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### **About This Content**

Allows you to change the battle music to tracks from Devil May Cry. Use the Gallery > Jukebox option to change music (available after starting mission 2).

- Track 1: Public Enemy (Dante battle theme 1)
- Track 2: Ultra Violet (Nelo Angelo boss battle theme)
- Track 3: Lock & Load (Dante general theme 2)

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Title: Devil May Cry 5 - DMC1 Battle Track 3-Pack

Genre: Action

Developer:

CAPCOM Co., Ltd.

Publisher:

CAPCOM Co., Ltd.

Franchise:

Devil May Cry

Release Date: 7 Mar, 2019

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**Minimum:**

**OS:** WINDOWS® 7, 8.1, 10 (64-BIT Required)

**Processor:** Intel® Core™ i5-4460, AMD FX™-6300, or better

**Memory:** 8 GB RAM

**Graphics:** NVIDIA® GeForce® GTX 760 or AMD Radeon™ R7 260x with 2GB Video RAM, or better

**DirectX:** Version 11

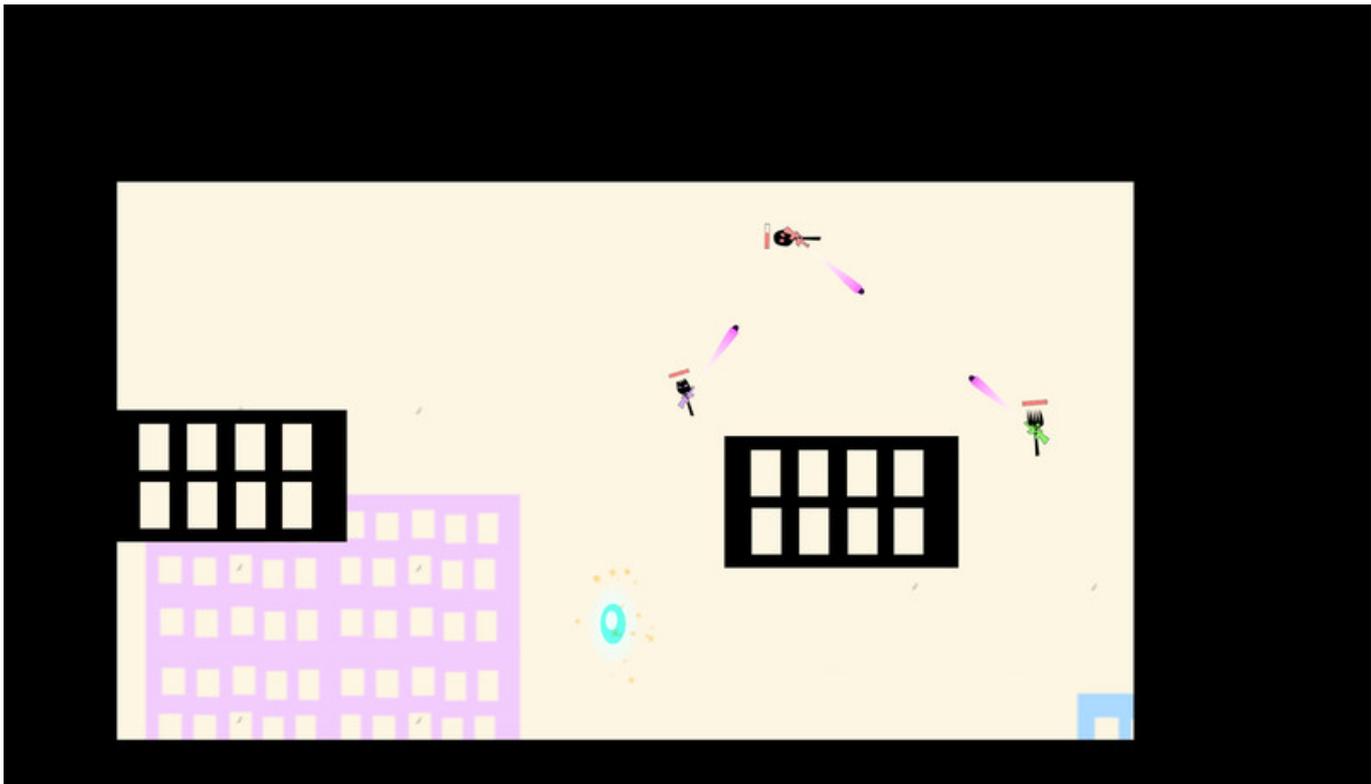
**Storage:** 35 GB available space

**Additional Notes:** \*Xinput support Controllers recommended \*Internet connection required for game activation. (Network connectivity uses Steam® developed by Valve® Corporation.)

English,French,Italian,German,Polish,Russian,Simplified Chinese,Traditional Chinese,Japanese,Korean







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devil may cry 5 - dmc1 battle track 3-pack

\u201cPain is inevitable. Suffering is optional.\u201d

man did i suffer.....

. ANOTHER ♥♥♥♥ING ANDROID GAME ON PC ♥♥♥♥ YOU. Short and simple: Terrible combat.

I already regret this purchase after like 30 min of gameplay.. i looked for this game for years and years, when i found it on steam i almost cried.

Its as amazing as the demo i had many many years ago said it would be and more, Classic RTS style game with the mass unit style gaming that you expect only from the cossacks series.. A cute little adventure game, 15 minutes of gameplay, easy 100% achievement completion.. Do not get!

It destroys your drivers and your pc.

0/10. This is a Very Fun, Silly, and Creative game. It's even more fun playing with friends! It's totally worth the \$15.00. People look at this game and think, "Oh this just looks stupid." But the game is acutally very very very Fun! You should get it and Play with me!. Hardcore mode still bester than easy mode. \*\*\*\*\*

