 1000 MB RAM

Storage: 300 MB available space

English, French, Italian, German, Portuguese, Turkish, Russian, Arabic, Czech, Danish, Dutch, Finnish, Greek, Japanese, Korean, Norwegian, Polish, Simplified Chinese, Swedish, Thai, Traditional Chinese







wtf? this dlc is on sale. Many different lines, tram and busses. I recommend it. You either die an elf or live to see yourself do 50% pick ups. It's a cute game.

I mean, it's nothing groundbreaking, and, to be honest, most of the routes are rather short, but regardless, I found it enjoyable. There were many different Love interests of both genders, ranging from Tsundere Werewolf to... Flirty Elsa (I'm not kidding.) It also has partial voice acting, which I understand some people don't really like, but I, as an avid Fire Emblem player, didn't really mind all that much. But yeah, if you're looking for a mostly lighthearted VN with bad endings which really aren't that bad, and with extra fluffy good endings, this is probably the game for you.. Sooooo, I am not a fan of the story. Gameplay is fun but the story, I'm just not feeling it.. This game isn't for me, I couldn't personally get into it. However, I highly recommend this game to anyone with a higher artistic skill and creativity than I.. Nice racing game.

I must admit, not the best game. But it can keep you busy for a few hours.. 5\u20ac for 1 track? Really? That's pathetic.. just more runes for the sword

Really depends if you like this style. I thought the story surprising.. Okay game, nothing special though. Only buy when on sale!

A tutorial page to explain some basics (especially what the icons on the top right corner do) would have been a smart idea. Apart from that, yet another Tetris clone, only without the stressful timer (at least in the mode I played). Several game modes that, again, would have been nice to have explained. This way, you have to google before you can start playing as not everything is self-explanatory.

Bear in mind, however, that this is early access and that, hopefully, stuff will be added (like the missing tutorial). Very addictive once you understand how the game works.. Great asthetic and beautiful visuals, but it's another one of those gotta-hit-the-exact-pixel kind of games. I really wanted to like this, but when I got about halfway through I realized that I was forcing myself to keep playing, so I quit and went outside.. Enjoyed the experience of Red. Played on PC and found the game to be an new and fresh take on the horror genre.. No bugs, good pace and enjoyable art. Essentially Guitar hero with a keyboard.. Z.A.R. is a **retro FPS from Russia with a sci-fi** setting; an interplanetary AI has gone rogue and you have to stop it. It consists of **four episodes divided into eight levels each** and you take the role of a soldier in some sort of power armor with an array of interesting weapons. You'll get teleported to different planets to deal with the AI's defense system, and although these locations vary slightly from each other, they feel very similar and some areas are more annoying than challenging.

The enemies you'll be encountering are mostly boring turrets that can hit you from long distances with high accuracy taking different chunks of your health depending on the projectile they fire. There are no medkits or health items in this game, you have to pick up the energy dropped from destroyed machines or enemies and be quick about it, because it disappears quicky. Did I mention that shrapnel causes damage? So beware of explosions near you. There is also some mechs, submarines, tanks and hovering vehicles but you'll only face them in a couple of missions.

The controls are not very smooth and **movement feels floaty**, some areas of the game have lower gravity or snow and you will find yourself slipping like the floor is covered in vaseline. The high jump is a double edge sword, as falling deals damage especially if you happen to jump from an unsuspected cliff into a pit. The map serves little navigational purpose, although you can locate certain items in it. Speaking of which, **whenever you start a mission you must track down weapons and ammo IN the map**, you don't start with any sort of defense at your disposal which kinda sucks, since most of the good guns may be hidden in the most inhospitable place.

I started on the normal difficulty but got frustrated midgame and switched to easy because some of the terrains in the game are so unforgiving, aiming is terrible, falling and shrapnel damage is ludicrous, ammo is scarce and the missions are repetitive and uninspired. I'd say give this one a go if you're a hardcore fan of 90's Doom clones, otherwise you're not missing much.

Highlights include the music, ocean and lava planets, a \vec{v} \vec{v} \vec{v}ing gun that fires tornadoes and the cool live action intro.. For a buck it is worth it after seeing a few people shake and shriek from the scares. I got caught off guard a couple times, and have had a few friends try it, and it is spooky and simplistic enough that most have no problems. One friend ripped the Vive off their head as if he were about to be eaten. Good stuff, and hope to see more.

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