
Filthy Lucre Free Download Key Serial Number



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About This Game

Filthy Lucre is a tactical stealth HEIST game that gamers can play in single player and co-op, both split screen and online. With 15 missions across 5 locations, there are 30+ upgradable weapons and gadgets to unlock.

Missions can be approached in a variety of ways. Stay low, in cover, silent as the grave with a hand-full of throwing knives, or try planting a remote mine and waiting for the right moment to hit the trigger... just don't forget to clean up after yourself and move the body before it's found!

Every session plays out differently based on your actions, once you've started to bring on the heat, enemies will react and respond with brute force, so make sure you get out before the net closes in.

Work together to accomplish the perfect heist! Players can equip items like the noise maker that can pull guards off their patrol routes to give them an opportunity for a silent takedown. In co-op, a well-timed diversion can allow players to sneak up on an enemy and take them down leaving a friend free to grab the loot.

Set against backdrop of a gritty and crime wracked London, all missions are available at a glorious 60fps, in single player, local co-op and online. Filthy Lucre has full keyboard, mouse & gamepad support, along with comprehensive Steam support including Achievements and Trading Cards.

If you experience any issues playing Filthy Lucre, please let us know: support@fabrikgames.com

Title: Filthy Lucre
Genre: Action, Indie
Developer:
Fabrik Games Ltd
Publisher:
Fabrik Games Ltd
Release Date: 11 Dec, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: i5-4440

Memory: 8 GB RAM

Graphics: GTX 460 or equivalent

Network: Broadband Internet connection

Storage: 6 GB available space

Sound Card: Windows compatible card

English,French,Italian,German,Dutch,Norwegian,Polish,Portuguese,Russian,Swedish,Danish,Finnish







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It's very good. Stealth done extremely well in a way I've not seen since Thief 1 & 2. It uses the perspective well, and involves creative and occasionally frantic use of a large set of tools.. Not the best game ever, seemingly quite easy to exploit by just using noise-makers, A.I Is quite poor, Controls feel very weird and stiff, no hostage taking.

The only redeeming feature is your "Boss", he's voice acted very well, but sadly it's not enough to keep me playing.. It's rough around the edges (clunky animations, annoying music, not the smoothest controls) but I like the blend of stealth heisting in third person. Especially in co-op it is fun. Add to this the snarky british gangster tone and you got a indie diamond in the rough worth its price of admission.. I like the concept of the game, top down heist game is a great idea. The execution however leaves a lot to be desired. This game has a lot of balancing issues. The starting guns are very poor, the stealth pistol cannot be used effectively against heavies since it just doesn't do enough damage to them to put them down before they shoot back. The gameplay is also heavily biased towards stealth, you are far less likely to succeed if you go loud. This is partly because the weapons come with a very limited amount of ammo, the rifles and the SMG's only carry two spare mags which you would go through very quickly if a few heavies show up. That wouldn't really be an issue if the available arsenal reflected that but that's not the case. At least half of the guns are loud and stealth guns come saddled with lower damage. You will also quickly discover that there is a meta for a good loadout, there are two or three guns that combine stealth and good damage and that means that the rest of the loadout is almost worthless. Tacticals also have only a very small number of viable options, for example you would be crazy to take grenades over throwing knives.

Another problem with the game is that there are no intermediate saves. This becomes a major issue if you decide to go for "Completing primary objective undetected" challenges of which there are 15. Say you stealthed 95% of the mission but the last guard spotted you? The entire attempt is down the drain. This brings me to another problem, usually in coop shooters, if stealth goes badly your partner can back you up and you can complete the mission loud. This isn't the case here since the MP is completely dead. You stuff up here, you better place mines and grab loud weapons quickly and hope for the best.

Lack of content is another issue with this game. There are only 15 heists spread between 5 different areas so not only is there a very limited amount of missions but the areas are also recycled between those missions. Games like Payday 2 get around this by introducing procedurally generated layouts, this helps the replayability value immensely. This isn't the case here, the areas and even the guard and item placements stay exactly the same.

