
Crimsonland Xforce Keygen



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About This Game



In **Crimsonland** you will unlock new weapons and perks constantly improving your abilities and arsenal. Your screen will be filled with literally hundreds of monsters and thousands of giblets. Grab your gun and prepare for endless hours of intense top-down shooter fun!

The original **Crimsonland** was released in 2003. After the game was greenlit at the end of 2013, 10tons decided to give the game a complete tune-up. The brand new 2014 version introduces countless gameplay fixes, a new chapter with new enemies, new perks, and new weapons. On top of that we've done a complete art overhaul!



What are perks? **Perks** are like talents in an RPG game. You earn **XP** by killing monsters and with XP you earn levels. After leveling up you get to choose a perk. For example, a perk called **Fastloader** enables you to reload extremely fast. During a session perks will stack up a and every game will be a bit different. You'll unlock perks during the quest mode after which they become available in the survival game modes.

WEAPONS & CARNAGE

We've created a huge arsenal of **30 unique weapons** ranging from the humble pistol to the mysterious Shrinkifier 5k. The weapons are unlocked by playing the quest mode and they become available in survival game modes as well. The better your arsenal - the better chances you have at scoring higher outside the quest mode.

CO-OP MAYHEM

Crimsonland features up to four player local co-op. All game modes including the quest can be played in co-op mode. There are also separate leaderboards for co-op games so gather your friends and show the internet who wields the gauss shotgun like a pro!

LIST OF FEATURES

- Quest mode with six chapters
- FIVE survival modes: Survival, Rush, Blitz, Weapon Picker, and Nukefism
- 30 unique weapons
- 55 awesome perks
- Steam leaderboards: global and friends
- Steam achievements & stats
- Full controller support
- Up to four player local co-op

Title: Crimsonland
Genre: Action, Indie, RPG
Developer:
10tons Ltd
Publisher:
10tons Ltd
Release Date: 11 Jun, 2014

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English,German,Russian,Simplified Chinese







With a very fitting soundtrack, amazingly fun and big mix of weapons, perks and power-ups and the ability to speed the gameplay up by 1.5x creates an epic, fast-paced twin-stick gore-fest of a game that is extremely difficult to beat on the highest difficulty.

This game has received many updates throughout its release on Steam and I think the game is currently at a good state of balance.

Including many other changes, the biggest is that previously you could not use perks in the quest game mode, which you now can by enabling it from the options menu, which was a part of the original 2003 game.

I don't understand what made the developers think it was a good idea to remove these things at launch, but I'm very glad they changed their mind and added them back in.

I have not played co-op in this game as I have no friends with interests in this game, but I've watched many videos of co-op gameplay before writing this and it looks super fun, so if you have friends looking for some games to play, this should definitely be on your list.

If you're planning on getting 100% achievements in this game, which I love to do with games I thoroughly enjoy, no matter the difficulty, good luck, you'll need it.

Completing the game is a big enough challenge, completing it while remaining at full health at the end of each level, even if just on normal difficulty, is, well... a long and fun grind. The sense of accomplishment once you manage to do it is just great.

Tip: Disable blood in the settings. You can't have it on if you plan on beating this game on Grim difficulty or completing normal mode with full health at the end of each level, it makes the thousands of enemies too hard to spot fast enough with the blood obscuring the battlefield.

The game has 7 extra game modes apart from the main quest mode:

Survival: Survival mode with perks, power-ups and weapons.

Rush: Assault Rifle-only mode.

Weapon Picker: Randomly spawning weapons, each weapon only has 1 magazine.

Nukefism: No weapons or perks, survive by collecting power-ups in a strategic manner.

Blitz: Ultra-fast survival mode with perks, power-ups and weapons.

Waves: Wave-style gameplay.

Typ'o'Shooter: Use your typing skills to kill enemies.

This is where I have some negative things to say.

Apart from Typ'o'Shooter, Rush and Nukefism, the rest of these game modes depend purely on luck, and before I continue, in case it needs to be said, of course you need to be at a certain skill level, of course if you're bad at the game you can get the perfect combination of luck and still lose 30 seconds in.

Anyways, apart from the aforementioned game modes you lay in the arms of luck's mercy.

No matter how good you are there's only a few weapons in these game modes that will get you anywhere, which doesn't sound too bad, just restart until you find the weapon you need, sounds easy enough, right? Not really, because on top of the few weapons you also need an almost perfect combination of the first 4 or 5 perks.

*If you do not get these, you need to restart and try again to see if you get lucky the next time, so if you want to get 100% achievements, which includes getting pretty high scores in these game modes, get ready to click the restart button hundreds of times, **literally**.*

Apart from that they are still really fun, and once you actually do start to get a really high score you feel really good, again it's just super fun, but it takes a really long time before you get the needed combination of weapon and perks to get a high score.

I understand that it is difficult to balance such a game mode, that doesn't mean it should be ignored though.

The game also offers a 2048-style 'combine the gems' hidden game mode which gives you an achievement if you beat the pre-set high-score. This is an incredibly difficult puzzle game and honestly not fun at all, but hey... gotta get that achievement,

right?

Upon purchase you also get the epic, original 2003 version of Crimsonland.

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