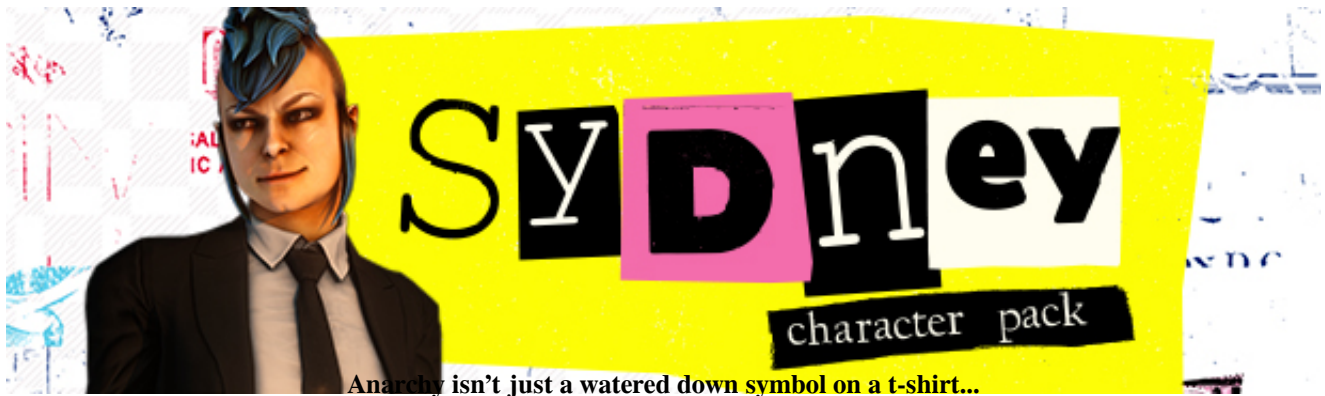


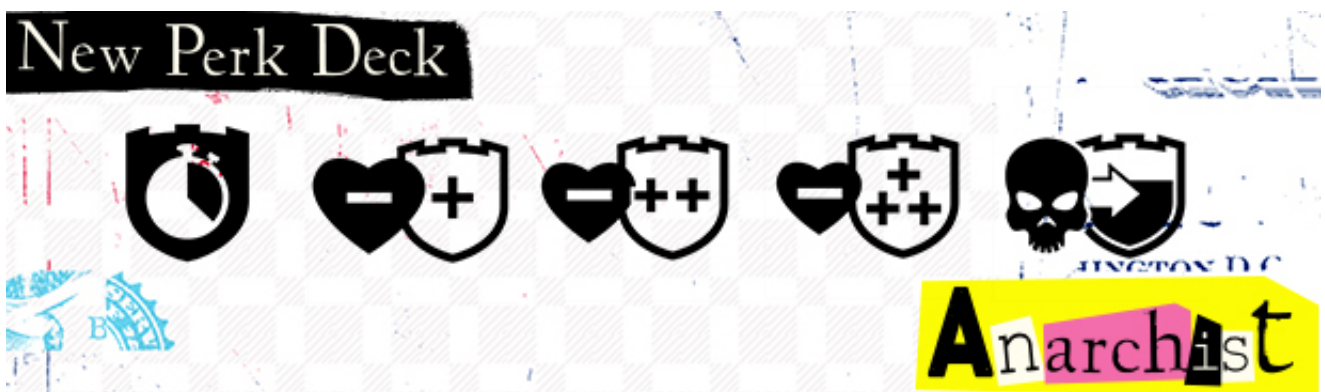
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## About This Content



The Sydney Character Pack is the 34th DLC for PAYDAY 2. Heisters can now play as the furious Sydney. It also contains the Anarchist Perk Deck together with the Bootleg Assault Rifle and Wing Melee Knife.

Sydney originates from Australia, but more importantly, from the electric and unleashing mayhem called PUNK. She's been ruling the backstreets of Melbourne, infusing anarchy and havoc wherever she felt it was needed. But now she's grown tired of fighting the same fuzz over and over. So with nothing more than her attitude she kicks in the US door and sets her aim on the best heisters in the world - the PAYDAY gang.



- **The Anarchist Perk Deck** - it's all about keep standing and keep fighting without, to quote Sydney: "hide behind crates like a f\*\*king wanker!". The Anarchist lets you fight on as your armor is almost beyond what bullets can penetrate.



- **The Bootleg assault rifle** - is Sydney's weapon of choice. As it was her first automatic weapon she seldom lets it out of her sight. The additional ammo in the LMG drum mag is also fun when you're simply too bored to reload.

## New Weapon Mods



- **Two new, unique mods** - comes with the Bootleg Assault Rifle. The AML Barrel and the Bootstrap Compensator. In combination with the Bootleg, they'll inflict that much-sought chaos.



- **Some have a rabbit's foot, maybe some carries a rosary** - But for Sydney, it's her beloved butterfly knife, Wing. Fidgeting with it keeps her calm - for a while. But some time even she can't control her steel based pet and then...it attacks.



- **Sydney's mask** - is the embodiment of that special, little bastard who enjoys when stuff burns. With a big smirking smile she approaches upcoming victims - signaling that what she's about to do, isn't just a necessary evil to get the job

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done - it's also fun!

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Title: PAYDAY 2: Sydney Character Pack  
Genre: Action, RPG  
Developer:  
OVERKILL - a Starbreeze Studio.  
Release Date: 12 May, 2016

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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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Love getting sniped by shotgun 10V10. Great game for a little time waster here and there, don't feel rushed. Even better that it's free!. Great fighting game. Definitely worth a buy if you're a NARUTO fan.. There are better games for less.... The game is horrible at the moment just don't buy it. I regret buying it i mean i knew it would take a while to fix it as it happened with Guild 2 BUT after 2 years the game it's still unplayable.

