Freeman: Guerrilla Warfare Download For Pc [pack]

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About This Game

Freeman: Guerrilla Warfare is set in a chaos filled world occupied by battling factions, bandits and warlords who seek to rule the world.

The game is about your career as a faction leader: Start with minimal assets, you need to make money, build an army, wage wars against other factions and eliminate your rival forces with thoughtful strategies and fine marksmanship and eventually conquer the world. The game provides a completely different shooter experience which strikes a balance between intense **first-person action** and **general strategy**.

The game's innovative combat system blends tactical FPS with real-time strategy, allowing you to command an army, plan for tactics in the God view, while immersing in the intense firefight as a foot soldier, in the first person perspective.

Features:

- FPS meets Sandbox Strategy Game

Start your career with almost nothing, you must make money, recruit soldiers, loot villages, fight bandits, attack territories and dominate the world. The game is a combination of challenging action and a wider strategic theater.
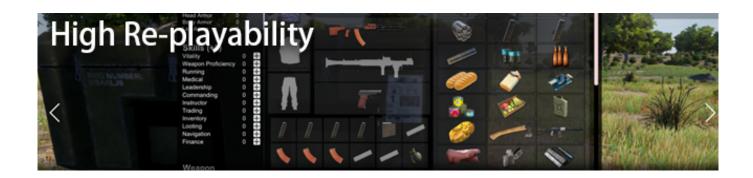

- Shooter and Real-Time Strategy

Experience the unique combat system which blends real-time strategy with tactical first-person shooter. You are expected to strategically plan the movements and tactics of multiple squads in addition to having to be an eagle-eyed sharpshooter and possessing catlike reactions.

- Realistic Combat Simulation

The game is about realism. Killing 100 enemies with only a pistol is not possible. You will be challenged by highly intelligent AI that is capable of advanced tactical maneuvers such as flanking, surrounding and even fake retreating, almost like what you would experience in real combat. Only carefully planned tactics, equipment and cooperation between squads can bring you victory. Are you up to the challenge?

- High Re-playability

The random nature of starting points, enemy AI and objectives will make every battle feel different and challenging. There is no linear gameplay: You have the freedom to decide how to progress in the game, who to fight, what equipment and squads to use and how to dominate the world.

Title: Freeman: Guerrilla Warfare
Genre: Action, Indie, RPG, Strategy, Early Access
Developer:
KK Game Studio
Publisher:
KK Game Studio
Release Date: 1 Feb, 2018

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Minimum:

OS: Windows 7

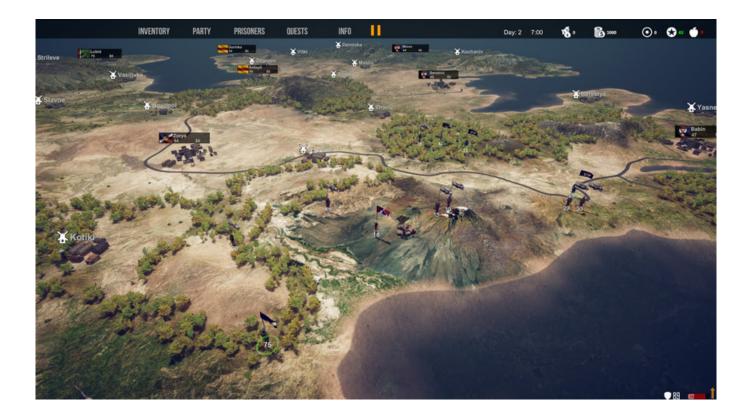**Processor:** Intel Core i5 3210M CPU

Memory: 4 GB RAM

Graphics: 4 GB VRAM

DirectX: Version 11

Storage: 6 GB available space

English,Simplified Chinese,Russian

This game used to have vehicles, but they were broken, so now there are no more vehicles. Problem solved!

It used to have stealth mechanics, but they were completely based on character stats and had nothing to do with moving carefully or hiding in cover; ergo, broken, so now there is no more stealth. Problem solved!

