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Sleeping Dogs: Police Protection Pack Free Download [portable]



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### About This Content

Catch criminals like a true SWAT with the Police Protection Pack. Unlocks exclusive High Speed police mission, SWAT outfit, SWAT police cruiser car and SWAT assault rifle.

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Title: Sleeping Dogs: Police Protection Pack

Genre: Action, Adventure

Developer:

United Front Games

Publisher:

SQUARE ENIX, Eidos Interactive

Release Date: 13 Nov, 2012

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**Minimum:**

**OS:** Windows Vista Service Pack 2

**Processor:** Core 2 Duo 2.4 GHz or Althon X2 2.7 GHz

**Memory:** 2GB

**Hard Disk Space:** 15GB

**Video Card:** DirectX 10 or 11 compatible Nvidia or AMD ATI card, ATI Radeon 3870 or higher, Nvidia GeForce 8800 GT or higher

**DirectX®:** 10

**Sound:** DirectX compatible sound card

English,French,German,Italian,Polish,Russian







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awsome just got 3rd place in the world!! A fun sci-fi rpg. At the moment there are 4 planets to visit with the rest hopefully to come. It's a tad light on content at this time. I was able to blitz through it in around 2 hrs.

There are vehicles to drive, a bit of resource defense, a flying dragon you can ride, and even a chicken gun.. I wanted to like this game but I feel neutral about it. Worth maybe 50 cents and only play it on Halloween. It says that there are no alternative endings but I bet there are depending on what you choose to be in the beginning and I would say that your choices matter, because there was a lot to interact with that did NOTHING, but I tried everything with everything and you are forced down the path so there is only one correct path (because it's forced) so it just leaves you feeling confused and incomplete once you "beat" it. Maybe those other interactions are for replay with different character choices but I wasn't entertained enough to waste my time with it again yet alone 2 more times. :V. Just played for about 20 minutes. Very neat game mechanic. Actually takes practice. Made me instantly nauseus though. I fought through it because I thought the experience otherwise was pretty fun. Playing with 1080ti and 7700k and oculus. I wish the textures were better at their highest setting. Respawn back to the beginning was a bummer when you are trying not to throw up. Giving it the thumbs up though, just want to give a heads up about the motion sickness some may have.... Honestly, this game as well as the first instalment are one of the most entertaining and engaging games I have ever experienced. Certainly worth the minimal cost to play!. Won't 9Dragon shut down again? everytime a new company launch 9Dragon, and after couple of years it shut down and players lose all thier data and the real world money they spent on it.

I like 9Dragons and I'm worried that 9Dragon (playredfox) will shut down soon.

I hope I'm wrong.

I played since Acclaim. and playing 9dragon awaken since launch.

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Fantastic game, a lot better than i expected going into it. I just wish it was longer. Apparently there's 9 different endings you can achieve and i just beat the game for the 2nd time getting the best ending possible(obtaining everything). First time i completely failed and went down with the ship... R.I.P.. plays well enough for an alpha little light on the features as of now. i would say wait till its official release to get it or get it now if you're impatient like me and dont mind getting bite sized chunks of the game. it's something to keep an eye on though thats for sure!. Snkl Studio strikes again! From the people who brought us TAL: Arctic, TAL: Arctic 2, TAL: Arctic 3 and TAL: Jungle comes another perfectly passable yet wholly unexceptional product guaranteed to make you feel your 99 cents or less was adequately recompensed.

This time 'round, rather than mazes, it's very simple jigsaw-type puzzles we're solving. Do you enjoy jigsaw puzzles? Yeah, me neither, really. But it's alright to pass the time for a brief spell here and there, and with twenty increasingly large and mildly challenging puzzles to solve, it neither insults your wallet nor tries your patience. A single sitting might be a bit of a trial, though, unless you really do dig them jigsaws.

