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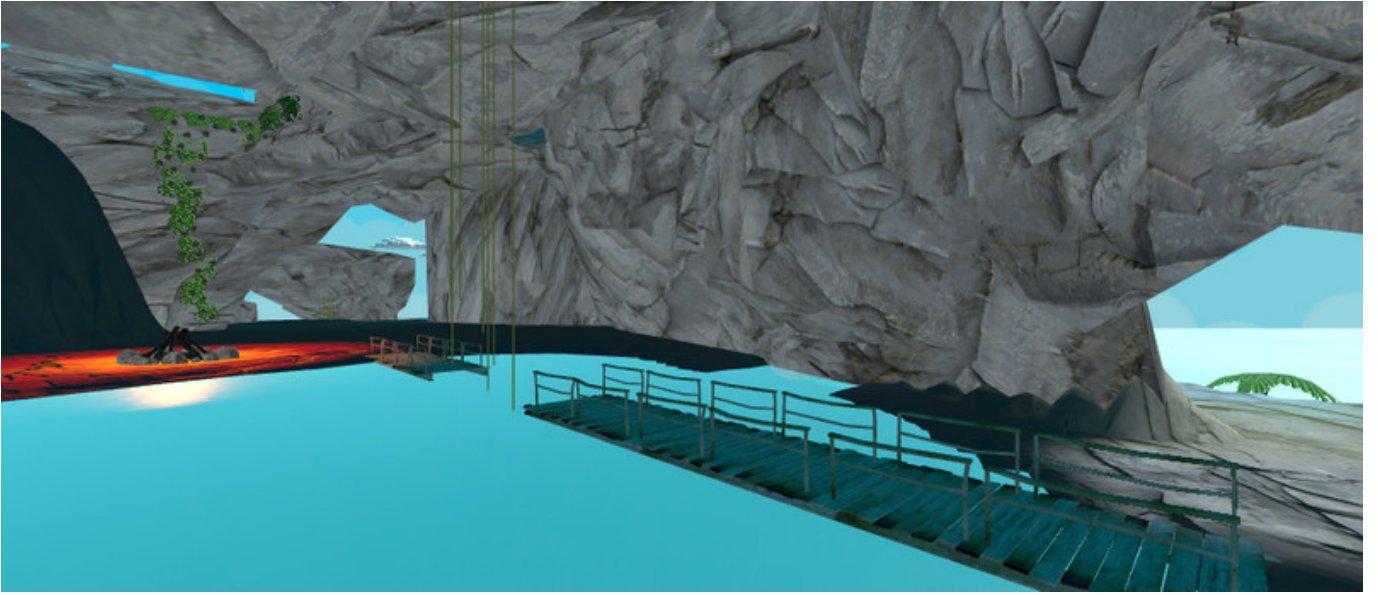
## About This Content

New playable character. Play as Klassic Mortal Kombat character Tanya. Kombat Pack owners get early access and should not purchase separately.

Title: Tanya
Genre: Action
Developer:
NetherRealm Studios
Franchise:
Mortal Kombat
Release Date: 9 Jun, 2015

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English,French,Italian,Danish,Dutch,Polish,Russian

I bought this game becaus bLiNd is one of my favorite EDM artists. I think this game can best be summed up as a Rage-Rythm-Platformer. Imagine your right hand playing DDR and your left hand playing an action-platformer at the same time; now imagine that with rave music blasting and someone has a strobe light that is cycling colors going crazy in your face. That is what playing Klang is like. If you think that sounds cool (and it is) there are some things to consider first.

I did beat the game on normal but this game is difficult. Unfortunately I feel like a lot of the difficulty is artificial and comes more from the volume of audio and visual noise tripping up your brain as you're trying to multitask. Again, it's like playing DDR but you're also having to maneuver your character around on platforms and/or constantly dodging beams that either insta-kill you or cause an obscene amount of damage. To make matters worse, when you get a combo above a certain amount it changes the color scheme of everything on screen so by the time you readjust you're likely to be taking damage and drop the combo (ironically taking you back to the color scheme you just left as well). A lot of the time I would die and not even realize what killed me due to the sheer amount of crap on the screen whizzing by (looking at you Angel boss). The bosses in general are just a mess and I actually found it easier to fight them when I turned the game sound off. That should never happen in a rythm-based game.

There were also some technical issues as well. The cutscenes, though beautiful, would experience lag spikes even though the game itself was fine. Platforms in levels that are programmed to fall so you don't wait on them too long would sometimes instantly fall without giving the player a chance to move but other times would give you the normal 1-2 second window to actually keep moving. I actually soft-locked the game once by skipping a cutscene. Luckily there was a checkpoint right at the start of the cutscene but still...

Despite all this I have to give the game its due. The soundtrack is FANTASTIC, bLiNd really outdid himself on this project and you can actually unlock the music tracks if you just want to listen to them later on. Visually the game is beautiful with vibrant colors that really draw you into this weird rave world. The story makes no sense but that seems intentional and I honestly didn't mind it being left open to interpretation; I kind of got a God of War feel from it honestly. While short it should provide enough of a challenge to keep people playing for hours on end to even just finish it.

