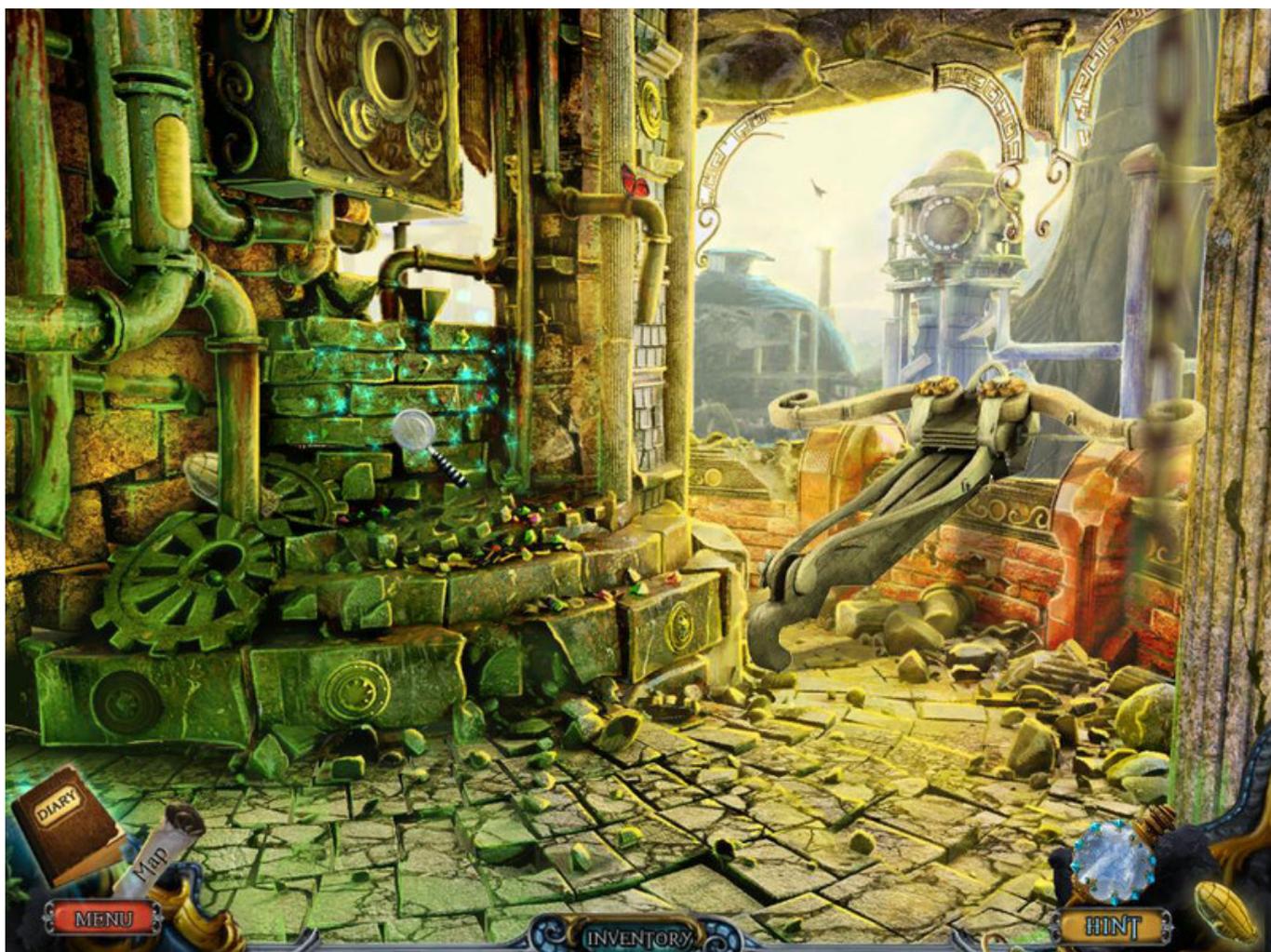


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PAYDAY 2: The Bomb Heists Crack File Download



