

Perfect Heist Activation Code [FULL]



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About This Game

Perfect Heist is a round-based game, where 2 teams (cops vs robbers) try to execute/prevent the perfect bank heist. Includes an offline tutorial and an online mode to play with friends and strangers.

A team of robbers is trying to infiltrate a bank, steal as much money as possible and then get away with their helicopter, while the cops are trying to identify the robbers in a crowd of NPCs and prevent the heist from happening.

Features:

- two different teams (cops and robbers), each with different classes that offer unique abilities
- multiple maps, that can be changed with a map vote
- robbers can choose from a variety of masks, with each one offering different bonus stats
- different, unique weapons like SMGs, shotguns and sniper rifles
- supports player server hosting as well as dedicated servers
- settings menu that includes full keybinding menu

The robbers have to blend in with a crowd of NPCs to not get shot by cops, while somehow smuggling explosives inside the bank, stealing money, and then getting away with it. They have a variety of options to pull off the perfect heist, for example, they can:

- kill NPCs and use their clothing as a disguise
- hack ATMs to get money
- smuggle a bag of explosives inside the bank, and blow up one of the money vaults
- steal money and jewelry
- call in a rescue helicopter and get away with the money
- equip masks, that give away their identity as robbers, but give them bonus stats at the same time

The cops can access security cameras to monitor the bank, and use their unique abilities which include checking IDs, thermal vision or placing new cameras, to identify the robbers and then overwhelm them in a shoot-off.

Title: Perfect Heist
Genre: Action, Indie, Strategy
Developer:
yeswecamp
Publisher:
yeswecamp
Release Date: 17 Aug, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 (64-bit)

