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## Strange Brigade Activation Key Crack



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### About This Game

#### **WILL YOU ANSWER THE CALL TO ADVENTURE?**

Egypt, 1930's. Erased from ancient history and buried in a nameless tomb for 4,000 years, Seteki the Witch Queen has risen once again.

Only one troop of daring heroes can stand against the fearsome power of Seteki and her army of mummified monstrosities: The Strange Brigade!

Explore remarkable ruins, solve perilous puzzles and uncover tantalising treasure while blasting your way through an array of undead enemies in thrilling third-person action that's certain to bring out your inner adventurer!

#### **ONE GRIPPING ADVENTURE**

Hunt the foul Seteki through a rip-roaring campaign filled with dangerous dig sites, prodigious pyramids and crumbling caves packed with bountiful foes to send back to the afterlife. Explore alone or team up in 2-4 player online co-op!

#### **FOUR FEARLESS FORTUNE HUNTERS**

Travel the ancient world as one of four dashing agents trained to tackle the supernatural. Unleash devastating magical powers and unload powerful prototype weapons such as the fire-spitting Krakatoa, the ice cold Chill Burster, and the brain-busting Blunderbuss!

#### **A LEGION OF MALEVOLENT MONSTERS**

Seteki is not the only mythological menace to have awoken ... she's brought an army of loyal beasts with her! Face her many

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nefarious ne'er-do-wells, including moaning mummies, fire-breathing assassins, armour-plated minotaurs, giant scorpions and much, much worse!

### **TONS OF TERRIFYING TRAPS**

Keep an eye on your environment to find creative ways to boff your enemies! Decapitate the undead with spinning blades, fry them to a crisp with fire traps, crush them with a well-placed boulder and more. You wouldn't set them on your team mates ... would you?

### **OODLES OF PUZZLING PREDICAMENTS**

Keep those peepers peeled for suspicious clues, secret entrances and ancient contraptions that need re-awakening! Who knows what alluring treasures and buried riches await you on the other side...

### **MESMERISING MODES**

Challenge yourself in two extra modes for 1-4 players. Try the fast-paced Score Attack where speed meets style, or take on wave after wave of deadly foes in the action-packed Horde mode!

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Title: Strange Brigade  
Genre: Action, Adventure  
Developer:  
Rebellion  
Publisher:  
Rebellion  
Release Date: 27 Aug, 2018

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**Minimum:**

**OS:** 64-bit Windows 7, 64-bit Windows 10

**Processor:** AMD Ryzen 3 2200G or Intel CPU Core i3-2100

**Memory:** 4 GB RAM

**Graphics:** AMD Radeon HD 7870 (2GB) or NVIDIA GeForce 750 Ti (2GB)

**Storage:** 35 GB available space

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









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Save game file corrupted. Hours of game play lost.. The game is really beautiful, the levels are large with secrets and side areas, the shooting is snappy and just plain fun.

Sometimes you just want to get lost and shoot some baddies. This is the game for that.

I find the characters, particularly the narrator, incredibly charming (and there is a great variety already available, with more to come). I really like this game, and I hope that you buy it and play so that Rebellion can continue to release juicy content.

I can see how one might say the game is a bit bare, and I can't say they are entirely wrong. However, there is plenty of fun to be had here and I've even found it enjoyable solo (so don't worry about the player count, you will have a good time either way). Regardless, with a 4 player co-op game, you don't need a huge pop to sustain good times.

I will update my review after I clear the campaign and spend some time in horde mode. The only issue I foresee is wanting more, which is usually a good thing!. Havent play that much but seems like a fun solid game, also runs silky smooth with great graphics.. Very, very fun game. Beautiful graphics. Plays very well. Works well from 0 to 4 players co-op. Great times.. Not worth the price. It is a fun game but limited replayability. Also, competing for stuff out of chests is just horrible. First come first serve for gold and gems. Best to play solo to have all of it for yourself. Then play online till bored. Puzzles can be grieved while tring to solve in online play locking puzzle doors till you replay the level. Sure you can boot the person but nothing stops you from restarting them level and another person joining and doing the same. Poor design on the developer. Collecting gold is only a short task to unlock a limited amount of weapons. Soloed to get gold and had all unlocked within 5hrs. game is worth \$30-35 imo. Because of this i have to down vote.