On a final note, I would like to make a warning for achievement hunters, there is at least one broken achievement in this game. "Bags for life" does not unlock for on either of my two PC's. It does not unlock while meeting the minimum requirements of the achievement or even by picking up every single loot bag in the map and it does not work on different heists either. This is unlikely to ever get fixed because the game has been abandoned by the developer.. I like the concept of the game, top down heist game is a great idea. The execution however leaves a lot to be desired. This game has a lot of balancing issues. The starting guns are very poor, the stealth pistol cannot be used effectively against heavies since it just doesn't do enough damage to them to put them down before they shoot back. The gameplay is also heavily biased towards stealth, you are far less likely to succeed if you go loud. This is partly because the weapons come with a very limited amount of ammo, the rifles and the SMG's only carry two spare mags which you would go through very quickly if a few heavies show up. That wouldn't really be an issue if the available arsenal reflected that but that's not the case. At least half of the guns are loud and stealth guns come saddled with lower damage. You will also quickly discover that there is a meta for a good loadout, there are two or three guns that combine stealth

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Pros: Overall, gameplay is pretty entertaining. You get to sneak around and kill dudes to get stuff done. There are interactable items in the environment as well as gadgets you can use to distract the guards. The missions take a while to complete (especially if you are a perfectionist like me). There are many unlocks, each with an upgrade each. Most of it is pretty standard stuff, just done in an isometric POV. I guess there's a story too...

Cons: The KB and mouse control bindings are terrible. The AI is pretty dumb. The combat is janky. Especially with weapons... you have to be lightning fast and kill with all shots hitting to not fail the "undetected" task for the level. There are only 15 missions total.

Like I said, it's an overall fun game, especially if you like stealth type games. I would recommend it, but I would probably wait for a sale to pick it up.. I played 22 min, that was enough to say "No"

very clunky, controls suck. console port.

no intro into how the game works, some of the key features. the tutorial they have is read only, which i could do from the options menu, but also its only got the controls as if i was playing it on console, not PC.

the game feels way too basic. not worth the sale price even.. I would whole heartedly recommend this game if there were a save game function or checkpoints. A stronger silenced pistol would be nice too. Everything else about it I like. For the record, you can hide bodies with bodybags. I'm a great stealth game fan, but I see myself getting easily frustrated with this game because of the lack of saves. In fact my reason for writing this review is my hope that the developer wil add save points in the future. Without that function, I just can't recommend it.

Large, Complex, fun layouts await you, in a solid stealthy heist game. The game was harder than I expected, and was a lot more challenging and rewarding, in a Hotline Miami/Hit man indie cross over. Making my way through the level stealthy only to be seen and then having to fall back on old faithful... Kill them all! 10/10 would fail and kill them all again!. A real gem of a game a little rough -- probably needs some more polish as per usual in any game title released these days but on the whole looks really good . For some reason on ultra settings the game crashed to desktop for me , my PC can easily handle the specs so along with some work on character movement which seems a little bit awkward getting snagged/caught on corners etc -- for me personally this is a worthy purchase , this can only get better . I really like the voice acting for this game title well done Devs will continue to play this game . Amazing what you can do with a small budget these days . Brilliant !. I just got into gaming on the PC last week.. I dont know what took me so long but thats another story. I was looking for something different.. I didnt know what different was but I knew I would know it when I see it.. Well, Filthy Lucre is definately it! Simple, difficult, and enjoyable.. I've downloaded about 17 games since last week. (Can you tell I've been starving for a gaming PC?) from Player Unknown, Subsistence, Beam NG, etc.. I enjoy them all but none have grabbed me like Filthy Lucre.. Its a good one!. Had a lot of fun playing this cooperatively.

Pros:

- + Nice feeling of progression with weapon unlocks/upgrades
- + Lots of side objectives/looting is fun in the levels
- + Cooperative play, and syncing up on strategy is a lot of fun

Cons:

- Playing the game stealth can be really unforgiving, and in my mind requires too much in the way of perfection
- The weapon firing feedback can be a little too subtle at times, making firefights more frustrating than fun

Would recommend to anyone looking specifically for a fun coop or heist game.. It's rough around the edges (clunky animations, annoying music, not the smoothest controls) but I like the blend of stealth heisting in third person. Especially in co-op it is fun. Add to this the snarky british gangster tone and you got a indie diamond in the rough worth its price of admission.. ENG:

Better than Payday 1/2

FIN:

Parempi kuin Payday 1/2

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