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### About This Content



**Bombs Away!**

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The Bomb Heists DLC is the 15th DLC pack for PAYDAY 2 and adds the first two heists from the new contact known as the Butcher. It's bombs away as you help the Butcher succeed with the heists Dockyard and Forest as a part of the Bomb job. With the Bomb Heists being released, we're excited to share what Lion Game Lion have been working on as their first DLC for PAYDAY 2. Everyone at OVERKILL and Lion Game Lion look forward to hear what the community thinks after you've played the new content! Together with the Bomb heists, you also get one new pistol, four new masks with four materials and patterns. 11 new achievements have also been added to give you that extra challenge.

## Key Features

• **Introducing the Butcher** – Brought to life by Mila Furlan, The Butcher's business is weapons - their procurement, sale and distribution. With Gage on an "extended vacation", she is looking forward to a long and fruitful business relationship with Bain and the PAYDAY gang.

• **Two all-new heists** – This heist will be a little different. Instead of money, this time we will be snatching something a little more more explosive, if you'll pardon the pun. The Butcher has tasked us to steal a thermobaric bomb that is being sent to Norfolk to be decommissioned. And unlike our previous heists, we can approach this job in two very different ways - in two very different heists.

• **The Dockyard Heist** – If we choose to intercept, bear in mind that the port authority is taking the utmost precautions in ensuring that the transfer proceeds smoothly. The courteous people at Gensec are expected to attend as well. So the smart thing would be to avoid detection, and try to steal the bomb from under their noses. If that fails, you can always brute-force your way into the ship, just be prepared deal with the best or worst Gensec's security has to offer. I will be frank with you, both approaches won't be a walk in the park but let's just say that if you actually manage to succeed to complete this heist without alerting anyone that you will be in The Butcher's good graces.

• **The Forest Heist** – The other plan is to throw caution to the wind, and derail the train as it is transporting the bomb. The wagon housing the bomb is well equipped to handle violent shocks, so don't worry about the bomb detonating prematurely. Worry about the accompanying police force that will try to repossess the bomb once they learn that we are trying to steal it. We will have a small time-advantage because unlike them, we will be prepared. Your task will be to find the wagon housing the bomb, open the wagon, dismantle the bomb, and finally - secure an exit point. You will have to decide which exit point you want during during pre-planning.

• **A new secondary pistol** – The Leo pistol is a semi-automatic pistol that is polymer-framed and striker-fired. It is used by both the Croatian military and law enforcement. So you can consider using a police pistol to break the law as a form of bizarre poetic justice. At the very least, if the cops find any shells laying on the ground after a heist they will first be on the lookout for a renegade Croatian cop, so you can rest a little easier.



• **4 new masks** – The Butcher from Hell, Lady Butcher, Tech Lion and The Doctor - four creepy masks best served cold.



•**4 new patterns** – Four new patterns created by Lion Game Lion.



•**4 materials** – Four new materials have been added to the game. A bit different from what OVERKILL usually does, eh?

•**11 achievements** – A whopping 11 new achievements have been added to test the skill of you and your crew.

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Title: PAYDAY 2: The Bomb Heists  
Genre: Action, RPG  
Developer:  
Lion Game Lion, OVERKILL - a Starbreeze Studio.  
Publisher:  
505 Games  
Release Date: 22 Jan, 2015

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**Minimum:**

**OS:**Windows XP SP3

**Processor:**2 GHz Intel Dual Core Processor

**Memory:**2 GB RAM

**Graphics:**NVIDIA GeForce 8800/ATI Radeon HD 2600 (256MB minimum)

**DirectX®:**9.0c

**Hard Drive:**13 GB HD space

**Sound:**DirectX 9.0c compatible

English,German,French,Italian,Dutch,Russian







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payday 2 the bomb heists dlc. payday 2 the bomb heists achievements. payday 2 bomb heist dockyard keycard locations. payday 2 bomb heist dockyard crowbar. payday 2 bomb heist forest. payday 2 bomb heist dockyard crowbar locations. payday 2 the bomb heists. payday 2 bomb heist keycard locations. payday 2 bomb heist trailer song. payday 2 bomb heist достижения