\*\*\*\*\*

This is a fun game if you like upgrades and destruction. The main campaign was completed within 4 hours of gameplay. After that there is a survival mode taking you up to level 100. I can predict roughly 5-12 hours of gameplay.

There are a variety of weapons that you can augment with upgrades you can find. The game is fun when you start with a tiny ship with a single machine gun and eventually progress to a flying fortress of doom equipped with 5 rocket launchers and 3 laser guns. It does get extremely repetitive after a while. However, it can prove to be quite fun if you like this type of game.

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Disclaimer: I have only been playing this game for a few hours but have reached level 55 in the game. I am in no way an expert at this game. I am simply giving a bit more information about the game because there are zero guides at the time of making this review.

Looting: Looting happens at random when you kill enemies or complete maps.

> Weapons can drop in the following rarities. I don't see much of a difference between them too be honest. Each weapon is generated with random stats. One might come out of the box with extra projectiles or one might come with pierce already built in.

- Common
- Uncommon
- Rare
- Epic

> Upgrades appear with a given level. The higher the level, the greater the applied effect is to the weapon. For example, a level 10 Projectile Upgrade will add 5 projectiles while a level 1 Projectile Upgrade might add 2.

- Appears to be capped at 3 upgrades per weapon.

Weapons: To my memory...

Blaster - Shoots plasma blasts in a straight line.

Rocket - Fires a rocket that explodes on impact.

Laser - Fires a continuous beam for a duration followed by a cool down.

Boomerang - Fires blades that reach out to a distance and retract backwards.

Flamethrower - Fires flames at a short range for a duration followed by a cool down.

Rifle - Fires a high powered bullet.

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Acid - Fires a blob of acid at a downward arcing curve.  
Drones - Fires a drone that shoots at target briefly.

Upgrades: To my memory...

