
Burgers 2 Crack 64 Bit



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About This Game

Burgers 2

Story:

Erwin Freud, with the help of an American Squad and his fellow soldiers, destroyed the alien sphere and all of its infestation. However, 72 years after World War II, the sphere has come back and emerged from the death. The old soldier is called to arms again and in the hope to end the nightmare forever. This time, the situation is just as bad as before if not worse. The area of the new infestation is currently mired a deep civil war. Freud and his new team, now, have to find a new solution to save the world from the alien threat and... from itself. The question is... How does he still live after all this time?

Features:

Online Competitive 1v1 or 2v2

The game features a more detailed and deeper story line.

More intense and satisfying firefights.

Possess and upgrade new powers to help even the odds.

Challenging boss fights. Each boss has its own unique ability.

Arena features new fun missions. Free contents will continue to be updated after release.

Finally, there are burgers in the game now.

Title: Burgers 2
Genre: Action, Adventure, Indie, RPG
Developer:
Digitized Organism
Publisher:
Digitized Organism
Release Date: 8 Jan, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: win 7, 8, 8.1, 10

Processor: Intel duo cores or AMD equivalent

Memory: 4 GB RAM

Graphics: Intel HD Graphics

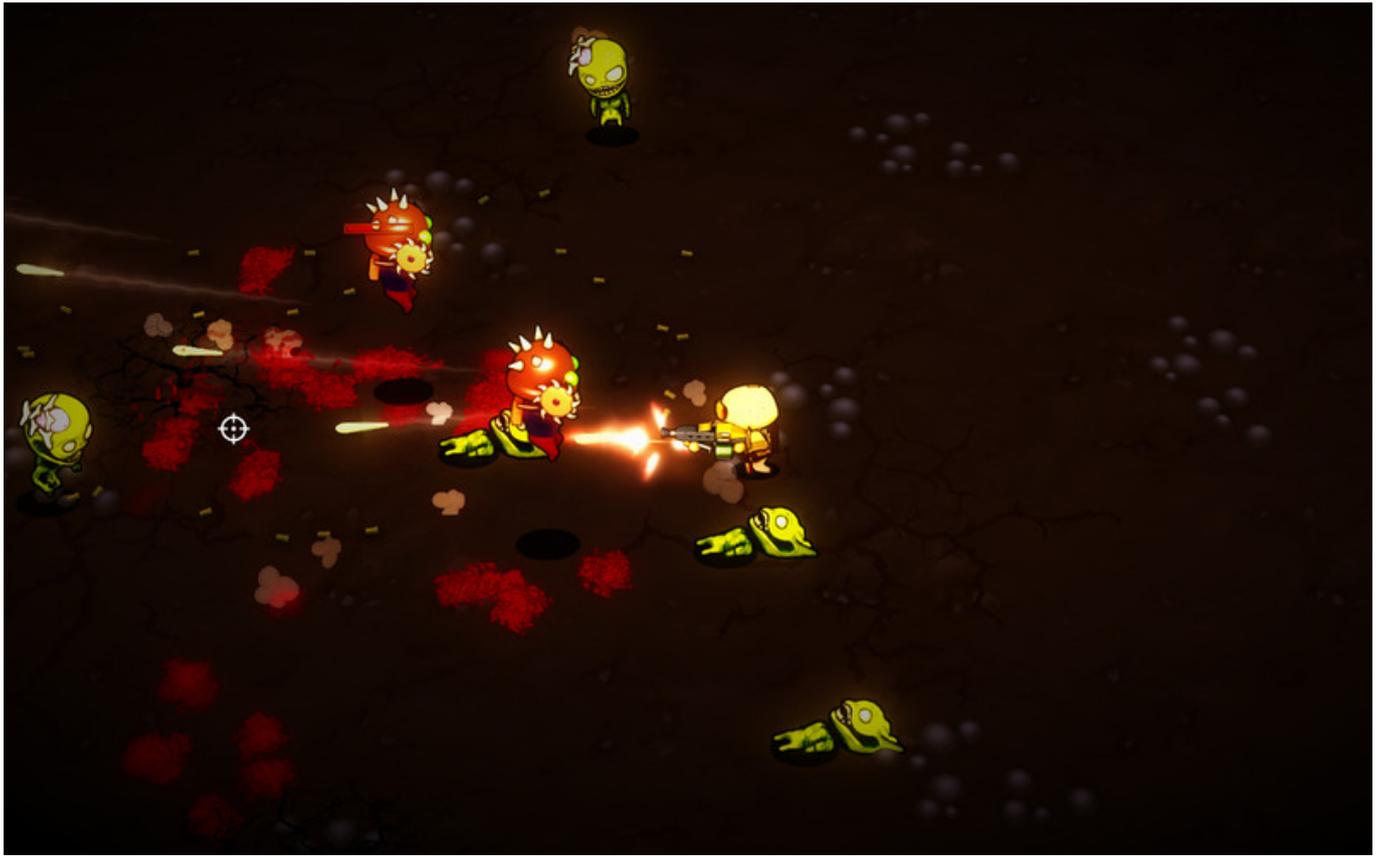
DirectX: Version 9.0

Storage: 2 GB available space

Additional Notes: Eating burgers during playing is Highly Recommended

English







just finish this game about 2 hours and 40minutes~

Single Player:

i rate this game 65/100

graphic is fine for me

quest too less\ai predict aim is good as hell when you get how the ai works it will be easier

quest didnt gv enough info made me need to go around and check

vehicle move kinda weird but it looks funny.

map didn't show you the road that makes me hard to find the portal for the next map abd it also didnt show the name of the map

when i move my mouse to the portal on the map views

no bug at all (Y)

-

I hope this game can make it something like team deathmatch 200points\deathmatch 15minutes\survival like h1z1\dayz
top1-3 got special reward \capture flag \defends c4 plant.

Trust me if you make something like that, your game will be very interesting.. TLDR; This game has a steep pricepoint for what it is but has great mechanics and is a fun game for when your bored and have a spare \$10.

