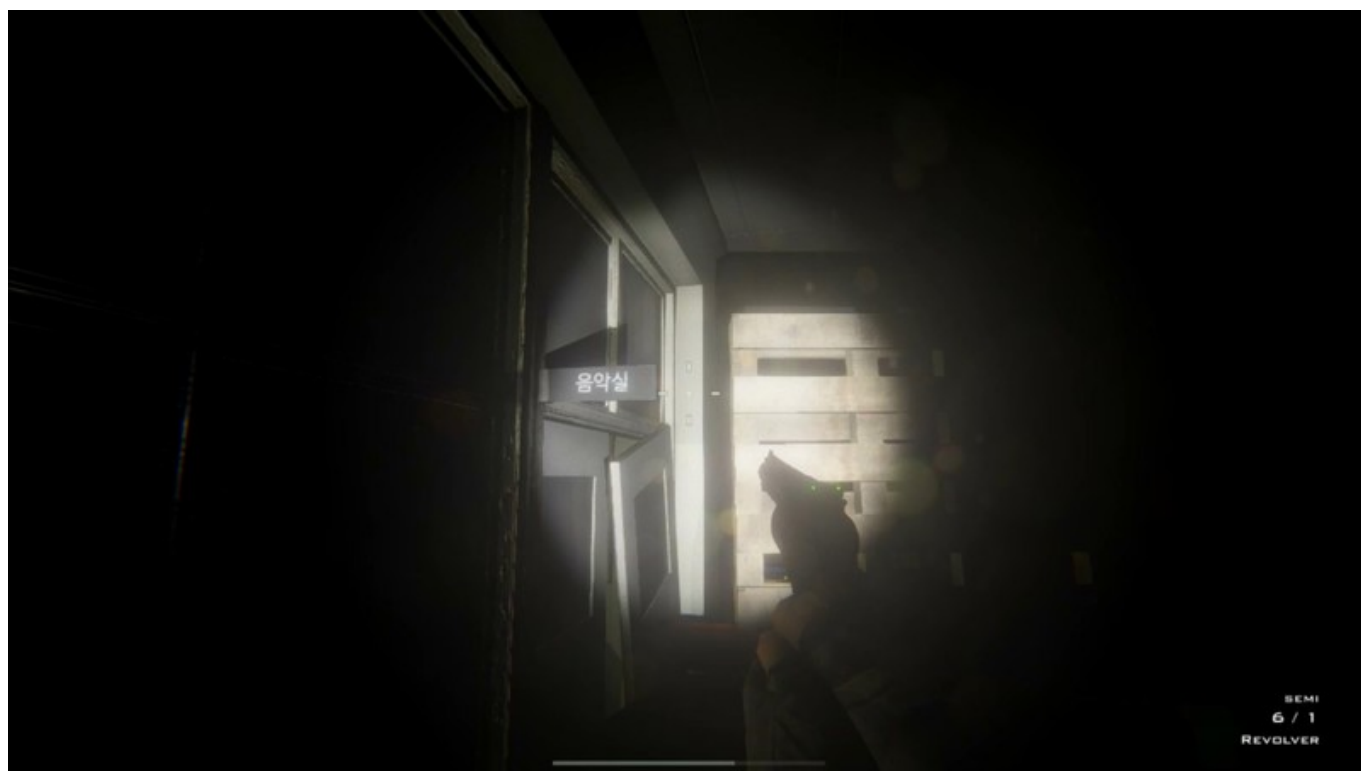

Deadly Premonition: The Director's Cut Activation Code [Keygen]



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About This Game

You wanted it, now you've got it – the award-winning cult sensation Deadly Premonition is arriving on PC in an enhanced Director's Cut package!

Playing as special agent Francis York Morgan (call him York – everyone else does), it's your job to investigate the brutal murder of a young local beauty in the town of Greenvale. Amidst the backdrop of soaring mountains and a small American suburb, York must solve the mystery of the Red Seed Murders and stay alive in a place where supernatural creatures and a mysterious raincoat-clad, axe-wielding killer seek to end his investigation for good.

Part suspense-filled horror, part action-adventure game, Deadly Premonition offers an open-world experience packed with locals to meet and places to discover, as well as numerous side quests and mini-games that will help you solve the murders and uncover Greenvale's deepest, darkest secrets.

Deadly Premonition: The Director's Cut includes new features over and above the original Xbox 360 game:

- A surprising new scenario from the game's director, Hidetaka 'Swery' Suehiro
- Enhanced HD graphics with new textures
- Reworked control system allowing for an even better combat experience

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- Additional content to expand the mystery beyond the original game

Plus this PC version offers exclusive add-on content not found in the PlayStation 3 release of *Deadly Premonition: The Director's Cut*! And only in the Steam version, earn achievements and collect Steam Trading Cards – complete the whole set before the Raincoat Killer gets you!

Full Controller Support now available.

Title: Deadly Premonition: The Director's Cut
Genre: Action, Adventure
Developer:
Rising Star Games
Publisher:
Rising Star Games
Release Date: 29 Oct, 2013

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Minimum:

OS: Windows 7 / Vista (32/64 bit)

Processor: Intel Dual Core 2.0Ghz or equivalent

Memory: 2 GB RAM

Graphics: Direct X 9.0c compliant video card with 512MB RAM

DirectX: Version 9.0c

Storage: 8 GB available space

Sound Card: Direct X compatible sound card

Additional Notes: A 16:9 monitor is required to play this game.

