
Mugen Souls Z - Overwhelming Weapon Bundle Activation Code [crack]



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About This Content

Includes the following DLC packs:

Intensity! Hyper Weapon Pack 6: Includes Meow Meow Punch, Paw Gloves, Rainbow Vest, Smiley Badge G.

Elegance! Hyper Weapon Pack 7: Includes Airhead Tree, Injection, Queen's Garter, Queen's Manicure Set.

Beauty! Hyper Weapon Pack 8: Includes Golden King Mallet, Comedy Hammer, Kingly Backpack, Sun Goddess Medal.

Initiative! Hyper Weapon Pack 9: Includes Knifey Fork, Banana Bratwurst, Dragon Chain, Cool Chick's Book.

Cacophony! Hyper Weapon Pack 10: Includes Green Onion Blade, Capturing Hook, 100-Ton Badge.

* Some DLC items will be need to be purchased at a shop before they will be available for use or as equipment.

* Certain clothing/armour items must have specific Peon Job Titles unlocked in order to appear.

* Certain items require other items to be owned before they will appear in the shop.

For further details DLC item conditions, please see the excellent DLC list on the Mugen Souls Wikia page, here: http://mugen-souls.wikia.com/wiki/Mugen_Souls_Z_DLC

Title: Mugen Souls Z - Overwhelming Weapon Bundle

Genre: Adventure, RPG, Strategy

Developer:

Idea Factory

Publisher:

Ghostlight LTD

Release Date: 25 Aug, 2016

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Minimum:

OS: Windows XP

Processor: 2.13GHz Intel Core2 Duo or equivalent

Memory: 4 GB RAM

Graphics: DirectX 9.0c compatible graphics card with 512Mb RAM and support for v3 shaders

DirectX: Version 9.0c

Storage: 4 GB available space

Sound Card: DirectX 9.0c compatible sound card

English,Japanese



How To Play

Starting out, the gas station may seem completely abandoned. This is bound to change very soon though, so use the time you have to prepare for what's to come.

Mechanic Mike is working to fix the bus, but he will need some time. You have to buy him that time, by keeping the undead from getting to him until he's done. Next to Mike's picture in the player panel on your left, you will see a countdown indicating the time remaining until the bus is ready to depart.

When Mike has completed his repairs, he will board the bus and start the engine. As that happens, a green light will appear on the ground next to the passenger door and you will have one minute to get all of your survivors there. As the countdown reaches zero or when everybody is onboard Mike will get the hell out of Dodge - regardless of any group members still left outside.

You will need to watch the ammo count and health of every group member. If ammo levels drop to low they can replenish from the munitions supply box just outside the bus. To do so, you can either move the character to the box or press the Get Ammo-button on the player's panel.

When a character's ammo has been replenished the character will automatically return to the position he or she occupied when ordered to move to the supply box.

There are several healthpacks distributed throughout the map. Moving a character to a healthpack will restore the character's health to a maximum and consume the healthpack. The exact locations of these healthpacks are your's to discover.

Your characters all have different weapons and skills, making them useful for different tasks as described in the center panel of this guide. Samu'jin stands out a bit from the rest of the group. He is not carrying a firearm, and as such he has no need for ammo. Instead he uses a sword to fend off the hordes at point blank range. He also carries three home made remotely detonated explosive charges which you can place by pressing the bomb symbol buttons on Samu'jin's panel. After a bomb has been placed, it can be detonated by pressing the same button again. These explosives cannot be replenished however, so don't spend them on small groups of enemies. If you know anything about bombs, they don't discriminate, so keep your distance when detonating!

Selecting a character is done by either clicking (LMB) on the actual character or on the character's picture in the character panel. The selected player will be highlighted in the panel.

Moving a player is done by right clicking (RMB) on the position you want him or her to move. Double right-clicking (DRMB) will make them run, which is often a good idea.

You move the camera by standard WASD controls. Q and E will rotate the camera left or right respectively. The camera is unable to move outside of the immediate area of the gas station.

Controls and Character specials

- W Camera Move Forward
- S Camera Move Backward
- A Camera Steer Left
- D Camera Steer Right
- Q Camera Rotate Left
- E Camera Rotate Right
- H Show/Hide UI
- [Character Icon] Select Character / Click Button
- [Character Icon] Move Character
- [Character Icon] Zoom In/Out
- [Character Icon] FreeLook
- [Character Icon] Pepper Jack
 - Long Range, High Damage
 - Slow Rate of Fire, Low Ammo Capacity
- [Character Icon] Baker Jane
 - High Rate of Fire
 - Low Damage
- [Character Icon] Deputy Kiva
 - Medium Range, High Rate of Fire
 - NOHC
- [Character Icon] Samu'jin
 - Explosives, Hard to Hit
 - No Ranged Weapon
- [Character Icon] Shotgun Joe
 - High Damage, Tough
 - Slow Rate of Fire, Low Ammo Capacity, Short Range
- [Character Icon] Mechanical Mike
 - Can Repair
 - Won't Kill
- [Get Ammo Icon] Get Ammo
- [Bomb Icon] Place Explosive
- [Bomb Icon] Detonate Explosive

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