I quite like Snkl. They make cheap, bare-bones products that function precisely as you suspect they will. No great shakes by *any stretch of the imagination, but certainly nothing to go thumbing down in a fit of righteous rage. Even better value on sale. And you can get 100% Achievements simply by completing the game, which shouldn't take you much more than an hour. "Casual" gaming don't come much more casual than this, kids.*

*Verdict: 5.5/10.*

*(PS If you enjoyed this review, feel free to check out my two Curator pages:*

<http://store.steampowered.com/curator/9284586-ReviewsJustfortheHELLofit/>

<http://store.steampowered.com/curator/10868048-Truly-Horrible-Horror-Games/?appid=398210>

[Cheers!\)](#). Battlepillars is somewhat similar to Swords & Soldiers. You're moving battlepillars across the screen, in 2D, from left to right, and have to engage in fights with other battlepillars. Get to the base of the enemy, destroy it and you win the game.

[The game isn't about tactics but more about spamming these creatures as fast as you can, if possible with as many weapons as you can add. You see, you can create your own battlepillars by selecting which weapons you want it to carry. By collecting and generating leafs you can make your creatures even larger.](#)

[Winning a level earns you apples that can be used to upgrade your battlepillars, special powers and/or base.](#)

[All of this is extremely fascinating stuff. So fascinating that I got bored within an hour. But considering the price it's not a bad deal at all. There are just better alternatives out there \(I urge you to look at them\).](#)

[\[Rating: 62/100\]. Really great but simple game graphics are lovely levels great i really enyoed the game. But the are only 4 worlds other thanks that 8/10. if you don't mind the Anime Humor \(Ha ha! The blonde guy's into little girls!\), Freesia's a fun, leaner take on Stylish Action games like Devil May Cry. No mansions to run through solving puzzles, just wave after wave of enemies to punch and kick the crud out of. The fighting feels a lot like the Tales series, especially the way basic attack chains, special attack commands and defensive abilities work, but minus the need to try and micromanage a squad of incompetent AI assistants. There's not a huge variety in enemy types or arenas, but that's not such a huge deal when a game just feels this solid to play, you dig?. Not the type of TD i like](#)

[. I personally purchased this game. I reviewed it for my 99 Cent Gaming series.](#)

[I love match 3 games. Premium, freemium, low budget...show me a match 3 game and I'll show you someone willing to give it a go. As with my excitement of getting a chance to play my first SHMUP due to my love for it, I found myself not only disappointed with Fruit Arranger but outright upset over my experience.](#)

[Fruit Arranger has the player put down pieces of fruit on the board one at a time where the goal is to match 3 vertically or horizontally, resulting in a new fruit emerging from where the last of the 3 was placed. While this is just a reskin of other games of this type, that mechanics aren't in itself bad. It's when the other issues are put on top of such uninspired game play that make the overall package something to avoid \(with an exception I'll get to at the end\).](#)

[Now while the graphics aren't the greatest, it's still nothing that causes the game to be completely terrible. The issues are the music being just a loop, the game being in a permanent smart phone portrait mode layout, and of course...the complete lack of](#)

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[content outside of the main match-3 puzzle mode.](#)

[This game has way less content \(and by extension less replayability\) than an almost similar game called 2048, and that game is free! There's really no incentive outside of trying to raise your score in game, and there's no incentive to do so because leader boards are absent. There are no additional modes that could task players with trying to get high scores in different ways. The only incentive to play an extended period of time comes with Fruit Arranger's main selling point "OVER 100 ACHIEVEMENTS to gain" \(how it's worded and typed in the store\). So for you achievement hunters out there, this could actually be the only legit reason to spend time here.](#)

[Finally what put the final nail in my impressions coffin was getting a literal headache from playing this in full screen. Every so often the game would flash on my monitor causing me to not play very long. I managed to make it through two sessions before I had to call it quits and will not return to the game at all if it remains that way. Thankfully I believe this is something that can be easily fixed once the developer is made aware of the issue. \(PLEASE FIX IT\)](#)

[I have more \(but not much more\) to say in my video below. That said, is Fruit Arranger worth the .99 I paid for it: ABSOLUTELY NOT. The "made for portrait mode smart phone" layout, the repetitive music, the lack of content, and ultimately the headache inducing flashes are all reasons to avoid this right now. For achievement hunters, if you can brave all of that there are 101 achievements for you to nab. Everyone else...sink some time into a F2P match-3 until more updates come to the game. If the developer updates this with some fixes, I'd love to revisit because in the end I am a sucker for match 3 and want to see it succeed.](#)

<https://www.youtube.com/watch?v=CduQ8HdzGEE>



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