
Crysis 1 English Language Pack 43 _TOP_

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Wot New...The Crysis games have always been about heavy, realistic weaponry that wouldn't fit into the hand of some hyper-athletic munchkin. In Crysis 1, you're equipped with a brutal type of weapon called the Wave Cannon, which shoots energy blasts that can strike through multiple enemies if you can keep it charged, but even basic weapons, like the Thermal Dart and Energy Rifle, give you the opportunity to quickly mow down the enemies. Crysis 2 was a quite spectacular shooter especially with the nuke being mowed down by a futuristic flamethrower which did make the game a bit pointless. Crysis 1 was really not that good, the trailer and the cover flow would describe it as a futuristic action game. It was never an RPG at all, it was just a game where you could choose to be stealthy, tranquilizer you can always be tranquilized and the two cybeast mechs were pretty cool in the way they shoot at you. The first crysis game is not terrible. The only problem it has is that you can't really aim with the crosshair. No matter where you put the crosshair, there is a huge gap at the top of the screen, and it doesn't ever tell you what percentage of your health you have left. This drives you crazy. Also the stealth mechanics were a bit of a let-down. The stealth doesn't show up in the main menu, you have to go into the menu, and the mask can only be blown off for a few seconds before it disappears. As a result, there were many, many frustrating moments when i died because i spent all my energy and couldn't tell for a second if i was getting closer to an enemy. first crysis is really a fun game. you have a stupid dual-wielding mech and a bow and arrow, with a dual beam flamethrower or whatnot to put down a horde of japanese soldiers....no it's not Crysis 3 but it does have a lot of the same gunplay, and the same over-the-top tech that makes it so fun. and the story is actually good, but it's still being held up by the 2nd game's even better story and questionable spin-offs...

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Before the day of release of its predecessor Crysis, Crytek announced that the first game would be patched up for other systems as a multiplayer-only title, losing the CryEngine and including patches to multiplayer and the AI. Though the game received a decent critical reception, the patch for the first two weeks of its release caused a big problem on the PlayStation 3 and Xbox 360 and was met with a flood of complaints. Crytek said that it would be released a few days later but this was actually some time in January 2011. The beta version was released on February 14, 2011 and it contained the multiplayer modes only. The beta contained many graphical issues and it ran on the older version of the Crysis 2 game engine. In a comment, Crytek said that the final version would be released in January 2011 and it will have a lot of new content and some tweaks for the multiplayer. According to a developer interview, 2K Games made little effort to have Crytek support the port. Though the game had improvements and bug fixes, it still lacked good release support from the developer. When asked whether Crysis will be released on Switch, the developer replied that they will look into it. It really does look beautiful. In Crysis 2, Manhattan is not huge or ridiculously large, but does have a lot more detail in general. It's also great to be able to move around in v-sync. Of course, one could argue that v-sync might suck, but I find it useful. Mostly in Crysis 1. I can understand why some prefer the first one over the sequel though. The first one has better presentation and you know everything ahead of time whereas in Crysis 2 you still have to find out what's happening and can't just magically fly up the side of a building and crash through. Yes, the earlier Crytek game has a pretty bad intro, but it does have a good story behind it. The first Crysis was a graphical powerhouse. With a new art design as its base, Crytek has remastered Crysis 1 to not only look great, but also to work great. Crysis 1 runs at 1080p (native) and 60fps, which I find great. I was hoping that Crytek would bring Crysis 1 to the next gen consoles, but sadly, it's PC only. I hope Crytek will turn their attention to other titles like Metro Exodus. 5ec8ef588b

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