
Shantae: Pirate Queen's Quest Download For Pc

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About This Content

Download this exciting new storyline featuring the bodacious buccaneer, Risky Boots! Play the role of the villainous pirate queen as she travels Sequin Land in search of 5d3b920ae0

Title: Shantae: Pirate Queen's Quest
Genre: Action, Adventure, Indie
Developer:
WayForward
Publisher:
WayForward
Release Date: 29 Aug, 2017

Minimum:

OS: Windows 7 Service Pack 1

Processor: 2.2 GHz Dual-Core CPU with Hyper Threading

Memory: 2

English,French,Italian,German,Japanese

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A really fun side story that I have no regrets in buying. Sure it uses the same locations as the base game, but the abilities are all completely different and the puzzles changed to account for them. Making old locations feel new.. I paid 5 dollars for this dlc and even then it feels like it has such little content. Some of the added platforming is fun such as having to shoot floating eyes to create new platforms that are often on a timer, but in the end you are playing the exact same levels over and since the main game is all about playing the levels over and over again this time around is completely unwelcomed. Risky plays different than Shantae in that she has different abilities but none of them are all that interesting. Shantae half genie hero is probably my least favorite Shantae game but I still greatly enjoyed it and got 100 percent in the game. If they would have added an all new adventure with new levels even if it was the same length as this dlc it would probably be worth the 10 bucks but as it stands I would not buy this for a dollar let alone 10.. + : Risky's Gear is fun to use (especially Grappling Hook), new last boss, some new enemies (but, seriously, THIS BLUE CLAW GUY in Mermaid Falls) and new last boss. - : Same locations with slightest changes for this character, same bosses, hub is lame, short length and FPS drops on the last level with even bigger amount of keying with platforming segment. Same unbalanced (2 izi) and same "you" with difficulty on the last level. AND the fact that this DLC costs 10\$ Conclusion: don't waste your money (wait for sale).. Defintely a must-play for any Shantae fan as long as you've played Half-Genie Hero first, which of course you have right?. As far as DLC goes, yeah, it was underwhelming. But, more of the same of Shantae is never a bad thing. Playing as Risky Boots was still fun enough, even though the move sets are exactly like The Pirate's Curse, it was still great to play through the game with different abilities as well as finding new collectibles. My biggest gripe with this DLC is playing through the exact same levels. Yeah, each level is slightly different to suit Risky Boots and her new move set, but this isn't Shovel Knight and I felt there was a lot of wasted potential. And it's short. I did a 100% run in less than 3 hours. I know its DLC and all, but it could have stood to be a bit longer. Despite all these flaws, I still recommend it, as it's still a great platformer, fun and you get more of the same. I will say the \$9.99 is a steep asking price, I feel it should be in the \$4-\$5.99 range for the amount of content you get. Maybe wait for a price drop, but if you're a fan of Shantae, give this one a shot.. Holy reused content.. I had fun, I wish it had a little more content to it though. Finished the Risky mode in only a few hours.. TL;DR --> I think this thread is starting to summarize the general opinion (including mine of course) about this DLC:
<http://steamcommunity.com/app/253840/discussions/0/1474221865202606793/?tscn=1505029513>

----- Let me start by saying that I love WayForward and I love Shantae's games. I've beaten all their Steam versions several times and they are so worth paying for. But this DLC? By the time I'm writing this, the DLC costs 10\$. I'm pointing that because I am expecting them to lower the price FOR SURE. For now this DLC is a scam in terms of content/price. Before I start, let me say that this DLC was free for backers. Backers who have already paid less for the base game than I did. Now I've paid TEN ADDITIONAL EUROS, which is literally half the price of the full game. I'm not saying that backers don't need credit but honestly, I didn't even know about Shantae's kickstarter before it ended the fund. I feel kinda unfairly "punished", not because they had all these benefits, but because you're charging me SO MUCH for the content. Everything that needs to be said is in the thread I posted above but I'll try to make a brief summary: - Exactly the same game as Shantae. Same zones, same paths, same bosses (except the last one obviously), everything. They only have had few modifications to adapt to Risky's gameplay, but overall trust me: it will feel like you're doing another run of the game. The same game. - Risky's gameplay is fun, more than Shantae's, but it adds nothing new to the franchise as it is super similar to what we had at Shantae and the Pirate's Curse. The 10\$ charge can't come for this. - Very few unremarkable new enemies. The rest remains the same. - How the hell are you putting the exact same bosses? You fight the mermaid waifu because apparently Techo Baron has captured her again . Are you serious? - The total time of gameplay is around 2h, or even less. And yes, you will speedrun it because there is nothing new to explore. You already know the map, so you won't lose time looking at every corner. Seriously don't expect new content, there's NONE. - More DLCs are in the way, with probably the same concept. is WayForward expecting us to pay 50-60\$ in total? In my opinion, this isn't even the best Shantae game (please pay Shantae and the Pirate's Curse). Since when did WF have these kind of AAA company policies? I'm serious, words fail to express my disappointment. So yeah, overall the DLC is worth 5\$ AT MOST. If you paid 10\$ for it and felt it was worthy, then congratulations, you're a blind fanboy/girl, because there's no way you can't be disappointed with it. Still love to you WF, but please fire the person who came with this project. Or it's gonna kill your reputation eventually.

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