Most of the positive reviewers have under 2 hours play time don't know how they even dare to comment lol. You can't play the game as it is now. Simply put nothing works it feels like a pre-alpha AFTER 2 YEARS! I had hope and i really wished they would fix the game in 1 year or so but my fault for having expectations i guess.



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You play as Jane, who hunts Others with her adopted brother Jace. Jace was cursed by one of the Others, which are sort of witches. Others have been plaguing mankind for some time. You have managed to track down the Other who cursed Jace so long ago. But she is also hunting you.

The plot is thrilling, the minigames entertaining, and the HO scenes are fun. Worth the price.. the bots are too hard to kill make a easy medium and hard level for bots too much recoil on guns guns not accurate enough and sniper rifle does not zoom in enough. iBomber Defense is another great casual game that adds to the classic defense tower strategy genre. Its gameplay is simple, yet complex as you try to survive through waves of enemies while trying to defend your base. The achievements are challenging, but ensure plenty of fun replays to keep you going and defending.. Drive so fast you feel like your on an F1 pole position...still finish 23rd place. Still good fun.. You're going to tell me that I didn't spend enough time to test the game. Well, I'm not a kid anymore and I must say that while I'm open to every new knowledge, planes and airport aren't really my field of interest.

However, Let's Explore the Airport (Junior Field Trips) did amaze me for its richness. Let me explain.

The aim of the software is to educate young children to everything related to an airport. You're going to find in there planes (well, outdated as the game was released in 1995), the luggage circuits, cockpit, hangars, shops, etc.. You can navigate from a location to another, though I must say that going back is sometimes very hard, as seen at the security gate for example. But to learn, you have to be aware of every area of interest, thanks to the button What is this?. With that, you'll see names with an interrogation mark. Just hovering will trigger the pronunciation of the object. And if you click on it, you'll enter the index (which is also existing on its own with the button Index).

More precisely, clicking on an object will send you in the definition page of the index. There, some highlighted words can be read aloud and lead to their own definition. The Read Aloud button will read the entire definition for kids that can't read or that are learning English.

However, it wouldn't be fun if you didn't have minigames. They're five: a trivia quiz (self-explanatory), What is this (associating a picture to a word), Lost Luggage (a puzzle game where you have to lead some luggage in the cart of the same color by changing the arrows on the conveyor belt), Find it (where a small picture is shown and you have to find in the right scene) and a coloring book (with a brush to color and a eye dropper to mix colors to obtain complex ones like green, orange, purple, etc..). Score are also kept as you can create several profiles (with the choice of the colors for each letter of the name of the player). Each game, except the coloring book, has three levels of difficulties.

As you can see, Let's Explore is really thought as an educational game. Contrary to Big Thinkers, you're not drown into overcharged graphics, even if these are clearly outdated. But as it's representative of its time, you have some areas that can be clicked on and allow a little animation to play. Kids can have fun with that. The soundtrack is nice too.

My only little problem is that everything is in English and it might be quite hard for kids that aren't native speakers, it might also be a problem for an adult, even if he's fluent in English as there are some technical texts in there. However, if it's for learning English, it can be a good way. Well maybe not with the airport, but with the two other games in the same series (farm and jungle), it could be really fun for children.

Anyway, don't worry, Let's Explore the Airport is excellent for learning how an airport work, though, you should be aware that given the age, security back then wasn't as tight as today. But aside that, I find the software interesting for non-English speakers in a course for learning the language.. This game had a lot of potential, however it's now just abandon-ware. Don't buy it.. Two Brothers is a game with a ton of promise. The game feels and plays like a Seiken Densetsu but ditches the tired fantasy setting in favor of a more surreal world. It's hard to assign an existing tag to the world style. I would say that Two Brothers compares most closely to Anodyne or even Zeno Clash in this regard. The presentation contains simple 2D sprites juxtaposed with highly detailed pixel art for large scale creatures. This mixing of styles really left me with a sense of excited uneasiness; that feeling where you are a little disturbed but much more fascinated.

The combat is, from my brief experience, somewhat shallow and uninspired. It serve it's purpose but otherwise felt like a chore between story points. You have a basic melee combo and a ranged attack. Hitboxes are unpredictable and so every encounter feels like a clumsy struggle to spam melee attacks before the enemy can hit you.

The story is surprisingly detailed and well crafted. It deals with some interesting themes and can get rather philosophical at

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times. Quite enjoyable but I won't delve into it too much to avoid spoiling anything. It's just unfortunate that the only way it's conveyed is through a painfully slow, two line text crawl.

The combat on it's own would not be enough to drag Two Brothers down. Sadly, there is a monumental number of bugs in Two Brothers, a plethora even. These range from innocuous graphical glitches to game breaking bugs that will demand you restart. I was about four hours in and had just finished the first dungeon when I encountered a bug that forced me to reopen the game and then broke sequence such that I could no longer progress. Sadly to say I don't believe I will be able to risk losing another four hours or more to a bug. It is for this reason alone that I cannot recommend this game as it currently exists. I would be more forgiving if this was early access or beta or something, but this is a shipped product and it is not at all ready.

It's truly a shame. Two Brothers is clearly lovingly created by a team with a great vision. Unfortunately, until the nuts and bolts are not solid enough to properly present this vision. I hope a patch comes to rectify at least the most glaring and game breaking issues. You can bet that once it does I'll be back to see the potential of Two Brothers fully realized.

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