
The Ultimate Heist Torrent Download [portable]



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About This Game

THE ULTIMATE HEIST

ABOUT



Get ready to pull off The Ultimate Heist!!

Ever wanted to go on an epic adventure where you get to infiltrate some of the most High Security Vaults across the world? We have you covered! Get ready to play in this unique turn-based strategy game. Avoid getting spotted by the cameras and the patrolling guards, use the gadgets at your disposal to neutralize your foes and get to the end of each vault and thereafter, crack it by playing one of the crazy mini games. Try to get to the end of the levels in as few moves as possible, so that you can compete with all the other infiltrators across the world.

KEY FEATURES

- Turn-Based Gameplay
- 2 Different Gadgets to use - ICD (Invisibility Cloaking Device) and the Handy Tranquilizer Gun
- Play in over 50 Different Levels across 5 Different Continents
- Over 3 Different difficulty types
- Power Ups to help you on your adventure
- Awesome Futuristic Art style
- Steam Achievements and Leaderboards
- Steam Trading Cards - Coming Soon
- Awesome new Cutscene specially made for Steam

This is just the beginning!

FUTURE

We have already planned out the next major update in our pipeline, there will be many more levels added, we will be enabling the steam workshop so you can create and add your own levels to the game. To do that we will create a simple level editor which allows anyone with a bit of experience with basic game engines to create and share awesome levels for everyone to play. Apart from that we will be adding more languages, so that more people can enjoy the game.

Title: The Ultimate Heist
Genre: Action, Adventure, Casual, Indie, Simulation
Developer:
Smash Game Studios
Publisher:
Smash Game Studios
Release Date: 20 Dec, 2017

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Minimum:

OS: XP

Processor: Intel Core2 Duo 2.4Ghz or Higher / AMD 3Ghz or Higher

Memory: 2 GB RAM

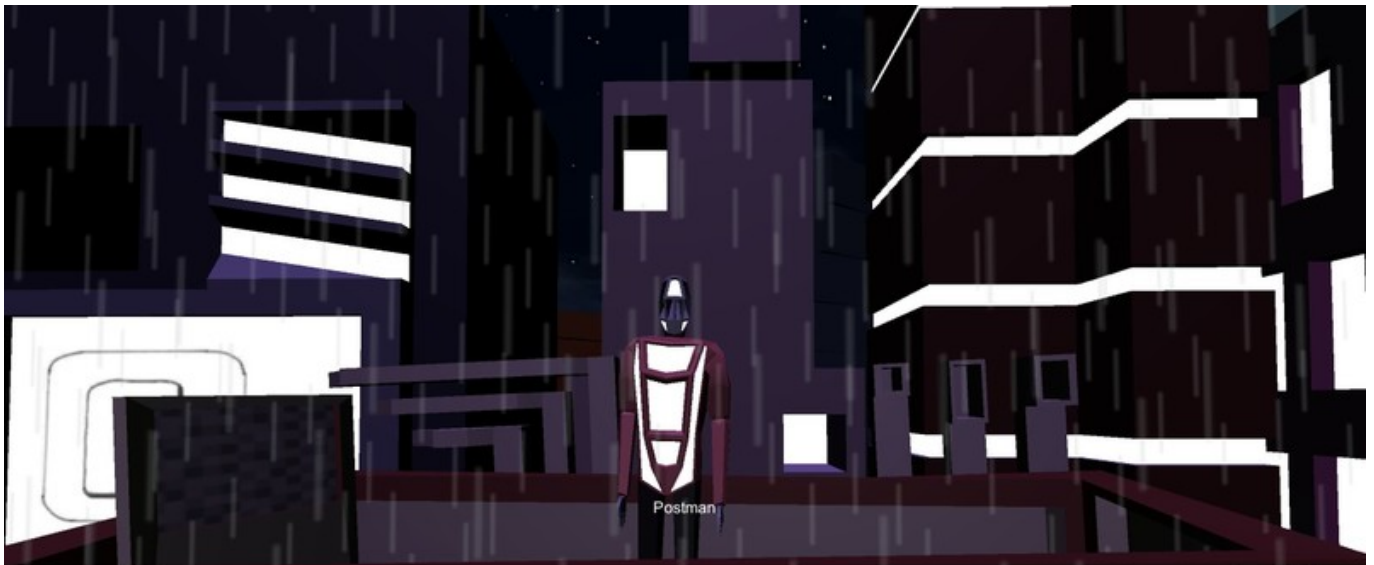
Graphics: Nvidia 8600 / Radeon equivalent (2009 era)