Processor: 1.5 GHz Dual-Core

Memory: 4 GB RAM

Graphics: GeForce 500 Series

DirectX: Version 11

Network: Broadband Internet connection

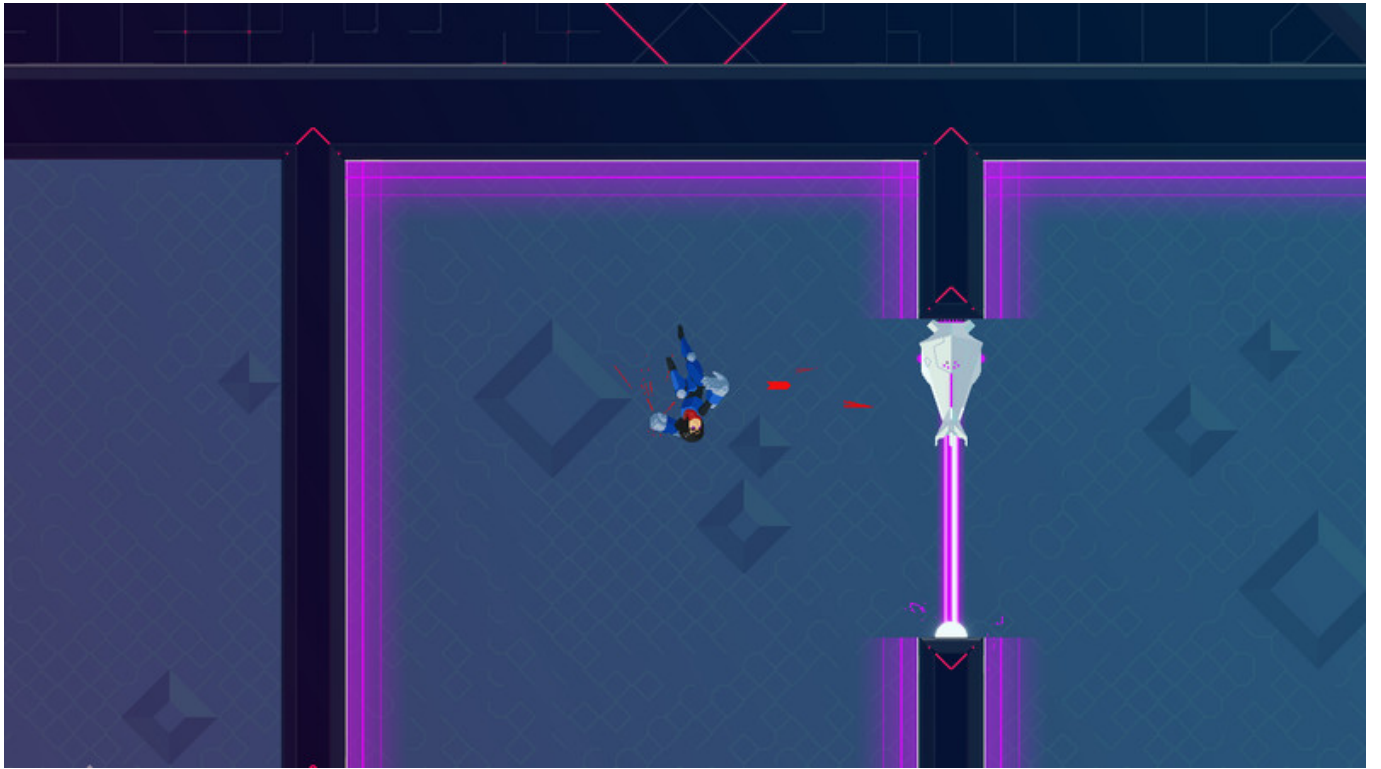
Storage: 2 GB available space

English,French,German,Russian



Fearless and innocent people, do you know whom you waked-up!!

愚蠢的你，是否知晓打破了谁的长眠!!





Amnesia without stealth but with guns, stupid monsters and lags.. If you're a real fan of NASCAR then purchase this game. This game is GOOD !! I'm trying to understand how people can't see all of the little details in this game. The AI is damn good better than most humans I've raced. You have cautions guys ! What game gets cautions right ? You have every track. You have every driver. All 3 top series. Tons of options for settings. Stages, difficulty, length of race.

This isn't iRacing guys. iRacing is a niche racing experience. Its not trying to please a wide audience. Besides if you were to get all of the content included in this game (tracks, different series cars, not counting no official paint schemes) on iRacing you would be talking hundreds of dollars. Not counting the subscription fee.

Oh and I'm using a Thrustmaster T300GT w/ pedals and it works flawlessly. Make sure to adjust your degree of rotation and force feedback. FFB default strength is kind of weak. I've also tried Xbox One controller, that too works perfectly.

I'm not going to go into detail on every aspect of the game but as a fan of NASCAR, this game represents the sport I love pretty well. I truly believe 704 has done a great job of progressively making a pretty awesome game for a motorsport that really didn't have one at all.

. There are many problems with this game and not many redeeming qualities.

Pros:

- Graphics are acceptable.

Cons:

- The mechanics are not properly explained.
- Not scary.
- The game consists of following a linear trail in the woods, with minor detours.
- There is just a single model of an enemy: a ghostly skeleton that's not scary at all.
- Primitive combat mechanics (simple melee slugfest).
- Not worth \$7 at all.
- Objects can be thrown through walls.
- The character can go through walls, getting stuck in places you're not supposed to be, and being forced to restart.
- The story is not presented in an engaging manner: obnoxious cutscenes, and extremely long backstory lores.

I wouldn't play this game if it were free.

Check out my video for a pointless powerthrough of the first half of the game:

https://www.youtube.com/watch?v=SWXX_kfpwrI&feature=youtu.be. I highly recommend this for twin-stick shooter or just general arcade-style game fans. Even if you aren't such a person, you may find this game fun because of the unique aesthetic and relatively forgiving difficulty curve. I cleared the game on normal mode in about an hour (on my second try, if that gives you an idea of the difficulty of clearing it), but there's plenty more to do in climbing the leaderboards and going for a higher score, leveling up your craft, and going for all the various achievements.

