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About This Content

A costume for Claire Redfield based off the attire of the character Elza Walker; the main protagonist of Resident Evil 2 during initial development.

*This can be accessed from the "Costume" menu.

*Please note this is the same content included in the Extra DLC Pack.

Title: RESIDENT EVIL 2 - Claire Costume: Elza Walker

Genre: Action

Developer:

CAPCOM Co., Ltd.

Publisher:

CAPCOM Co., Ltd.

Franchise:

Resident Evil

Release Date: 24 Jan, 2019

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Minimum:

OS: WINDOWS® 7, 8.1, 10 (64-BIT Required)

Processor: Intel® Core™ i5-4460 or AMD FX™-6300 or better

Memory: 8 GB RAM

Graphics: NVIDIA® GeForce® GTX 760 or AMD Radeon™ R7 260x with 2GB Video RAM

DirectX: Version 11

Storage: 26 GB available space

Additional Notes: This game is expected to run at 1080p/30 FPS. If you have don't have enough graphics memory to run the game at your selected texture quality, you must go to Options > Graphics and lower the texture quality or shadow quality, or decrease the resolution. An internet connection is required for product activation. (Network connectivity uses Steam® developed by Valve® Corporation.)

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

Ship Systems to Level 7
ETA: 1m:25s

EMPIRE PLANET BLUEPRINTS SYSTEM RESEARCH Time: 19:28h
Game: 0h:21m

Qcam IV: Construction completed: Electronics Factory

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+70.9 +89.8k +320

(Taimon III)
Idle

Fighter 717 (0.35)
Space

Fighter 717	
Hull	120/147
Weapons	34.6/35.0
Control	59.6/61.3
Power	0.00/8.75
Engines	139/140

36021 15:00 Winter 13, 861 [34] DarkSol Castle is the target of an invasion! Inventory: 51/150

Primary Objective: Defeat the Invasion

Monster Pack Tough

Lura Juli Zana Ford Wall Shadow 31 Dark Armor 31 Evil Druid 31 Skeleton Wizard 32

<p>Ford</p> <p>3849 / 100 419</p> <p>Juli</p> <p>3555 / 100 419</p> <p>Zana</p> <p>3515 / 100 419</p> <p>Lura</p> <p>3145 / 102 419</p>	<p>Envisi..</p> <p>Death..</p> <p>Multip..</p> <p>Attack</p> <p>Defend</p> <p>Invasion</p> <p>Flee</p>	<p>Dark Armor</p> <p>Wall Shadow</p> <p>Evil Druid</p> <p>Skeleton Wizard</p>
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resident evil 2 - claire costume elza walker

Awesome retro 2D shooter, one of the best games ever! :D. It is very unique and interesting, but it is kind of short. I completed it in a little less than 2 hours, so I would like to see some more puzzles. I also think the "play area" should be slightly bigger so that the parts can be moved around more easily, but the game is definitely worth 99 cents.. Good that its on Linux, bad that it seems far far too demanding for system resources for what it is!. Purchased this as I wanted to support the developers, but received no items, diamonds or the boost shards. There's no indication at all about what the problem is - I have a new icon to click on in-game, but it just keeps sending me to the in-game store.. Fans seem to be torn about this one, but personally I found it enjoyable. Not the most challenging or engaging of the Nancy Drew games, but it's the only one where we get to see River Heights and spend this much time with Ned, Bess, and George. On top of that the characters were interesting and the game mechanics of switching between Nancy and her friends was a fun change. Perhaps not brilliant, but a pleasant experience all in all.. Crashes on loading screen.

i wanna play this ame... But naaa...

Its not my pc problem.. Quite possibly the worst controls/puzzle-learn-by-dying game I've played in a while. Long load times, terrible responsiveness for a platformer, and for those comparing this to Limbo: did you forget how good Limbo's controls were? You felt like you were doing things, while in this, it feels like you're dragging everything slowly and then it wants you to be responsively quick to finish the platforming sections. Not worth the time or effort, even on sale.. Amazingly well done art style with a hilarious story and exceptionally well done details and an amazingly interesting cast of characters. The amount of content for \$10 is amazing. These developers should do more games. I love this game it's so charming.

It's rough and full of cliché's, yet somehow manages to feel like the most fresh RPG I've played in ages.

It's not as full featured as, say, Pillars of Eternity or Dragon Age on the RPG side, nor is it as refined an RTS as Age of Empires (or something more contemporary), but the merging of the two genres has rarely been done this well. The use of RTS scale (map sizes, army sizes, etc) makes the scope of your adventure seem all the more grand. Furthermore, it manages to make the game avoid the cop-out titles like the aforementioned Dragon Age tend to fall into, where a massive, Helms Deep style confrontation is teased, but never followed up on.

