

---

## Perfect Heist Download Windows 10 Free



Download >>> <http://bit.ly/2SKno5q>

### About This Game

Perfect Heist is a round-based game, where 2 teams (cops vs robbers) try to execute/prevent the perfect bank heist. Includes an offline tutorial and an online mode to play with friends and strangers.

A team of robbers is trying to infiltrate a bank, steal as much money as possible and then get away with their helicopter, while the cops are trying to identify the robbers in a crowd of NPCs and prevent the heist from happening.

Features:

- two different teams (cops and robbers), each with different classes that offer unique abilities
- multiple maps, that can be changed with a map vote
- robbers can choose from a variety of masks, with each one offering different bonus stats
- different, unique weapons like SMGs, shotguns and sniper rifles

- 
- supports player server hosting as well as dedicated servers
  - settings menu that includes full keybinding menu

The robbers have to blend in with a crowd of NPCs to not get shot by cops, while somehow smuggling explosives inside the bank, stealing money, and then getting away with it. They have a variety of options to pull off the perfect heist, for example, they can:

- kill NPCs and use their clothing as a disguise
- hack ATMs to get money
- smuggle a bag of explosives inside the bank, and blow up one of the money vaults
- steal money and jewelry
- call in a rescue helicopter and get away with the money
- equip masks, that give away their identity as robbers, but give them bonus stats at the same time

The cops can access security cameras to monitor the bank, and use their unique abilities which include checking IDs, thermal vision or placing new cameras, to identify the robbers and then overwhelm them in a shoot-off.

---

Title: Perfect Heist  
Genre: Action, Indie, Strategy  
Developer:  
yeswecamp  
Publisher:  
yeswecamp  
Release Date: 17 Aug, 2018