[I like this game for a few primary reasons - its challenging without being frustrating, has entertaining and unique visuals, and has great audio \(music and sound effects and overall sound design\) to go along with those visuals.](#)

[It's challenging in that you can push yourself to go for a higher score but it's not punishingly hard. Visually, there's a lot going on, but once you figure out the behavior of the enemies you're up against, you can use that to avoid damage and quickly take them out. You'll eventually get a feel for what the important projectiles are that you should look at. And you don't always need to aim at enemies - there's an autofire button which automatically shoots at targets. It's great for when there's just too much stuff on the screen and you're not sure what's harmful and what isn't.](#)

[The audio and visuals are very unique and quite polished. I was pleasantly surprised just at the variety of music. A lot of indie games or arcade-style games will make the mistake of having music that's loud and distracting and only having a small amount of it. The music certainly has a presence in this game but it's balanced in a way so as to not be distracting and there's a great variety of it. Visually, there's just a lot going on and I think the overall aesthetic is really cool.. Everything about this game is a major problem. No voice acting, the controls feel stiff, when reloading the character doesn't turn so looks awful. No damage is](#)

shown with enemy attacks. Enemies are uninspired. The first level repeats the SAME mission at least 3 times, and then finishes on a slightly different mission (different character name). This game is just bad.

I'd write a longer review but it doesn't deserve that.. Compared to Generalissimo DLC, this one took me only 1, 5 hours to complete. The isle was very small and not particularly interesting. Recommended if you want to play a new mission and are ready to spend 3 bucks for it.. I enjoyed this expansion a bit more than the base game, as I'm more into trains than cars\trucks. It's basically the same as the base game, but you have to build bridges for trains. So if you enjoyed the base game, you'll probably enjoy this add-on too.. If you enjoyed the games or simply want some good music to listen to, consider this

So. I can't find the Dagger at all or the other items you need to open the first door. So I'll give a review of my first impressions of the Early Access version of the game.

It took me a while before I figured out how to make the video actually work for me. At first it was going at 25fps but now I've got it going at a solid 60fps, most of the time. Whenever I walk into a building it seems like the game has to load the new rooms, because it freezes for a second and then lets me move again, it's only a minor annoyance but it happens at each new building. And the framerate drops significantly in tight areas, not to mention the game gave me hell (no pun intended) just to get the video to run so I wouldn't have flashing lights on the borders.

But this still doesn't matter when everybody else seems to be playing a different game. They start out in some sort of building when I start out in the town, I don't know if this is a glitch in the game but it's something you should really fix as soon as possible because it makes looking up a walkthrough or experiencing the game to its fullest much harder to do.

So right now I will not be recommending this game. Once they've fixed it, or finished it I'd suggest it, but not now.. Couldn't figure out the buttons -keyboard has option for controller. nice concept bought the bundle deleted a day after.. I thought that this would have most of the Abe's Oddysee soundtrack on it, but it doesn't at all. You get 12 tracks:

1. Oddworld (0:41)
2. This is Rupture Farms (4:03)
3. Barrel Ride (0:25)
4. Abe's Moon (1:25)
5. Paramite Vision (0:37)
6. Scrab Vision (0:35)
7. Shrykull Revealed (0:18)
8. Molluck Watches (0:17)
9. The Factory Halls (0:20)
10. Caught! (0:34)
11. Bad Ending (0:29)
12. Good Ending (1:26)

So what you're actually getting, is 11 minutes 10 seconds of mostly FMV sound. If you're after the vast majority of classic ambient tracks Ellen Meijers crafted for the game, this is not what you want. I implore the developers to re-release this OST in its full glorious state because it's those very tribal, ambient pieces that really kick up the nostalgia.. I had 15 hours of great fun in this promising game. I do not think the current content is enough to have fun any longer, but it's already nice for the price. Keep the good job developers, this is a very nice game.. Such a mad, crazy game that I loved to play, having played in a good while and even thinking of going through again in attempt to try and fully get all the achievements.

also Brad is best

Update #11: New building models!:

This update completely changes all buildings around the map (except the bank) on the "Central Bank" map. The buildings are much more detailed and are more aligned with the overall graphics style of the game. All other maps will receive the same update soon if any issues that might occur with the new buildings are sorted out. I also did a lot of optimization work to make sure the performance of the game isn't made worse with the new, higher-detailed buildings.