English,French,Italian,German







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Fantastic game, complete \u2665\u2665\u2665\u2665ing dog\u2665\u2665\u2665\u2665\u2665\u2665port.

Even after spending hours trying every supposed "fix" on different forums, it's a complete mess. The game will constantly crash both at random points, and specific ones in the case of the infamous chapter 9 glitch. Saves get corrupted often which has led me to importing saves with different progress for each chapter, and using S.A.M to unlock achievements because the triggers break as well. Even better is if you use a save with further progress the you, and use the replay chapter function you CANT save at all, and need to finish it all in one sitting, which also means you need to hope the game doesn't crash, which is highly unlikely. Other than constant crashing the game has massive performance issues, textures will stop working in the middle of cutscenes leaving you nothing to stare at other than the color black. The game does not even include a proper settings menu, so you're forced to use a community patch just for that, and even then it barely fixes any of the game's issues.

This version is worth it literally *only if it's free, and even then it's still up to debate. Play\emulate it on PS3\360 or watch it online.*

All the gameplay systems are clunky, and music plays in points where it doesn't really make sense however, that adds a certain quirky charm to the game alongside the characters & writing. Excluding this port Deadly Premonition is pure kino, and I wholly recommend it.

. Deadly Premonition is one of a kind, that's for sure. Should you play, let alone buy it on Steam? Depends largely on what you're expecting. It has become somewhat of a cult classic, as far as I understand, and, like many of those, it is not everyone's cup of tea.

Let me get this out of the way: if you choose to play this, downloading the user made patches is mandatory. Even then, expect to wrestle with a few gamebreaking bugs along the way. I had to download a save file from the internet because mine became corrupted and no way in hell I was going to play it all the way again. Consider yourself warned.

The game is largely a homage to Twin Peaks that plays more as interactive fiction than a true detective game. You assume the role of Francis York Morgan, a FBI agent sent to small town to investigate the brutal murder of a young girl by the so called Rain Coat Killer. The gameplay is basically divided into two sections: driving around the town of Greenvale and interacting with the locals, completing sidequests or following the main storyline, and action segments which play out as a poor man's Resident Evil 4.

The first aspect of gameplay is the bread and butter of the game and can be compared to a GTA type of affair with less vehicular homicide. Main quests consist of being at X place at Y time to watch a cutscene that moves the plot forward. Between these, you're free to roam around Greenvale to find sidequests (identified by the notebook marker next to the NPC's name in the map screen), which are mostly fetch quests rewarded with itens, such as weapons or a fast-travel walkie-talkie (do yourself a favor and get this

one as soon as possible), improvements for your car or simply a closer look at the local lore of Greenvale. The map layout is quite realistic for a small town, which is a plus, but after a while you'll get tired of driving the long distances that separates your points of interest. The game is divided in chapters, each representing a day of the investigation, and each chapter is subdivided into episodes, true to the TV show that inspired it. Certain sidequests can only be completed on a certain period of time, so you can easily miss a lot of them the first time around. That gives the game a bit of replay value, I guess.

The action segments, which are part of the main story, take place in some sort of dark, twisted shadow version of Greenvale where York has to defend himself against ghost/zombies, reminiscent of japanese horror tropes (think of movies like Ju-On and Ringu), and find "clues" to make sense of York's profiling efforts. In terms of pure gameplay, you simply navigate through a linear map, shooting enemies, collecting itens and watching cutscenes, much like Resident Evil 4, as mentioned above. The game makes no effort to explain why it abruptly goes Silent Hill on you and why is there a shadow version of Greenvale that only York seems to be able to interact or take notice of. That's not a bad thing per se, because it leaves the interpretation of what the hell is going on to the player. There's actually some debate among the fans on whether there is anything truly supernatural going on or not. Personally, I believe that York is feeling the killer's psychosphere, physically represented in this shadow version of Greenvale. If you think that these action parts seem out of place, that's because they were kind of shoehorned in because the japanese developers assumed the western audience would be more interested in the game if they could shoot stuff.

The story, as interesting as it is, has that distinct japanese flavor to it. The mood oscilates between goofy humour and macabre horror, and by the end, you'll be wondering if you're playing a Resident Evil title. Since it's so linear, there is very little thinking required to complete the game, so if you're looking that a game that really forces you to think like a detective in order to move the investigation forward, look elsewhere. The newer Sherlock Holmes games have neat little investigation system that have you connect the dots by yourself, meaning you can \u2665\u2665\u2665\u2665 up the case if you're not paying attention. Deadly Premonition is the complete opposite of that; that's why I said it plays more like an interactive fiction story than anything else.

If you really want to try it by yourself, buy it at a sale. Watching the game on youtube will probably be just as satisfying, really, due to it's unapologetically linear nature. Still, I recommend it because the narrative, which is the core of the game, left a good taste afterwards. Thumbs up.. If you like Twin Peaks.

If you like quirky, idiosyncratic and unique Japanese stories.

If you prefer for a game to have great story and atmosphere over deep gameplay.

If you don't mind installing mods and modifying .ini files to make a game run properly.

Then you will have a blast with Deadly Premonition.

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