- Projectiles - Adds extra projectiles. Seems to cap at around 5 extra projectiles at level 50. It may go higher though.
- Damage - Adds a bit of damage. It seems extremely useless to use these mods as it might increase damage by 10% where any other upgrade can improve functionality by 2-3x.
- Range - Increases the range your projectiles travel.
- Speed - Increases speed of projectiles or duration of beams, flames.
- Piercing - Allows your attacks to travel through targets a series of times.
- Splitting - Allows your attacks to split upon impact.
- Targeting - Allows the weapon to auto target within a degree cone.
- Special - Adds a unique bonus to each weapon. For example, it can increase explosion size of rockets.

Strategies:

I personally find lasers to be among my favorite along with rifles and rockets. The lasers can be upgraded pretty quickly with extra projectiles. Upgrading their special ability makes them do a lot of damage as the laser is held on an enemy. This is extremely useful for tougher enemies. As far as I'm aware, projectiles are by far the best mod to add onto any weapon! There doesn't seem to be a damage penalty for adding projectiles.

The rifle was also super strong from my gameplay. They excel at single target damage. Most of the gameplay will be strafing around while your weapons destroy most trash enemies pretty quickly. The tough ones are usually the ones that fire back so it's nice to have rifles to take them out quickly.

I personally feel like rockets are also very good especially with homing on. They can easily fly around and travel towards enemies leaving a satisfying volley of explosions in your wake.

\*\*\*\*\*  
\*\*\*\*\*. This game is game nice game, would play game more times for more fun game.

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I had no idea what was going on. I thought the red arrows were showing me what to do at first, click top middle, click bottom middle, and then click revolver. I managed to win the first three shots. Then I got to medium and suddenly I kept dying. So I looked back over the game page (i got this game in a giveaway) and discovered it's a RNG thing. Once I knew what I was doing, it didn't really change things because the game is entirely luck based.

Pros:

- + I like the sprite graphics
- + Quick time killer

Cons:

- No strategy or skill
- The game gets crazy difficult and there's nothing to do about it
- Enemies get more hiding spots while yours remain only 3
- The "difficulty" gets raised in terrible ways, such as they have one-shot kill or double hp

I hate that this has no rhyme or reason and that you can't really get good at this. It's all luck.. this game is kinda fun i guess.

Wow, this was a wild ride. Played through the single player campaign in one go.

It has all the locomotion options you would want in a VR game.

The graphics are great. Enemies look detailed and the world feels huge. You can see the hellish mountains in the distance. You get a sense that you're in a huge world.

It actually has a story worth playing through, something I don't see much in other VR games.

Has surprising amount of puzzles. You would not think that from screenshots and videos.

You get a lot of exercise in the later levels, tearing demons that are coming from everywhere.

The boss fights are fun.

My main gripe is there's not a lot of variety in enemy types. They mostly run towards you and try to hit you, some are more interesting, like the priests that shoot fireballs, but that's about it. Hope they add more enemies. I also had to restart from checkpoint once. A power wouldn't turn on.

Overall a great VR experience of being a demon from hell and tearing people apart.

. The game is very good. I recommended it. But I want more from this game.

Maybe carrots to grow in two years or every day bonus or every day "mini" growing apple etc.

I have 200 seeds and all plants, all upgrades.. I have no idea what I'm doing but good news! It seems to be working!

The gist is basically there's this Star Basin that is able to affect what's going on in various places in Kyoto. By creating stars (however one is supposed to do that) of certain types fulfill the quests you've been given and it progresses the game. Seriously, this isn't a game style I've ever played before.

It give you the bare minimum tutorial and leaves you to trial and error like a boss. I felt like a real scientist when I was trying to make a nebula. And then I felt like an inept God when I accidentally created a Black Hole. But that's the real fun of this game.

You don't know what the hell you are doing but you keep doing it anyway and stuff happens and you're like YEAH I DID THAT AND I DON'T KNOW HOW OR IF I'LL BE ABLE TO DO IT AGAIN BUT WHO CARES BECAUSE I'M AWESOME AND DON'T NEED ANY RULES!!!!

I love this game. I will be playing more in the future.

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