Burgers 2 might seem like one of those weird indie games that nobody played and just went on some flashgame website because of the title, but boy is that assumption wrong. This game is a mission based arcade shooter with leveling, different weapons, and upgrades. The graphics aren't stunning but they definately fit the game well. When you first play you are greeted by a hard boss fight but don't let that discourage you because after the introduction the game gets a bit easier to allow for a more casual play through. You can go wherever you want and just level up and kill aliens or you can just take the missions and progress the storyline. From what little I have played so far it seems to me that even though the game starts off simple it expands into a great arcade shooter with tons of different enemy types and weapons. Though the price point of \$7.99 might feel a little steep if you have an extra \$10 this is a great game to pickup and play when you are bored.

Currently not far in the game I rate it a solid 8/10

(still have no clue why the name is Burgers 2 because the only time burgers are in the game is as a health pickup dropped from dead enemies). Quick: Very tight mechanically, offering a good base twin stick shooter game with a couple of extra layers. Some options through the game offer a good second play through but nothing beyond that, and more impressively you have a resource management decisions with money that you earn from missions and occasional drop you can use to replenish ammo or stock different weapons. With each weapon offering a different approach to the game it was well thought out and you can see some of thought in the choices of enemies not only offering varied differences but good designs to tell them apart. This is not a world changing game but if you are new to the genre it is a very good entry point. Additionally the game offers co-op and arena modes for extra gameplay.

Full: <https://youtu.be/qjwmcNwZ66g>. This game is a top-down shooter, where you run around and either shoot mutants or punch them in the face. You use the left control stick to move, and the right to aim. Nothing new here, you can find this sort of game for free in droves on Newgrounds or Armor Games.

There is one absolutely unique feature, however. When you level up, you are given the choice to increase.... something. You go back to base, talk to the psychiatrist (huh?) and choose something to upgrade. But not only is there no description of what the upgrade does, but you don't even get the name of the upgrade itself! Do you want to upgrade the fist, the clock, or the circle? Probably the fist is melee attack, the circle is accuracy... but I have no idea what the clock is even supposed to mean. Come on guys, practice this stuff so you can make a good game before you try to sell it.. it is a nice game its better to buy it on off (%50 or more) can be addicting and way better than the first Burgers and its continuing from the first burgers.

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