Overall the game suffers from a bad case of "Made with Unity" (i.e. expect to get less than half the FPS here that you would normally get playing Skyrim at max graphics) and an even worse case of "Made in Russia." Despite all the talk of improving customization, your character choices are sleazy looking white male or sleazy looking white female, as is literally *every other character in the game regardless of their faction. If you're ever wondering which equipment to buy or equip just grab whatever looks the most Russian because for some strange reason it will miraculously outperform everything else in the game, every time.*

Most of the real problem, however, is that it's trying too hard to be "Mount & Blade + Guns" as opposed to, say, a FPS version of Jagged Alliance 2. Look, M&B works because it's got swordsmen on foot, archers, horses, mounted archers, lancers, spearmen, formation tactics, and several diverse factions based on different real world cultures. And while every battle starts off at a distance (just like here), there is enough terrain variance to make terrain actually mean something. Those horse archers that kicked butt in the open desert turn out to be nearly helpless when trying to defend a castle wall and conversely Nord Huskarls don't last long against horsemen in the open.

In F:GW, however, there is only one troop type (i.e. white dude with a gun), one terrain type (low woodland hills) and urban combat may as well not even exist because the AI (both yours and the enemy) aren't capable of using any of its cover - not that there's really much to begin with. City fights are just like every other fight except that you wait longer for the AI to figure out how to get out of town before your snipers blow them all away as they mindlessly rush towards you like always.

*In other words, it turns out that the M&B medieval model simply **does not work with modern weapons and\/or tactics. Sorry, but it just doesn't. Again, I think they'd have been better off trying to steal ideas from Jagged Alliance 2 and turning that into a FPS-type game instead. Y'know, actual urban warfare and tactics that are more than just saying "move cautious" or "charge?"***

Now I know they've been working hard on this and they've been really scrambling to squash all the bugs (there's a reason why Unity is free, guys - 'cuz it sucks) and I'm not trying to say that they don't know what they're doing or that they don't care. They are putting forth a lot of effort and it is moving along just fine - but I just feel like it's moving in the wrong direction, and sadly I think that they're already too far along to change course.

It's sad because I liked the game a lot more when it first came out. It wasn't until much later that I realized that the real problem wasn't the bugs or glitches but something in the very foundations. No matter how hard you try you still just end up with the same thing every time - a battle between two forces on a summertime hillside that always goes to whoever has the most sniper rifles with "Made in Russia" stamped on them, whilst you, the player, sits there with binoculars hoping to actually spot an enemy at some point before the battle ends.

After about two or three of these non-events in a row I just want to go back and see if I can lure those damn Khergit horse archers into patch of thick forest and then see how they like it when their horses get stuck on the trees and my Rhodok spearmen end up surrounding them in a box formation... or maybe find out of if it's easier to capture San Mona from the east side at night using nothing but suppressed weapons, knives and lots of camo paint. Here... I just feel like I'm watching an RTS game play against itself while I'm stuck in some kind of glitched observer mode that makes it look like I'm playing, too, even though I'm not. Not really, at least. I'm just watching a map from behind a rock, like always, and hoping that I brought more sniper rifles than the other guys... like always. Wake me when it's over.. MOUNT AND BLADE WITH GUNS, BLOODY BRILLIANT.
ONLY THING I WOULD CHANGE IS SLIGHTLY LOWER PRICE OF EQUIPMENT AND ADD A FEW MORE OPTIONS FOR CONTROLLING YOUR TROOPS.
ENJOYING THIS GAME ALOT.. Was a great game. Was.. v0.8 is a disaster. v0.9 is a surprise. Team building, city building is fun, but the enemy hides too well in grass when in FPS close combat, me seeing no one and the HP keep dropping, hope the developers can deal with it.. i think i bought it when it was brand new and in its first alpha stage and it was a little clunky but still a lot of fun and really great. Over time they added features and made the menus smoother and other things. However, in

the last year or so the game has gone totally upside down in quality. the guns aim and sound like the developers were described how to shoot and what guns sound like by someone in another room. bullet impacts are now little flashes of light on the ground, on the trees and rocks, and they sound like someone hitting a drum under a pillow. you make your character and the game now starts with you near a village with AI armies around, but their map characters have their arms raised in the air, their legs and heads are backwards, and the marching animation is not at all fluid or nice looking. the city menu options sometimes over lap other buttons and you cant hit the x to leave, its not a huge thing because you can use your escape key, but still. i expect better since they started with a great game and concept for whatever reason decided to progressively making it worse and worse.. Very fun game...sad when you lose a whole squad to a single grenade but it happens. after 17.3 hours played I still don't know what my goal is other than conquest and even then I took over every city then quit. 8\/10. Its pretty obvious that this game was inspired by Mount & Blade, and in my opinion that isn't a bad thing. As things sit right now there are some rough edges; gun accuracy feels a little wonky, especially when firing over cover or near ground is concerned, balancing issues need to be addressed and there is some general QoL items that need to be done. All that taken into account though I highly recommend this game. Its current state is playable and fun, and the developers are very active in the Steam discussions which is an excellent sign of the amount of attention they are really putting into updates and improvements.