The gameplay is pretty good overall as well. Somehow Tinimations turned DDR into an action-platformer and made it work well. The controls were pretty responsive and apart from some parts where I questioned a hitbox and the slide mechanic, it handled better than some AAA games I've played that also rely on controls being precise. The wall jump mechanic is pretty cool as well and it enabled the game to do some pretty interesting and diverse things in the levels. And while I did slag off on the mess of visuals a little bit ago there are levels that are much more just about hitting the "notes" or hitting the "notes" with just a little bit of platforming thrown in and these are great.

I feel as though if some of the visual mess were to be toned down and some of the death beams ease up a little, this game would be a definite recommendation by me to anyone. As it stands though, while I did enjoy it overall there are parts I never want to play again, chief among these are the bosses. If you like EDM music and want a novel game that will challenge you and maybe make you frustrated, give it a shot.. I'm afraid I cannot recommend this game to anybody whether they like horror games or not. I'll try my best not to spoil anything too major but honestly there isn't much to spoil here story wise. I'd also like to point out a seizure warning during the final part of the game. Lots of flashing lights so be warned if you have epilepsy.

I'll start off with the only good thing about this game, in my opinion, the graphics. The graphics of the game look pretty good. Almost compariable to the graphics in Outlast but not quite the same.

Now the bad points and there are A LOT of them.

*Movement

   You move as you would in any other first person horror game (you can switch to third person view but it's kind of awkward to play this way) but when you bump into a wall or any physical object while you're running you will bounce off it instead of running alongside of it. It sounds minor but I found it annoying pretty quickly when I wanted to get to a place quicker only go bouncing around when I hit a corner or table. There's also the movement speed. You walk and run VERY slowly. This especially gets annoying when you have to backtrack and trust me, you'll be doing a lot of that in this game. Also, if something is chasing

you, which is rare by the way, you won't outrun it with your power walking speed.

*Strange vision

When you want to try and look at something up close, your vision goes into this focus mode where you only see the closest object and everything else goes blurry. It's pretty damn finicky at times too. If you ever want to read something or try and look through a window, you'll have to fight the focus\/blurry vision first.

*Flashlight Mechanic

If there's one thing I hate, it's dumb flashlight mechanics, horror game or not. This game tells you at the beginning to use your flashlight only when it's really dark, because if you keep it on too long it will go out. The thing is, it's dark almost everywhere so you need to have it on almost constantly. Here's the annoying thing: when your flashlight goes out, you have to wait for it to recharge. Which takes 2 minutes. I actually timed it, it takes 2 solid minutes for your flashlight to come back. Pickups are highlighted so you won't need a light for that but still 2 minutes?

*Bad Voice Acting

There is some voice acting here and there mostly from recorded messages. The protagonist is slient so no voice from him. Everyone else, however, sound unconvincing. I'm wasn't expecting anything too spectacular but you can hardly tell what emotion the characters are supposed to be feeling, it all sounds the same. The Doctor is epecially bad. He sounds dull and bored out of his mind when ever you hear him.

*Very Little Danger

Despite the tags of the game being "Horror" and "Action" there is very little of either of those in this whole game. The only time you will see much action is at the very end of the game during the final, and only, boss. The whole time I played the game before I got to the final boss I fought a grand total of 4 enemies. Yeah, a lot of action right there lol. When you're not fighting enemies you're just walking around picking up keys and notes. You'll see some monsters but they are few and far in between and most of them only serve as jumpscares or just a figure standing at the end of a hallway. If it wasn't for those 4 enemies I fought and the final battle, I'd call this game a walking simulator. I'd also like to point out a couple other problems realted to this. First, is the knock around effect that happens when you take damage. This is really only a problem during the final battle when you're getting ambushed from both sides trying to "run" away and fight at the same time with lights flashing everywhere. Then there's the slow motion effect that happens when an enemy is killed, by you or not. Again this is only a problem during the last part of the game but it was still annoying to deal with.

*Predictable Jumpscares

Jumpscares are the backbone of modern horror games so I expected a lot of them when playing this. What I didn't expect was to be able to tell when they are going to happen at every point. I love horror games and have played many so it's kind of easy for me to spot them. If you've played more than couple horror games yourself, then you should be able to pin point where and when these scares are going to happen. For example: opening bathroom stalls and the first few are empty except one of the last ones. Crawling through a vent and something crawls past you when reach a turn. Reaching a dead end and turning around a monster is right there, etc...

* Vague Story

The story of the game is REALLY vague. Obviously monsters are roaming around and people are getting killed but other than that you don't get much. You get snippets of information about the world and what's happening through the recorded messages and you can try and piece it together but there's still a bunch of hows and whys left over. Not only that, the games ends rather abruptly and I do mean abruptly. I won't spoil what happens but it left me saying, "Seriously? That's it?"

Overall, I did not enjoy this game. To be honest it kind of bored me part way through with the little to no danger and all the backtracking. I had hopes for this game but unfortunately I was disappointed. To each his own though. If you decide to get this game and try it for yourself, I'd recommend you get while it's on sale. Who knows? Maybe you'll find yourself enjoying more

than I did.