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This is a good game to play with friends in terms of fighting hordes of undead and mythical beasts. Be forewarned, however, the game is VERY short and you can essentially finish the whole thing in about 10 hours.

I was extremely disappointed especially considering I bought 4 copies of this to play with my family and we completed it in only a few days.

Building up your weapons is a little too easy in this game which takes away the reward and replayability factors. If you have the money to burn for a short game that \*IS\* fun to play, then go ahead.

I'm simply disappointed in the fact that I dumped over \$200.00 USD for 4 copies only to complete it before the weekend. I hope Rebellion is kind enough to add more levels and challenges to the game for people who spend the money on this game.

Until then, I hate to say I wouldn't recommend this at it's current price.. Been awhile since I could play a single game for a couple hours in a row. At first glance it looks like it should have been more of a FPS, but after playing it, its definitely more of a 3rd person adventure. But add hordes of the undead and explosive surroundings and you have a recipe for overwhelming action. Usually I'm a gamepad sorta guy for 3rd persons, but I actually prefer KB/Mouse since its borderline FPS. There is looting and repetative clearing of enemies, almost sounds like Borderlands, but it just doesn't feel anything like it, at least not to me. Being a big fan of games like Borderlands, Serious Sam, Duke Nukem, Doom etc. Yes there are elements, but at heart still an action adventure 3rd person. But its heavy on the action and puzzles, tons of things to be found if you like adventures and secrets. The game is a hoot, you have to solve puzzles etc to get through checkpoints, not really a fan of that, but at least the puzzles are relatively easy. I think the game is a 7.5/10. Feels very much like Indiana Jones' and Serious Sam's nephew.. Fun game, not worth 50 dollars though. I must say I am quite disappointed with the company behind Strange Brigade. I purchased three copies of the game. One for myself and two for a friend and her fianc\u00e9. My laptop is a few years old but her fianc\u00e9's is brand new. Neither he or I could get the game to work on our systems. I emailed Support asking for help. I got \u2018Tommy\u2019 whose first initial response was asking for more information about my system and my friend's fianc\u00e9e.

I provided it. Then waited weeks. And waited. Finally he responded with \u201cGet a new graphics card.\u201d I wrote back that I doubt that this is the kind of answer most people would want and could he please review the specs as the game should work based on the minimum requirements - that it might be something else.

He responded \u201cTake the advice or not\u201d. That was it. A literal \u201cHey stop wasting my time and go screw yourself.\u201d Most professional businesses would respond with something like \u201cI'm sorry but the issue does seem to be your specs as far as I can tell. I think an upgrade would help but if not please consider our games in the future when you can get a new graphics card.\u201d Nope. Just an unhelpful and rude tech support rep.

\u201dI'll be returning the game copies and filing a complaint. I understand in this day and age we get people cutting us off in traffic, flipping us off, rude crass people in line while waiting. But this kind of behavior loses sales and fans. \u201dI'm guessing \u2018Tommy\u2019 has cost his company a number of sales. And if the other reps act the same way \u201dI'm sure even more revenue has been lost. Some might feel \u201dI'm overreacting. Personally I think Steam should should read and react consider how many of their customers have publicly stated they are not getting help despite making hundreds of comments on the forums asking for help. It\u2019s their reputation that is being damaged too.. Best way I can describe this game is Left 4 Dead 2 with the look and tone of the film "The Mummy" (the Brendan Fraser film, not the Tom Cruise one) mixed with some Tomb Raider like puzzles here and there, and it is a ton of fun. It is more arcade like than L4D2 and if you have played Zombie Army Trilogy, it is kind of like that but with more branching paths, a better campaign and horde mode (the horde mode is excellent, one of the best I've played), more enemy types and extras like different cosmetics, weapons, upgrades etc, all the stuff you would expect in a game like this. Great job devs.. **I DO NOT RECOMMEND AT THE PURCHASE PRICE OF \$50USD**

I've been a fan of the Rebellion franchise for a few years now playing the Sniper Elite series, however my opinion won't be biased.

Apon writing this review I've clocked a little under 18Hrs of gameplay, solely on campaign mode.

The initial thing I noticed when I first started playing was how clean and crisp the game environment looked and how smooth the game performed, even during boss events with large hordes of mummies. Much like the Sniper Elite series the mechanics/



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controls are quite ergonomic and took no more than 10 minutes to adjust to.