In short, its a rough gem now and its very obviously receiving polish.

What the hell happened?. i do not quiet understand why the mode "very hard" can not be changed in the menu. I would say give this game some time is good but it is going through some growing pains.. sell a game>add features>sell more copies>remove features that were added this is not the usual method of development.

so i bought the game to support the devs intending to play it when it was more polished, while i waited the devs pulled the rug out and decided to rewite the code for the game. not only did this lead to a big loss of features but also the devs refuse to commit to putting all those features back into the game.

i wouldnt have bought it if i knew that they were going to ditch vehicles instead of balancing them, all thats left is a bad mount and blade clone with a clunky UI and controls. What ever happened to "Auto-Battle?" I really liked the game when it had that. Now I feel like I'm doing more micro-managing than shooting.. If your still waiting for Mount And Blade: Bannerlord to release, then i could, and would recommend this game for you. I've been jumping back and forth between playing this game on my spare time when i'm feeling like shooting government officials and terrorists from another dimension (That was a joke.) and with the constant updates to the game it brings relief to see where the games is heading. As i've had this game even before when they had added vehicles to this game.
Longer story short.

Good game and i recommend to my friends and any others.. Honestly, it started out kind of good, but they change stuff all the time it just gets confusing. They should have jut stuck with the original version and improved upon it. It's almost like a completely different game each time I play. Bottom line, its confusing, and really nothing but an endless, ruthless grind, and it gets old quick. As of right now, I really wouldn't recommend it. Just stick to Banner Lord.. This game can't be described differently than "mount and blade with guns."
Its a very solid title with a pretty satisfying game play loop.
My biggest gripe is how much grinding you need to do to get anywhere, especially since recent updates.
Typically i have to clear two bandit camps, or kill about 60 men before i can gear one person well.
Most enemy factions run around with squads of 30-80 men. Do the math how much grinding you need to do to equip all those guys with solid gear.
You need garrisons for your towns, squads with you ect.
This is way too time consuming and kind of ruins the game.
But despite the super grindy nature of the game, the core is great and for that i recommend it.
Though i never think i will complete it.. Not Recommended for attention\uff0cwill change later.
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What do we expect\uff1f
\u6211\u4eec\u60f3\u8981\u4ec0\u4e48\uff1f
Growth experience of Player\u2018s own.
\u73a9\u5bb6\u81ea\u5df1\u7684\u6210\u957f\u7ecf\u5386\u3002
Growth experience of Player\u2019s troop.
\u73a9\u5bb6\u90e8\u961f\u7684\u58ee\u5927\u8fc7\u7a0b\u3002
Growth experience of Player\u2018s territory.
\u73a9\u5bb6\u9886\u5730\u7684\u53d1\u5c55\u5386\u7a0b\u3002
From one single pistol in hand to ALL WEAPONs within.
\u4ece\u5f00\u5c40\u4e00\u652f\u67aa\u5230\u5168\u6b66\u5668\u5236\u9738\u3002
From fresh man squad to war lord\u2019s army.
\u4ece\u65b0\u5175\u5c0f\u961f\u5230\u767e\u6218\u7cbe\u5175\u3002
From village to a empire.
\u767d\u624b\u8d77\u5bb6\uff0c\u96c4\u9738\u5929\u4e0b\u3002
All these victory and defeat\uff0ctrouble and solution\uff0cachieve\uff0cclimbing\uff0cantagonize\uff0calliance\uff0cetc\uff0cgather them together and we call it game experience.
\u6240\u6709\u7684\u8fd9\u4e9b\u80dc\u8d25\u5174\u8870\uff0c\u5408\u7eb5\u8fde\u6a2a\uff0c\u8fd0\u7b79\u5e37\u5e44\uff0c\u6c47\u805a\u8d77\u6765\u5c31\u662f\u5b8c\u6574\u7684\u6e38\u620f\u4f53\u9a8c\u3002
Mix them wisely.
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