a09c17d780

**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 (64-bit)

**Processor:** 1.5 GHz Dual-Core

**Memory:** 4 GB RAM

**Graphics:** GeForce 500 Series

**DirectX:** Version 11

**Network:** Broadband Internet connection

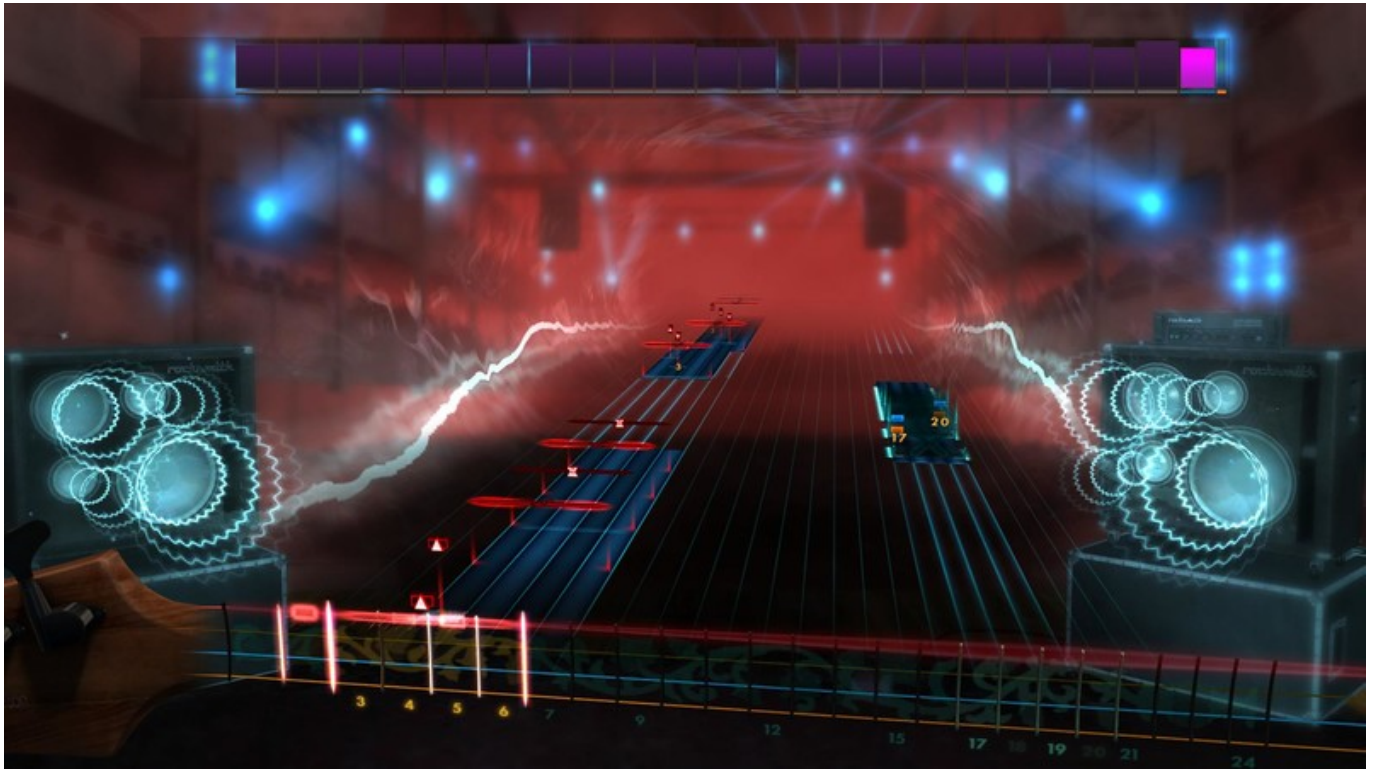
**Storage:** 2 GB available space

English,French,German,Russian



TREES  
BUILDINGS







---

I want a game where the premise of hearing being your main tool to be realized better.  
As it is, we have the nirmroot quest from Oblivion and Skyrim without any of the engaging reasons for it.  
There might be something here someday, but right now this is a twenty minute foray into wasted potential.  
Pass it by until it gets better.

<https://youtu.be/VaSOrm-pGZcY>. I don't get it. this is more like a "learn 10 finger system" training program... well with 6 keyboard keys only.

[simply you use 6 keyboard keys and shoot monsters of 3 colors. they come up 2 different lines and you then shoot them with a corresponding color... its like upside down space invaders with color specific weaponry and only 2 lines of enemies.](#)

[if you want simple and bad... go for it.. This game is much too hard. I'd like to see someone pass a level without cheating. I'll bet it's impossible. Not sure why they made this game for Koreans only.. 10/10 very fun rhythm game](#)

[coming from a player that playsosu! on daily basis \(didnt really play mania much tho\). the gameplay for this game is stunningly beautiful. the classic theme is uhh. pretty normal i guess but the default themes for each song is just awesome. too bad i cant immerse fully on one of the themes due to fps drop \(the Nekopara OP one to be exact\)](#)

[keep up the good work and I'm hoping for more music content in the future :D. I need friends to play with : ; . Great software. works fine. on all my computers and notebooks. could handle 2000-8000 picture easily. This is the fastest solution for now !! Using it for 5 months already. Recomend it for sure !!!.. It's a good game I enjoyed playing years ago on my android device. I'm glad to find it here on steam as well, also in a 90% sale :D](#)

[I recommend.. Still a great game after all these years. nice nostalgia to replay the game after a long time. I'm glad I still bought it. But it's like a double edged sword. Nostalgia from replaying it, but having to deal with freezing. This game would be perfect if they fixed that. but that's long past. I do recommend it still. and when it does freeze which it will. Hit the power button on the PC and then escape key repeatedly. it cancels the restart while shutting down everything else. Also don't alt tab. won't be able to reopen the game. or at least me it won't.](#)

---

This is a strange little title. It's basically combatless platforming, where the goal is to collect items and reach the goal. In spite of that, it's very relaxing and has some surprising moments. The game is almost like a dream world, where players have to jump and glide in their little tea cup to get through the almost paper cut out worlds. It possesses an almost childlike sense of wonder and glee that many games lack these days.

This game is just plain fun, if you can get past the laid back tone and the unique visual style. It's not addictive, but it is relaxing and does possess a surprising amount of challenging. Nevertheless, I never got stressed out playing this game. In fact, it's actually a great stress reliever. There are some challenge modes in the game for added replay value, but considering the price, the story mode alone would be more than enough.. Um...Better than I was expecting. Arena shooter with rpg-ish elements like having to collect items to power your magic weapons. Death V re-start is well integrated into game play. Could use some spit and polish. Actually enjoyed the guide character. The voice work might even be better than average. I am not sure I can fully recommend this game but also would not make fun of you for giving it a go. Steam forces you to pick YES or NO so I am picking YES because it is better than I was expecting.. i love you guys so much <3. Ive read quite a few Choice games and even some from other companies, and I can say confidently that Choice of Magics is by far the best one I have ever played. I don't have all the achievements yet, but every playthrough I have seen something new and had a nice time. Even dying in new ways has been entertaining.

I really love this game and believe anyone looking through the reviews needing an excuse or reason to buy this game/story, this is it. Please get this game. You wont regret it. <3. Picked this game up because it looked really interesting and it was on sale. I'd really like to be able to modify my controls (I don't want to have to start running by dodge rolling first). The upside of the one hit kill on everything is it can make the boss fights seem interesting, on the other hand, having to watch a boss tea bag me for a few seconds every time i die and then having to make my way back to the boss fight and rinse and repeat until i manage to figure out how to kill them doesn't feel satisfying.