An important detail to keep in mind about the RTS portion; while the actual unit functionality feels less developed than other titles, the economic management side of things is very, very different from the norm. It is more similar to games like Company of Heroes, in its sector-based resource control. A lot of your strategy is going to come down to figuring out which sectors you want to keep as production points, and which will be your forward bases. No easy task, and one that can seem overwhelming at first. However, once you get the hang of it in about two or three missions, it works out.

The plot is surprisingly well done. It is cliché' in its specific beats (mages vs. zealots sounds very familiar...), but the voice acting and -most- of the dialogue are spot on. Character motivations are likewise rarely perplexing, and make sense within the context of the world.

Visually, this game is something special. Props to the devs for overhauling the series art direction and -not- going into the cheeky "things everywhere" approach of the previous titles, and instead opting for a grittier, more realistic look. This does wonders to, again, pull you into the adventure. One drawback about the visuals though; it can get hard to tell your buildings apart from environmental structures like houses and the like, especially on crowded maps.

My biggest complaints with the game are to do with its UI and some aspects of the RPG system. It's not that the UI is bad or non-functional. It's more to do with how it feels like it needed some additional features. A way to identify which sectors have what buildings at a glance would be welcome, as right now it can be a little maddening to keep track of what zone is doing what. Sins of a Solar Empire managed to do this really well, so I can only hope that the devs take notes from that game.

Camera control, likewise, can be extremely problematic in heavily forested maps, since it does not clip through objects obstructing your view. They desperately need to add this in a future expansion...

Finally; the RPG system feels a little strange in its rules. Attribute stats do not feel equally important in some cases, and do not really work the way you would either expect or have seen handled in other titles.

A last and not as major nitpick I had was that I wished some of the maps were a little more open, as fielding an army can become difficult in such constrained spaces.

With all of that said, I would certainly recommend this game. It's one of the few good fantasy-RTSV RPG games out there today, and I personally feel like it does a better job combining the two genres than even heavyweights like Wacraft 3 and Warlords: Battlecry.. I had only played the Gold version before and now that I picked this gem on Steam for under a euro I can say - they are very different. At first I thought that the only difference is the lack of some campaign scenarios - mainly the one that starts at 1933 and gives you so much time to develop them unstoppable armies! But after I played one of the shorter ones I came to some conclusions:

- the color palettes are a bit off and not so smooth on my eyes - easily changed in the Gold version
- the infrastructure is VERY slow to develop - really 72 turns to upgrade one level? And I thought Gold taking 17 turns was slow.
- HUGE maintenance costs! Why spend 1/5th of the campaign in upgrading a slot if in the end it will cost half your GDP to maintain? No such problem in Gold.
- at first I thought "Why does research cost so little points? Now I can pump Heavy tanks before everyone else!" - yeah

but no - research is compleatly RNG based so even at full IPU those 25 research poins can take 100+ turns to make...

- all units have only one combat "value" which makes gameplay blunt as it doesn't matter what armies you build. In Gold each unit has Attack and Defense - this for instance makes infantry very hard to deal with and while tanks have huge attack power they are probably the first to fall in battle due to low defense.
- a lot of other nitpicks that I could point out but they aren't that gamebreaking.
What I am trying to get at is this - there are a lot of balance issues with the game but chances are unless you've played the Gold version, you might not notice some at all and thats good. Just letting you know there is a better version out there that is **currently not on Steam. That being said I still think this series is amazing.**

5V10

8V10 for Making History: The Calm & the Storm Gold Edition

Edit: Gold is LIVE on Steam! Pick it up!. The poison gun is pretty great, the rifle would be 100x better if it only fired in single shot, 3 round burst is nothing more than a waste of ammo. DO NOT BUY. The multiplayer is dead. Pretty much nobody has played multiplayer since maybe a few months after the game was released.. If you're looking for a short good survival game, with a creepy atmosphere, an absence of scenario that makes the game more uncomfortable, then you found it. you don't have time to think, it's a constant search for ammo, food supplies, dark matter (fuel), and meteorites. You need to know your area, and your way back to your headquarters. Don't forget to keep an eye on your level of sustenance and food, on that strange entity hovering, be careful about the annemies i call the dark dancers. I like their shape. They clearly look like they're coming from a lovecraft story. This a game i recommend just for the atmosphere. As i said don't expect a story or an explanation, just try to get out of this planet.. Super duper complex flight sim. i think its pretty♥♥♥♥♥with the training mode doesnt give you good instructions like its just stupid. Build A Lot clone. Not fun

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