The old building models:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1553565610&fileuploadsuccess=1>

The new building models:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1553565568&fileuploadsuccess=1>

If you experience any issues, please let me know! Have fun!. **Update #1: Bugfixes:**
In this update, I just fixed some small bugs:

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- fixed issue where disconnected players would sometimes remain on a server
 - fixed some masks not having the correct images in the general settings menu
 - fixed UI sometimes not showing correctly after a round restart

New small update (15:30 GMT):

- server now automatically restarts the round if one team is empty, due to a player leaving
- added achievement for players that finished the tutorial
- player hosted servers now correctly display the steam name of the host
- networking improvements and a few more bugfixes

Have fun!. **Update #5 Headshots and carrying dead bodies:**

This update brings bonus damage for headshots, before every hit to an opponent did the same damage, now headshots will do 25% bonus damage to reward skilled players. The damage of all weapons has been adjusted accordingly, meaning all weapons deal less base damage, but can deal more damage than before with a headshot. This allows for one-shot kills against most classes with a sniper rifle, for example. There is also a new hitmarker for headshots, which is a little brighter and more opaque than the normal one.

I also added the ability to carry dead bodies as a robber, allowing them to pick up dead NPCs additionally to just swapping clothes with them, and then hide them to raise less suspicion. To make it clearer which buttons you have to press to interact with dead bodies, I added floating text above dead bodies to explain what you can do with them exactly.

There are also some bugfixes and improvements, especially for the bot, in this update. Enjoy!

. **Update #9: Support for Spanish, French, German and Russian!:**

Along with some bugfixes and minor improvements, this update introduces the first iteration of support for multiple languages. The number of languages supported and the quality of the translations will be improved in future updates as well, right now the game supports English, French, German, Russian and Spanish.

Hopefully, this makes it easier for players that don't speak English well to have fun as well. Have fun!. **Update #6: New map, bot nerfs, and bugfixes!:**

This update features the first version of the newest map, "Main Bank". It's the third playable map in the game and is quite big, so it works best with 4 or more players. It also has multiple vaults and jewelry cases, and different ways to get to them, for example, multiple stairways, skylights that allow access from the roof and new, big windows that allow players to jump through them. This is the first version of the map, so if you experience bugs, or have any kind of feedback, please let me know!

Another regular complaint was the difficulty of playing against the bot, so I reduced the bots fire rate and damage to make it easier and less frustrating for newer players to fight against him while waiting for other players.

As usual, I also fixed a lot of bugs and improved networking and performance, especially for players with weaker computers. I also reintroduced the US dedicated servers after switching to a better server.

Have fun!

. **Update #12: New map and performance improvements!:**

This update introduces lots of optimization work, especially for the CPU, so players with weaker processors should hopefully experience higher frame rates and no stuttering. It also features the fourth map of the game called "Double Bank". It's a big map that's divided into two sections, a money bank and a jewellery, and will work best with a higher amount of players due to its big size. It features two vaults, and lots of jewellery and money to steal, as well as hidden weapons and tools for the robbers (or cops) to find and utilize.

Since this is the first iteration of the new map, everything is subject to change and your feedback would be very appreciated.

Have fun!. **Update #14: Fixed issues with spawning at round start:**

This update introduces a fix for one of the most annoying issues: Sometimes, players would spawn at the completely wrong locations after a new round started, usually teleporting back to the correct position after a few seconds, but it still was pretty game-breaking. Sorry the issue took that long to resolve, but it seems to be an issue with Unreal Engine, not directly related to the spawn code. If you still experience similar issues, please contact me here or on discord: <https://discord.gg/AuaXkam>

Have fun!

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