TY The Tasmanian Tiger 2 Full Crack [cheat]

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About This Game

STREWTH! It's time to go back Down Under with this fully remastered version of TY the Tasmanian Tiger 2: Bush Rescue, the

sequel to the best Thylacine Simulator ever. Once again rang, bite, smash and glide your way around the Australian Outback and help the people of the SOUTHERN RIVERS against the evil machinations of the diabolical BOSS CASS.

More rangs, more vehicles, more mechs, more EVERYTHING... in an open world Aussie Adventure. There might even be a few surprises along the way...

FEATURES

- Huge open world to explore, with 18 rangs, and a wide variety of vehicles and mechs.

- Two-player split-screen cart racing.

- Improved graphics; including updated shadows, reflections, HD resolutions and 60fps.

- Steamworks integration for achievements and leaderboards.

- Character customization with new skins for TY and paint jobs for the fourbie!

STORY

Long ago, a great battle was fought. BOSS CASS sought out five mystic talismans, so he could banish every warm blooded creature, to the DREAMING.
But one brave soul stood up to CASS, and thwarted his quest for the talismans. He risked all, in an effort to save his family and friends.
And in the end... he succeeded. CASS was banished for his crimes, and the land was made safe once again. All thanks to to one lone hero...
TY the Tasmanian Tiger.

Now, evil stirs again - the little country town of CURRAWONG is under attack, and a hero is needed once more...

Title: TY the Tasmanian Tiger 2
Genre: Action, Adventure, Indie
Developer:
Krome Studios
Publisher:
Krome Studios
Release Date: 12 Dec, 2017

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Minimum:

OS: Windows® 7 SP1, Windows® 8/8.1 (32bit and 64bit), Windows® 10 (32bit and 64bit)

Processor: Intel Core i3/i5/i7 1.8 GHz CPU dual-core. AMD 2.0 GHz dual-core.

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 260 / Radeon HD 4000 Series / Intel HD Graphics 4000 with OpenGL 3.3 minimum.

Storage: 3 GB available space

Sound Card: DirectX 9.0c-compliant

Additional Notes: Xinput controller compliant

English,French,German,Italian,Danish,Swedish

I can honestly say I preferred TY #1 overall compared to this however this game is absolutely beautiful and incredibly fun. Thoroughly enjoyable from start to finish and always sad to find out you've completed the game.

I'll be forever glad I discovered these games on Steam. Shame I didn't get to play as a kid but better late than never!

Highly recommend.
9\/10. Such a great game.. Once upon a time there was a lovely
princess. But she had an enchantment
upon her of a fearful sort which could
only be broken by love's first kiss.
She was locked away in a castle guarded
by a terrible fire-breathing dragon.
Many brave knights had attempted to
free her from this dreadful prison,
but non prevailed. She waited in the
dragon's keep in the highest room of
the tallest tower for her true love
and true love's first kiss. (laughs)
Like that's ever gonna happen. What
a load of - (toilet flush). On a technical level, Ty 2 is leaps and bounds above its predecessor. But as a full package, Ty's second outing is a confused hodgepodge of half-baked ideas that make it less than the sum of its parts.

While the original game focused on level-based platforming, with a heavy focus on collectables. Ty 2 attempts to be a non-linear open world collect-a-thon 3D platformer, with kart racing, helicopter and mech suit segments spread throughout. Despite the vast number of collectables to find, many of them are arbitrary and most of the others are cosmetic. Completing each mission is the only requirement towards finishing the game, and even a lot of these can be skipped as well.

This lack of focus is most apparent within the level design. Collectables are scattered around at random; with little thought for scenarios that might deliver unique or fun ways to platform. Most of the time each challenge is only as complex as buying the correct boomerang to fit into whatever blockade\/hazard is in your path. Many of the areas lack significant challenge, and each mission that isn\u2019t dedicated to platforming is under developed or in the worst case \u2013 boring.

What makes this disappointing is how well Ty controls. Movement is very fluid plus the different boomerangs are fun to mess around with. It's soundtrack, graphical presentation and the overall production value is also greatly improved from the original. Ty 2 isn't poorly built but is instead badly designed. An adequate game, but an awful platformer.. This game was one of the games I played most as a child on the PS2. You can imagine as I played it so much that as soon as I found out that it was available on PC, I immediately bought it. I have only played this version for three hours and so far it has brought back great memories of me playing it on PS2. Obviously as I play this more, I will change this review. So far however, the only problems that I can see would be:

- The camera (which is just an issue that was in the original version).

- The controls (which can easily be key binded).

- Some frame rate problems (even with good systems).The textures look HD and fresh, the resolutions aren\u2019t stretched and this new version adds some neat bonus features. Overall, it is a very well made remaster. I\u2019m glad that I am able to play this on my PC now! A very good game now on an admittedly **MUCH better platform.. Honestly, before the Steam remaster, I've never played Ty 2. My first experience was only with Ty 3 on the Xbox, and I did not like the game much. It was super buggy and there was a lack of direction that bugged me.**

   But anyway, I'm here to talk about the second game, not the third.

I enjoyed Ty 1 for what it was, it was a nice collect-a-thon, reminiscent of the N64 era. Ty 2 simply changes stuffs and makes most of the game the mini-games. There's a few open exploration zones, but they're quite small, with a sprinkle of missions in it, but you'll still spend most of the game driving a car or an helicopter, or even a submarine.
It's a real change of pace, one that I didn't enjoy much.

I honestly only wanted a game building over the first one's mechanic, and I got a game that wasn't sure what it wanted to be. The driving also feels super clonky, and the races are super boring full of useless items.

The game contains some puzzles, but you just have to use the correct rang at the good place, which is super boring and unimaginative.

It's definitely not a bad title, but it's not really good It's definitely a title I wouldn't recommend. It's also super short and the story is super uninteresting, I was so glad you could skip almost every single dialog.

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