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## About This Content

- Full Game
- Desktop wallpaper
- Digital soundtrack
- Digital artbook
- Digital Mutant Year Zero pen-and-paper RPG Book

Mutant Year Zero: Road to Eden is a tactical adventure game combining turn-based combat with real-time exploration, story, stealth, and strategy.

Explore a post-human Earth where mankind has been eradicated by climate change, nuclear war, and pandemics. Will your team of mutants survive the Zone?

## TACTICAL STRATEGY EVOLVED

Jump between real-time exploration and a deep, tactical combat system at will.

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## **EXPLORE A POST-HUMAN EARTH**

Journey through a world of abandoned cities and an overgrown countryside as you unravel the story of what happened to our earth.

## **CONTROL A TEAM OF MUTANTS**

Talking animals and other mutants – these aren't your typical heroes!

## **MASTER THE STEALTHY APPROACH**

Real-time stealth allows you to sneak into enemy camps set up ambushes.

## **UNLOCK MUTATIONS**

Shape your characters by giving them unique mutations such as Stoneskin, Moth Wings, Hog Rush or Corpse Eater.

## **DYNAMIC ENVIRONMENTS**

Stay out of floodlights, hide from line of sight, or just blast down walls and create havoc!

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Title: Mutant Year Zero: Road to Eden - Fan Edition Content

Genre: Adventure, RPG, Strategy

Developer:

The Bearded Ladies

Publisher:

Funcom

Release Date: 4 Dec, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 64 Bit/ Windows 8 64 Bit/ Windows 10 64 Bit