During the gameplay I found a few uniquely good points about this game:

1. The side teaser puzzles, 50% required some thought to achieve.
2. The hidden collector items: Cat idols, Relics and Jars.
3. The narrator is quite humourous and doesn't irritate the player with constant talking.

However, with the good there is also the bad.

1. The Campaign storyline is very basic and lacks depth, I didn't find myself drawn into any emotion with any of the characters (good or bad), the objective is clear from the beginning, steamroll through the mummies and Kill Seteki.
2. By the end of "Mission #3" I was able to afford the highest priced gun "Audley burst rifle" with 4 gems which I believed was the best main gun in the game (That's not pack-a-punch) which left the weapons customisation option pointless for the rest of the campaign.
3. This is the biggest killer of the game: the community, or rather, the lack of a community. Everytime I've launched the game I've browsed the Co-op servers, if I'm lucky I find 1 game active.

Summary:

It's a fun quick solo game. In the game's current state it is not worth \$50USD, I highly suggest waiting till the game goes on sale. If Rebellion do not develop this game further by adding more storyline or customisations this will become lost in the back pages of the Steam store.. Highly underrated. I look forward to further installments.. It's a fun shoot 'em up game to play with friends or solo. Intuitive gameplay with a comical narrative to add to it. This is definitely worth giving a try.. wait for for sale not worth full price. Do not buy unless it's cheaper than 20 € (aka sale).

Positive:

The core gameplay is fun (at least to me). It feels like a "Hack n Slay" in a shooter costume with some British humor. The puzzles are easy but still entertaining for casual players. If you are looking for a hard puzzle game this game is not for you. The 4 basic characters feel somewhat different.

Negative:

Way too short. For 50 € you get 11 hours of playing the campaign (yes that's how long it took us - and we didn't rush at all). The horde mode and the point mode are pointless (at least to me). Not enough weapons. Only 4 characters. The additional ones (you have to pay an absurd amount of money for those) even reuse abilities from the basic ones. Not nice. Levels are visually appealing but a lot of them look way too similar (except for one or two - like the pirate theme). Not enough variation in enemies.

Super negative:

The last bossfight is extremely (!!!!! - I can't stress this point enough) disappointing. ♥♥♥♥♥iest boss in the whole game as well as the easiest to beat.

To sum it up:

Content for 15 €. Charges you 50€.

Additional content (which honestly should be free since the game is so short) is overpriced as well. 6,99 € for a 50% reused character. No thanks.

Ashes **Bug fixes, minor visual improvements and speed runs:**

Some achievements were bugged and thanks to a very kind user NighT Wolf we tracked them all and now they are fixed.

You can now get all those sweet achievements

We also resized some particles that were a bit "too much".

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In other news, "Ashes" is now on [speedrun.com \(https://www.speedrun.com/ashes\)](https://www.speedrun.com/ashes), the current record is at 17m 29s which is quite good for a game with 1 hour of gameplay, so if you want to challenge the record now is your chance.

See you all in the dungeon :). **Minor bug fixes and improvements!:**

A patch has been deployed to improve the following:

- Ending scene should now skip directly to credits after it is over
- Skeletons now spawn with very slight color variations randomly to break monotony
- Some meshes missing were put in place
- Door should now slow down with friction
- Some pots that didn't break are either fixed or removed
- Slight environment changes
- Skeletons should now be a littler harder to kill to give the game a bit more of a challenge
- Fixed a visual bug where water would splash close to the end of the map
- Unbreakable orbs are gone
- Weapons breaking due to 0 durability now make a sound

If any of these issues still persist please let us know on the forums.. **Patch 2!:**

**Some more general fixes and improvements.**

- Fixed an issue where you could throw your weapon through the wall with iron bars and lose it making the player unable to progress.
- Fixed a bug where the main menu camera would randomly move.
- Fixed some translation issues.
- Improved some aspects of the main menu map as well as the main map.
- Fixed a rare fatal crash when attacking with a dagger with low durability.
- Fixed the unbreakable pots... again, for sure this time.
- Fixed some issues in the map where the player could get out of bounds.
- Mouse cursor no longer appears when the game begins.

If you find any bugs or just have suggestions don't forget to post them on the community hub :)

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