Brilliant visual story of one of H.P. Lovecraft's creepy tales, which I thoroughly enjoyed playing. It has been modernized so makes it just that bit more creepy too (nothing more creepy than emails being sent from your email address when you never wrote them). Unfortunately the resolution was small and so was awkward to read, however the dev is working on improving this.

- It is short (played in under 1 hour) but is something I would definately come back to again.
- It has great use of music and sound effects that complemented the story.
- Simplistic design and great artwork help you visualise aspects of the story, whilst leaving enough to use your own imagination..

Stardrop is relaxing eye candy with a great soundtrack, but not much else.

You'll get a slow content walk driven by hit-or-miss writing and mediocre voice acting. The dialogue is sappy and the characters are hammy, and there's even an inspirational message written by the game's creator himself (though it may well have been ghost written by Tommy Wiseau).

Gameplay is an endless series of keycode hunts with the occasional no-stakes stealth minigame. It's not really a game, and it's not fun.

What Stardrop really brings to the table is ATMOSPHERE, and loads of it. Stardrop is great to look at, and the soundtrack perfectly captures the wonder, tranquility, and majesty of space. This game is definitely about the journey, and not the destination. The story is forgettable, but there are plenty of touches and nods that pay homage to its inspirations.

If you're a sci-fi nut and you've ever wanted to lead the away team in an episode of Star Trek TNG centered around exploring a derelict space vessel, check out Stardrop... Just don't expect a huge payoff.

All things considered, I enjoyed it.. Cool songs. Slow and pretty heavy, but challenging & interesting.. Like the idea of the game but it's frustrating, you either run out of money or run out of time for your missions. Some difficult setting or a little adjustment to the time would do fine. There is only a campaign mode at the moment.. >Puts 20 copies of Venus in Earth's orbital circle expecting hell.

>No planets collided.

10V10 would fail to mass murder Earthlings again

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I did like the game tho tbh but no players.. I really love this game.

Only thing I can think that could be fixing is how many points/money you earn from killing things

But other then that it's a great game with a few friends or even one. Another brilliant pack with excellent value for money. This pack expands on the already existing LMP1's and adds extra depth to the GT3 field and the VLN field for a race around the Nordschleife.. This is a fun game quite similar to the first one, but also completely different with a wide array of new traps, skills and enemies.

The graphics may put you off at first but with everything that goes on you'll be glad that they aren't high end. it is a fun game to sit down with and just murder hordes of enemies.. REALLY fun game! If you've ever wanted to be a super strong genetically enhanced rampaging primate than this game is the perfect thing for you!

The art in this game is delightful, the visual style is both aesthetic yet brutal (but without being gross or anything), and the reactive music allows you to really get into the groove of your rampage. Every enemy death is accompanied by a sting of jazz drums, and even the general beat of the music matches very well with the running pace of the ape.

And I haven't even touched on the actual gameplay yet; there are loads of fun tactics for you to figure out to overcome the odds and escape your human captors, I don't wanna spoil too much, just know there are a multitude of ways to make your opponents meet their maker, and you're gonna be exploiting your enemy's dumb tactics a fair bit. Oh and not to mention how quick everything is, it really is an awesome and fast-paced game, complete with split-second decisions and little room for mistakes. The nice part about this is once you get into it, you really do get into it and your reflexes get super-on-point and swift to aim. And if you're a fan of an even bigger challenge then keep in mind there is a hard mode which I yet to beat.

With all this in mind I'd say this unique game is definitely worth your money. Go bananas.

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