DirectX: Version 9.0

Storage: 550 MB available space

English





Hello! Long time no see. I'm sorry I turned up this time without warning. The customer said to deliver urgently and did not give his name. I haven't even considered whether it was a man or a woman, but the fellow was obviously on the edge. All right, I've got to fly and refuel... you see, its pretty high to fall down in this bucket. Say hello to your drone... I'll drop by someday to check up his signature pie



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Nice, funny and unique game with awesome rope physics. If you do not want to throw skiers into the abyss, you can design your own levels.. Sure, some aspects of the game don't change, like the way you trade and make money. But there are many options to make the game harder and when you do you have to be smart about how you use your resources and favors. I like the art work too... it's kind of old school and different. I used to be heavily biased toward "positive" reviewed games, but I've learned to take a good look at a "mixed" review games because those are the ones that often dare to be a little different. Unfortunately some people just want the same formula over and over again and freak out when a game isn't the same old thing they are used to.. I actually like it.. I never used to be that much of a fan of turn-based strategy games, but in the last few years I've found myself getting quite heavily into a handful: Space Hulk, Space Hulk: Ascension, Warhammer Quest, and just these past few days, a surprising little gem called Skyhill. Now, anyone who's in any way, shape or form a thinking entity knows that games are a bit of a subjective thing, and sometimes you just dig something, and other times you just don't. I really, really dug the aforementioned games - just check out my playing hours on each if you need proof - but I just couldn't get into this one, I'm afraid.

It's kinda complicated, kinda confusing, but more importantly than that - 'cause both of those things can be overcome, with time and patience - it's actually kinda BLAND. Never mind the dynamic-looking trailer. Sure, the graphics are generally nice enough, but on the whole the gameplay still feels a tad "clunky", the story and associated artwork in the cut scenes is "clunkier" still, and the voice acting is...well, actually, the voice acting itself isn't that bad, but the quality of the voice RECORDING (please tell me that was a cheap USB mike you used) does nothing to dilute the faintly "amateurish" nature of the whole endeavour.

Now, none of this is to say that there isn't potential here, and I'll certainly give the game points for ambition and originality. But it all just left me feeling underawed and unenthused about delving any further than the fourth level. Is it a "bad" game? No, not as far as I can tell. Some of you may even love it. I didn't, and gave it nearly an hour of my precious life, and for now I'm putting the board back in its box and looking for other virtual "dice" to throw. In all fairness to the devs, I'm yet to try multiplayer, but in all fairness to myself, I rarely enjoy multiplayer anyway, and it's hardly the sort of game you could "jump into" with friends without each of you tutoring yourselves in the basics first, anyway. I actually feel faintly bad about giving this a thumbs-down - it's a borderline "fail" at worst, in my book - but I can't in all good conscience go thumbing up things which lost my interest in just a little over thirty minutes, can I now? Maybe I'll return to it one day, maybe I won't.

One thing I'm confident in opining: The twenty dollar price-tag is certainly a tad ludicrous. If there IS an audience out there for this game, it's hardly liable to find it when such an "indie" game is being sold at such a non-"indie" price. My advice to anyone who thinks they still might be interested: Watch some walkthroughs, wait for the price to drop a little, and nab it in a sale. Then you won't have wasted TOO much moolah if you find it isn't to your liking. As it stands, a definite gamble...

Verdict: 4.5V10.. The things you can do in this game is just awesome, From building a gaint arty base, to a on the go flying

plane factory that unleashes hell with a click of a button, I RECOMMEND THIS GAME ALL THE WAY! Hooray for murderous intent.. This game is great i enjoy the hell out of it the only issue is they need to add more maps like hellscape so many secrets and hidden places way more fun then just playing tag on other maps like yule.. I actually bought this game twice. I Greenlit it on Steam and then found a copy online. Knowing that not all games I vote for ever get approved, I purchased it direct from the publisher. As I always buy games I vote for, I bought it when it came available on Steam. It takes some getting used to, and it is sometimes hard to find the info you need. I'd like to see a mini-map so I don't have to swap between the map and the screen. I'd also recommend that you deploy your troops left to right (or visa versa) so that as you cycle through your units, you're not jumping all over the map. Battles can take awhile and depending on how many airships you have, a "turn" could take quite awhile.