**Processor:** Intel Core i5-760 / AMD Phenom II X4 965

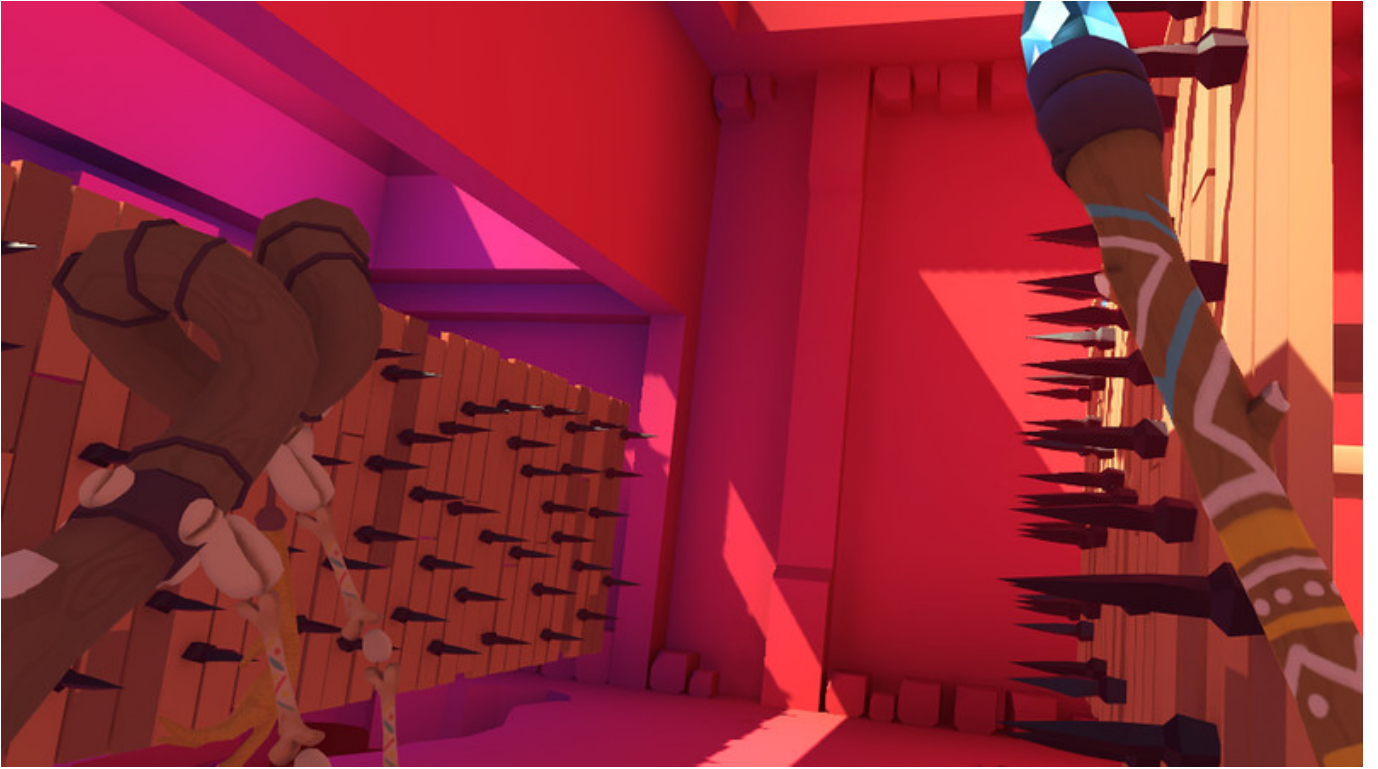
**Memory:** 6 GB RAM

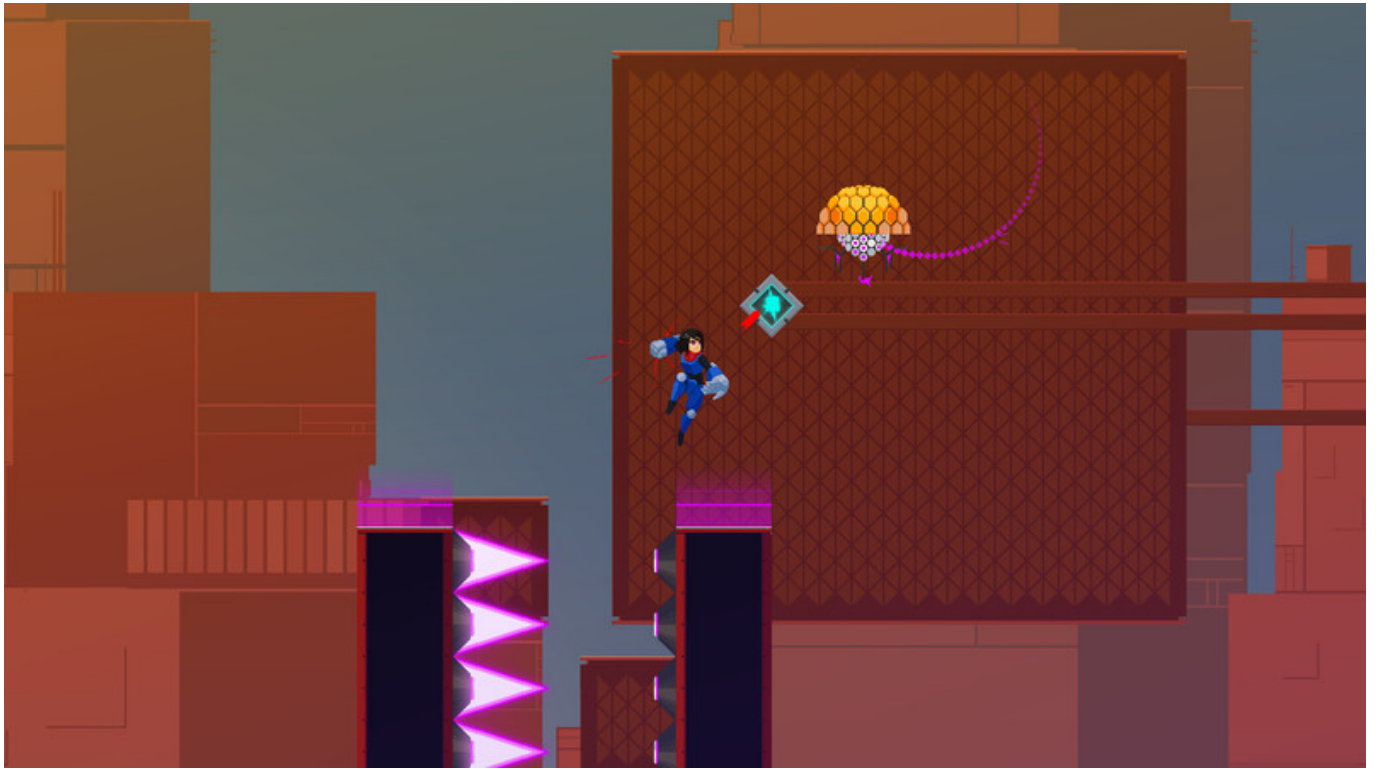
**Graphics:** NVidia GTX 580 / AMD Radeon HD 7870

**DirectX:** Version 11

**Storage:** 8 GB available space

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







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I love this game, i own it on my ipad, junk jack x & the original junk jack... lookin' good.. Better to wait until the special edition comes out this summer, as it has more playable characters and a lot of new content. This game close to being the best DMC game. The only problem is no Vergil. But thats going to be fixed soon.. It has all the paths not just Bass.Love these old RockinRoll songs.

Great fun to play them. I nutted like five times bruh.. He went too far this time. So, this is what Steam has become?

Allowing absolute trash onto the store. This game is one of the worst titles I have ever played on Steam. There is nothing about this that could be redeeming. I could see this being done in like 2 days with little experience.

Here is my video Impressions.... More enjoyable than the game IMO

<https://www.youtube.com/watch?v=Ccaxh6Ue1os>. 300 Dwarves is a pretty basic tower defence game. With only twelve levels to play and five towers to choose from. Plus a 700% price hike from the original iOS build justified by exactly nothing at all.