I also find it rather annoying that there isn't always a good way of knowing if you are doing the right thing with some bosses, since it's one hit kills, you have to hope you are doing the right thing and not looking at it the entirely wrong way. In the games defense, some of the bosses are really obvious, others I'm sitting here going "okay, but how do i do that?" and still others where I'm sitting here and I think i'm on the right track but I have no way of knowing until i manage to kill the boss. At the end of the day I want to look up a guide to make sure I'm doing it right but I feel like that just kills the fun for this kind of game. on the upside, the boss fight music is good for what little i get to hear it.. Alright. So this is a nice Screen Recorder. Game recording on the other had is slightly off.

My Rig: Desktop

Intel i7 9700k

Windows 10

Asus Asus GeForce GTX 1070Ti 8gb

Vulcan T-Force 8gb 3000Mhz

Samsung 970 Evo 250gb M.2 (Operating System)

Samsung 1TB 860 EVO SSD (Games\Software\Recordings)

Seagate 3TB BarraCuda 5400rpm HDD (Storage)

Segate 6TB BarraCuda 5400rpm HDD (Backups)

Compering it to the same clip taken with Shadowplay at 100% 1080p 60fps for both. There is no graphical changes by ether to the game play or each other. During capture it has major lag when moving around goes down to mid 40's.

Normally it sits at a 2-3fps drops at a locked 60fps. It also induces slight micro stutter. Found this out by panning in a few light games. Northguard, Insurgancy, Godus and Empires of the Undergrowth. This results in output video only. From the issue at hand I put this down to games arn't directly supported by the software. That being through Directx or OpenGL.

However it has probs on of the best UI structure. Very simple with a clean UI. The more detailed options don't exist though. Such as picking another video bit rate and such for the more tec peeps.

Overall



---

Screen Recording: 10/10

Game Recording: 7/10

### Specifics in Game

Fps drop: 9/10

Quality: 10/10

Stutter: 6/10

Overall perfect for Screen Recording and good for Game Capture for friends. Got a way to go till it becomes actual Youtube Gaming Creator type software.. J'adore ce jeu. La simulation est pouss\u00e9e \u00e0 un niveau de d\u00e9tail exceptionnel. La difficult\u00e9 est ajustable \u00e0 votre go\u00fbt, et en coop c'est vraiment tr\u00e8s fun... sensations fortes au rendez-vous !. this is not such a bad game, i have only played it once - there are multiple endings based on your decisions, i got the worst ending while i though i have done all the right decisions. that is sick :-) the game is worth the price if you are interested in story driven short little games.. nothing works at all you cant even chop trees

### **Update #3: Inverted Mouse Sensitivity, Music Volume Slider, and Bugfixes:**

Just another small update, that brings inverted mouse support, a music volume slider in the sound settings, and some other quality of life improvements and bugfixes:

- added inverted mouse support (just set the sensitivity to a negative value)
- you can no longer punch after a round has ended
- added music volume slider to sound settings, that controls the main menu music volume
- cops can no longer activate drills, only deactivate them
- made starting/stopping drilling much more responsive
- in-game UI now shows 8 instead of only 6 players avatar at the top
- other minor bugfixes. **Update #2: More Graphic Settings and Bugfixes!:**

You can now enter any resolution you want in the graphics settings, in case the pre-selected ones don't fit your monitor! I added an option for borderless fullscreen as well, in case you prefer it over normal windowed/fullscreen.

- added custom resolution inputs to graphics settings
- added borderless windowed graphics option
- bugfixes
- added keybinding for Attack Key (which you use for shooting, boxing, ...)

### **. Update #8: New bot difficulty settings and bugfixes:**

For a long time, newer players have struggled to have fun while playing against a bot since the bot picked up minor clues that the player could be a robber and immediately started to attack the player, making playing against him a very frustrating experience. I added a new difficulty setting for the bot, which is on "easy" by default and makes him less aggressive, reduces his fire rate and makes him a bit dumber while more experienced players can still have a challenge playing against the bot on the "hard" setting.

I also fixed a few other bugs regarding the bot sometimes having a weird pitch rotation and players that were hosting a session not rotating correctly when having a weapon equipped.