Also recommend you save after every successful battle in case you accidently quit without saving (only did it twice, was in a big hurry so it was my own fault). Additionally, keep a decent cash reserve, Tempting as it is to upgrade tech every turn, you need money when the AI does its turns. Say 1000 to 1500 per AI you border. More, I imagine later in the game when they have more airships. Remember that fielding troops and arming them take cash. Offensive troop numbers are determined by the size of the attacking airship (5-10-15), defending numbers are determined by the type of terrain. AND how much money you have to spend!

Combat is sequential, but the non-moving side can do opportunity fire if it has reserved action points from it's previous turn. APs are used for moving, attacks and reloading. Units have weight restrictions on how much they can carry. Reloading has to be done manually, so while you may fire at a target of opportunity if you have enough APs remaining, you cannot do a "reload of opportunity", so to speak. A word of caution: attacks of opportunity with explosive weapons can be hazardous to your health. If you are too close to a wall, rock, tree, or even a slight rise, your weapon could impact that, killing yourself.

Visibility ranges from 50 to 300 . The attacking trooper has to be able to see the target himself in order to fire at it. And has to be within his weapon's range. There's a helpful counter that tells you how many enemies your active trooper can see. Click on it and a range will appear to the right. Click on the range and you will turn to face that target. You need to keep an eye on that counter while you are moving. You also get reports during the AI's movement phase if something enters your viewing range, so don't use the AI's turn as an opportunity to refresh your beverage or make room for more, you might miss something important.

That's the mechanics. I have only played the P. campaign where you chose one nation (for ease of recognition, they resemble UK, USA, France, Zulu, Far East and Germanic) and fight the rest. Each side has distinctive uniforms. All sides have the same initial equipment (rifle, pistol, grenade, first aid kit). Every turn, cash allowing, you may research an item for specific class troopers. There are 4 or 5 developments per class. Classes are Sapper, Recon, Gunny, Grenadier, Marksman and Fusiler. All sides have access to the same developments. It gets progressively more expensive as you progress up the tech tree. For example, at Medium difficulty the first tier weapon research costs 1000, the second tier in the same class cost 3000. The AI does its own research. In my current game, the Chinese AI developed grenade launchers before I did (Grenadier tier 1). It was NOT a pleasant surprise.

This is a game I really wanted to like. I have a soft spot in my gamer heart for cartoony platformers. This looked like such a great Keen-esque platformer that I bought it on blind faith. Bad mistake. It's a horribly simplistic, buggy exposition of what it looks like when a video game is made from the ground up to hit a marketing goal. Someone said "old school is in right now, Halloween is cool, push this game out" and this horrible thing was patched together as quickly as possible. I'm pretty disappointed in both Interplay and Steam for signing off on the distribution.. If you're looking for a good farming life simulator game like Harvest Moon this is not the game for you and you should check out Stardew Valley. If you're looking for a nukige disguised as a farming life simulator then this is your kind of game.

The farming and animal raising aspect is way too watered down, the only way to raise money quickly and get good discount is by doing all the lewd stuff. Playing it 'clean' takes too long and it became rather repetitive on the later half with nothing much to do. Also the english translation is a bloody mess but its fine since there isn't much story in it anyway.

I'm only recommending it because the art is fantastic and I know what I'm getting myself into.. Good potential and I like the idea but the actual 'gameplay' is absolutely awful.

walking in a straight line is even difficult.

One bit in the dark where you can't see anything is almost impossible.

I can't recommend this game at all.

Even for the small price of \$1, if at that price I regret buying the game, I can't recommend it at all.. The game appears to be abandoned - no word from the developers for what feels like an eternity since the last update. I don't think the game is in a good enough state to be left like this.. awesome graphics and ambience. Great horror game to play on a dark room alone! :D. Good graphics but very repetitive gameplay.

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