Очень парадавали навававедения но жаль что нема таких культавых героев как юрист, круман, снапак(он же доминатор - гей) Екатерины. то есть Светланы, то есть неважно. Надеюсь в третей части франшизи мы увидим всё, чего ожидали от данного продукта. **DLC verdict: Get it on sale**

Comment:
The soundtrack is a part of this edition so preferably get this over the Original Soundtrack DLC. The songs are good and one of the two main reasons to get this DLC\upgrade. The other one is the cool strategy guide that can help out with preparing a plan to beat (and 100%) each level. There is also an art book if you want to check that out. The only in-game item is the Black Champion armor but it has a bit of a clunky way of activating and deactivating - press Enter and type in "\dark" to turn it on and "\classic" to turn it off. If you love this game a lot get it full price, otherwise wait for one of the sales.
-------------------------------------------------------------------
If you liked this DLC review you can find more in my Review Corner**.. V A P O R W A V E. No just don't, save your money and buy Kingdom Two Crowns instead. This is unplayable. There is huge difference between hard game and game that is hard to play.... First things first, the Guy\/Girl developing this is amazing. Incredibly active and responsive to the communities feedback.**

This is my most played VR title. If you are into trains, or explosions, buy this game.. Exploring the randomly generated planets and ships is pretty fun. There is a lot of depth and an infinite amount of area to explore. I like the idea of the game, where you have robot assistants doing the fighting, while you run around "collecting samples" ie looting.
The lag is due to how bad the RPG maker engine is for this type of game. To imporove the controls, I suggest using a gamepad and the joy2key program to map the keyboard keys to the gamepad.
In the Star-Box folder in your steam Common folder you can edit the config.ini file to matche your desktop resolution. I would also suggest turning on frame rate limit in your graphic cards game profile to limit screen tearing. In the game you can press F1 for the settings menu.
Overall for the price, if you use the tweaks I suggest above, the game is fun but the combat lag can be annoying.
. This should be listed as early access. The dev's seem to be working on it though.

There are many minor UI issues, but it is playable. An in-game tutorial would be greatly beneficial.. I got this DLC in the complete pack. All off them suffer from the same flaws so this review is copied to all of them.

Now. The skins and weapons are totally fine. The problem here is the extreme pricing and the fact that this game has a modding community with better, free, stuff. They even admit that a lot of this is made by said community. I as a console peasant and a sucker did not get this simple fact and pronounced "Yes! I do want to pay more!"

Don't be like me. Don't suck, blow… wait, what?

Addictive and challenging.. I've finished the chapter 2 (so I'm technically midway through), and the game is so bland. It's also very obscure: it doesn't lead you appropriately, explicitly or implicitly.

There aren't a lot of fights, but when there are it's the most awful thing ever. The fighting itself isn't bad, in fact it's minimalist and I love it, but if you die in a boss fight (some attacks kill you instantly), you have to start from the beginning of the fight. It's always the same sequence, so it becomes partly a game of memorization.

Also, while I turned it off, what's up with the tweets? Apart from marketing purposes, why did they include it in this game? This feels so out of place.

I'm mixed toward the dialogues and narration. Maybe I'll make up my mind when I'll have finished the game (if that happens someday).

So far, the only good thing is the soundtrack, but I don't find it extraordinary like most people seem to do.. \u5f88\u7279\u5225 \u7684\u5854\u623f\u904a\u6232\u53ea\u662f(\u9ede)\u7684\u7d2f\u4e86\u9ede~\u7136\u5f8c\u97f3\u6548\u9084\u4e0d\u 8cf4!!. Its very rare that i leave a review but this airplane needed one! it is one of the best planes i have ever purchased for FSX SE. As a real world pilot and owner of this aircraft i can say its level of detail and flight dynamics are incredible and it has absolutely no effect on FPS!

10\/10 would recommend to anyone who wants an awesome single engine GA plane!!. It's nice that a game has built in breaks. When one of the captains start talking, I know I have enough time to go make a cup of tea, mow the lawn, run some errands, and work my 10 hour shift before they'll be done. This makes dying unfairly to them due to their prompts being sometimes only a quarter of a second long extra pleasurable, because I know that I'll be given extra time to do more things besides playing the game.

I'm only 11 hours in as of writing this review, but it seems the nemesis system has almost no impact on the story, aside from someone you've fought before occasionally showing up. Is it too much to ask for the biggest element in the game to be the focus? I spend all my time walking from one main quest to another. The story is about as basic as it gets, so I don't know why a developer would make you spend any more time on it than you have to.

edit: I reached the point where you fight a crowd of enemies while a drake breathes fire on you from above. Nothing about this is fun. I'm getting stuck like a pincushion by the spear-throwers (whose aim are ungodly accurate), getting my attacks denied by all the berserkers and olog-hai, and then any time I begin an execution move a red ring surrounds me just to emphasize that even when I'm doing well I'm not allowed to win.. SHort nut pretty nice )

Thank you!

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