### Full changelog:

- added a bot difficulty option to the "General Settings" menu
- added new bot difficulty "easy", which reduced the fire rate of the bot and makes him overlook some clues that could give away that the player is a robber, to make it easier for newer players
- the old bot difficulty is still available if the bot difficulty is set to "hard"
- bot difficulty is now on "easy" by default
- fixed a few bugs of the bot, for example, a weird rotation issue when you were standing on top of the bot
- fixed a few other bug, like the player model of the hosting player not rotating correctly when having a weapon equipped

---

Have fun!. **Update #6: New map, bot nerfs, and bugfixes!:**

This update features the first version of the newest map, "Main Bank". It's the third playable map in the game and is quite big, so it works best with 4 or more players. It also has multiple vaults and jewelry cases, and different ways to get to them, for example, multiple stairways, skylights that allow access from the roof and new, big windows that allow players to jump through them. This is the first version of the map, so if you experience bugs, or have any kind of feedback, please let me know!

Another regular complaint was the difficulty of playing against the bot, so I reduced the bots fire rate and damage to make it easier and less frustrating for newer players to fight against him while waiting for other players.

As usual, I also fixed a lot of bugs and improved networking and performance, especially for players with weaker computers. I also reintroduced the US dedicated servers after switching to a better server.

Have fun!

. **Update #7: Out of Early Access, Offline Modes and Bugfixes!:**

This update will finally bring the game out of Early Access, it's at a point where I think it shouldn't be considered an Alpha version anymore. There won't be any changes for you guys, I will still update the game with bug fixes and new content, and the price will stay the same as well after the 40% off sale starting today.

Due to popular demand, I added an offline game mode where you can either test and improve your robbing skills against an adjusted and polished bot, or choose to play all on your own to explore the maps. Speaking of maps, I also added preview images to the map hosting and offline map choosing screens, so it's easier to see which map you will play on.

I also fixed a couple issues on the newest map, such as the roof ceiling windows not respawning correctly after a round. Additionally, I fixed a few other bugs, for example regarding the server browser not displaying the correct map in a few cases.

If you have any kind of feedback, please let me know on the discord: <https://discord.gg/AuaXkam>. You can also find nice people to play with there, so make sure to check it out. Have fun!. **Update #12: New map and performance improvements!:** This update introduces lots of optimization work, especially for the CPU, so players with weaker processors should hopefully experience higher frame rates and no stuttering. It also features the fourth map of the game called "Double Bank". It's a big map that's divided into two sections, a money bank and a jewellery, and will work best with a higher amount of players due to its big size. It features two vaults, and lots of jewellery and money to steal, as well as hidden weapons and tools for the robbers (or cops) to find and utilize.

Since this is the first iteration of the new map, everything is subject to change and your feedback would be very appreciated.

Have fun!. **Update #10: Coop-Mode and bugfixes!:**

After lots of requests, I added the first version of a coop mode, where you can play together with your friends against bots. To try it out, just host your own game and make sure to enable "Coop Mode". The game will then put all human players of a server into the same team, and place an equivalent number of bots in the other team. Keep in mind that this is only the first iteration, so please report any bugs and issues you find to help me improve this game mode.

I also fixed a few other bugs like server log-in issues, and some debug messages being printed when they shouldn't have been..

**Update #5 Headshots and carrying dead bodies:**

This update brings bonus damage for headshots, before every hit to an opponent did the same damage, now headshots will do 25% bonus damage to reward skilled players. The damage of all weapons has been adjusted accordingly, meaning all weapons deal less base damage, but can deal more damage than before with a headshot. This allows for one-shot kills against most classes with a sniper rifle, for example. There is also a new hitmarker for headshots, which is a little brighter and more opaque than the normal one.

I also added the ability to carry dead bodies as a robber, allowing them to pick up dead NPCs additionally to just swapping clothes with them, and then hide them to raise less suspicion. To make it clearer which buttons you have to press to interact with dead bodies, I added floating text above dead bodies to explain what you can do with them exactly.

---

There are also some bugfixes and improvements, especially for the bot, in this update. Enjoy!

---

[Rocksmith 2014 Edition Remastered Johnny Cash Song Pack I crack fix](#)  
[Gal\\*Gun 2 - Racy Ribbons Download\] \[Password\]](#)  
[Walkerman Act 2: Herdchaser-girl Free Download \[key\]](#)  
[Romance of Rome crack google drive](#)  
[Anime Pixel Girls download code](#)  
[Lost girl's \[diary\] update 8 download](#)  
[Food Drive: Race against Hunger Activation Code \[Patch\]](#)  
[Warhammer 40,000: Kill Team download for pc \[torrent Full\]](#)  
[Salt and Sanctuary Download\] \[crack\]](#)  
[Deck of Ashes - Original Soundtrack Free Download \[serial number\]](#)