[Full Review // http://www.honestgamers.com/12299/pc/300-dwarves/review.html](http://www.honestgamers.com/12299/pc/300-dwarves/review.html)



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Excellent. Whatever updates they made since I last played it's a world of difference. They've since fixed the camera while finding your next likely ball to shoot at. They've fixed the bumper and ball shadows... and the mouse aiming seems a hell of a lot smoother. If all you were looking for was the original Pool Nation with better graphics, I'd say this is damn close.. Trojan Horse: good music, bad license

The music in this package is of high quality. The license though is a Trojan Horse and makes the package unnecessary expensive. Actually the license requires you to own the Visual Novel Maker in addition to the RPG Maker MV, which is not mentioned in description or requirements. This results for most buyers in a price increase of 200%.. This is a great pack and a welcome addition to TS. There are great sounds and cold start operations that are a bit more in depth than most other Pro series DLCs for TS. You will definitely want to read the included documentation with this before operating or you may have some early frustrations as others have expressed in their reviews as they could not get the loco to move. The sounds are fantastic and will suck you into running this beast. Everything from the sound of the pan hitting the caternary after hand pumping it to make contact, the horns, and the deep hum of this large loco is fantastic. It is well worth regular price.. I was a little, disappointed with this breakout, but for \$1.99, what was I expecting. After collecting hundreds of them over the years, I was expecting something with at least some innovation, and much better graphics. Hmmm! well..... maybe the space invader like levels are different, but overall Breakout Invaders is a poor second cousin removed to many of the breakouts I've played over the years. Some freeware versions have been more challenging, and look better graphically than this game. It's not seriously bad, but compared to a lot of the more recent breakout games I've played, it looks dated, even though some of the level designs are quite interesting.

The game felt sluggish with my mouse (a Razer Naga), the graphics are a retrograde step when compared to the likes of games like Magic Ball 2, 3 and 4, Strikeball 2 and 3 (to name just a few of the more well known ones - for some reason Alawar changed the name of the Magic Ball series to Smash Frenzy). The original, released over 10 years ago, is the only one in the Magic Ball series that looks and plays worse than today's game. The second in the Magic Ball series looked better than today's game (released way back in 2005), had more power ups and played well. The third in the series had a major graphics update (see video link below). Compare Breakout Invaders to the likes of the Magic Ball games, Ricochet Infinity and Shatter, the latter two of which are available via Steam. They are worlds apart in quality and game play. Breakouts were my first love w.r.t. arcade games (next to shmups and TD games). All that said, Breakout Invaders is only \$1.99, soooo.... despite my disappointment, it's not a great loss; I've still got thousands of free levels to play via Ricochet infinity. :)

You can compare videos of the breakouts I mentioned above by clicking on their names. [Magic Ball 3](#), [Magic Ball 2](#), [Ricochet Infinity](#), [Shatter](#), [Breakout Invaders](#), and the freeware game [Chak's Temple](#).. One of my favorite older games, and I love having the remastered version. It takes 15 minutes to play, but it's one of those ones that sticks in your mind for a good long while.. Boring, characterless, ugly and often annoying enemies. Similarly characterless maps. Pointless gimmicky voxel art design. Depressing tuneless ambient music and/or depressing generic "heavy" rock, depending on the area and occasional but significant FPS drops, even with everything turned down. These drops don't really hamper proceedings but lesser rigs might suffer more. So they're worth mentioning. YMMV.

\*\*The shooting's decent but any potential is smudged by the drab setting and the painfully amorphous enemies.\*\*

So, you have your map, which you traverse gaily and while double jumping merrily on your way, you set off switches, grab spawn triggering objectives, funnel enemies into choke points and roller bomb the poo out of them. This is doctor jekyll.

Then, you have the power node fights. You need to complete these to unlock the next area. These ... are Mr Hyde. They section you off (you can leave but it resets the fight) on a small part of the map while things run at you, shoot at you, look meanly at you etc. etc. (Sound familiar? Yea, I bet it does) until through furious dodging and skilful aim, you emerge the victor .. or .. maybe you just find a ledge where they can't reach you and roller bomb the poo out of anything that can't fly. Regardless, you might fare 10 x better with a particular weapon due to a certain enemy type but you won't know that the first time and you'll probably die, which will reset the whole map, which you will need to traverse (gaily) again to get your loot back .. and you better not die this time or you will lose it all. Now, you don't want this because you're going to need that loot (and probably more - hello grind) to make the weapon, to kill the thing, that put you in this loop ... tralalalala. It's not actually as grindy as it sounds but it is as boring as it sounds. This kind of cycle might be alright if you felt there was any pay off coming or if it was entertaining .. but there isn't and it's not .. and unfortunately the rpg elements mainly boil down to keeping your gear levelled up. You can add health or speed or resistances and some other "stuff" but it doesn't quite spice things up enough.



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The dev does patch it a lot and it has seen improvements but I'd say, if it piques your interest, get it before the promised price hike and preferably with a discount. It does scratch a shootery itch (as you can see from my play time) but with hindsight I can't recommend it. Your time could be being killed in a much more engaging manner, for a similar price.

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