
Death Toll Download Game Hacked



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About This Game

The tension is thick. Your pursuers have caused you a lot of damage and if they find you now, they'll take everything you've worked for. You'll need to get one of the airplanes working to leave the island, but right now your priority is to find some food or you'll be too depleted to defend yourself. From your vantage point in a second floor window, you spot a deer cautiously emerging from a grove of trees near the bottom of a wooded hill. Deer can be hunted for food, so you raise your weapon and put your crosshairs over the animal's heart. You are about to pull the trigger when you see the deer start, then run off. You pan your scope to the side and see that the deer was startled by the group of heavily armed players that are now approaching your position. It's a posse, and although they don't know exactly where you are, they know you're in the area. The Death Toll will be high today...

Come join an open world first person survival shooter with a unique game mode that focuses on team play. Explore a beautiful open world as you search for the supplies and equipment you will need to escape from the island and win the game. Find weapons to hunt the ones closest to escape, or use your tactical skills to turn the tables on the ones pursuing you.

Can you win the arms race and leave the island with your life, or are you doomed to be left behind and die with the other captives?

Weapons

Death Toll includes a wealth of modern firepower like assault weapons, RPGs and grenades, along with defensive measure like camo clothing and body armor. The only problem is finding them before your competitors do!

Combat Vehicles

Scattered around the island are an assortment of land, sea, and air vehicles. Many, like the tanks or the jets, have working weapon systems. Acquiring one of these vehicles will greatly boost your chances of success, but to use one you'll first have to repair it with the parts and materials you find scattered around the island.

Survival

You'll need to find food if you want to survive. Canned food is available if you can find it, but the best way to keep yourself fed is to hunt. The island is home to deer, rabbits, fox, and boar, all of which can be taken for food.

Features:

- Online competitive multiplayer
- Large open world
- Diverse vehicles including combat vehicles with working weapons
- Familiar combat mechanics
- Unique gameplay mode
- Full day-night cycle
- Attentive developer, dedicated to the players enjoyment.
- No pay-to-win

Title: Death Toll
Genre: Action, Indie
Developer:
DigitalDNA Games LLC
Publisher:
DigitalDNA Games LLC
Release Date: 11 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 8, 7 , Vista, XP,10

Processor: 3.0 Ghz

Memory: 4 GB RAM

Graphics: DirectX 10 or better with 4GB memory

DirectX: Version 10

Storage: 4 GB available space

Sound Card: Direct X Compatible

English







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this game is extremely fun and funny. Bugs, lots of bugs, and development is dead.

Not all indie games are created equally.. Devs were asking people on the community hub for suggestions on major gameplay mechanics.

The development team have now "collapsed", and are encouraging people not to play this game.

Clearly they had no idea what they were doing, so don't buy this game.

Please.. super lag but ok but i dont understand it so can somebody tell me what this game is about. Just get Hellboy individually, Manta is pretty boring to play and Raiden just doesn't belong in this game.

These two characters simply reduce your chances of getting Epic Gear for the characters you really play.. I can't wait for book four. The second half felt a bit rushed but it was still good and enjoyable.. Being honest here, I think this game shows a lot of potential. I know its in early access, so features will be added as the game development progresses.

While playing, I had a great time in the city, running around and just blowing things up, ya know, being a child lol. After my little destruction, I decided to try out building vehicles. I found the menu to be pretty hard to navigate, but the more I used it the easier it became and the more I understood what I was doing. Unfortunately, I never got any of my creations to NOT explode.. but I'm sure I'm messing something simple up.

I think once this game develops more and maybe a tutorial is added, that this can turn into something really great!

<https://www.youtube.com/watch?v=ykMiYwuDs5A>. For the price I have no idea why anyone is complaining. I would love to see this game expanded or even better see a sequel to this game that is more indepth with a higher price tag.

I played the game for 18+ hours. Try and find that much fun for £2.79.

I give this game a buy on beer to gameplay ratio as it's only the cost of a beer which can be gone in 30m and I got alot more enjoyment then that out of the game.

On a sidenote I also want to compliment the developer on fixing bugs and giving updates since the last time I played the game.

Early days but this title brings something a little different to the Tower Defense genre.

While the graphics are minimalistic, they more than adequately serve their purpose. (I suspect the music might start to grate after a while, but it can easily be turned off.)

Your ammunition supply chain has to be worked into your spending calculations. New tower or increase supply? It gets more complicated as you go along.

A reasonable price, and enjoying it thus far.. Heavily Underated

I will admit, some of the asthetics, like the villagers, are displeasing, but this feels like the logical step for a serious sam sequel to go in.

Gameplay is almost like the previous games but with a multitude of additional (or appropriately reskinned) enemies with some old enemies (like the arachnoids) being rebalanced for good measure. The addition of grenades allows combat to be more "tactical" since they're basically a second rocket launcher and vehicles bring some much needed variation to the combat.

If there is anything to complain about other than the villagers, it would be the new hitscanning enemies and some enemy spawnings being unfair.

As someone who has spent countless hours playing the first serious sam, I highly recommend this sequel.. It's a fun game to play. It has a story mode but it isn't a game to play long.

The only bad thing in my opinion is; that's it a mobile game. It only has "space" to jump. It's like such game when you die you say "Okey 1 more and I'll stop" but then end up doing it another 10 times. Overall, if you got monney to much, go ahead buy it. But it isn't that much. (In my opinion). Very cool, chillaxed\thinking game.
good price.

+1 for me. fun open world game.. recommended. Storyline - 8/10

Graphics - 11/10

Music - 6.9/10

Gameplay - 14.5/10. flash game gone steam. Wow this game is absolutly wonderful. The controls take a little while to understand but once you have them the game play reminds me of Halo! I was having fun the entire time I was playing and this is automatically going into my top of my favorite games! The only suggestion I would have is to try to make the level creation a little easier to understand. This was is going to be huge though! Great job devs you guys have something really amazing here!

Update 22748:

Ok, Let's give this one a whirl.

It will hopefully solve some of the egregious stability problems (cases disappearing, not being able to pick things up or respawn etc).

I'll restart the DNA Test server with this version.

-Headshots. **Thank you to everyone in the community:**

You have been really great to us!

You have given us some great support through launch great suggestions and lots of information to troubleshoot the problems. It has been a pleasure to bring this to you and the team isenthusiastically working on the things that you have brought to our attention.

We cannot thank you enough!

DDNA. Even More Beta Players:

Today we did another big grant of Beta Keys so if you are signed up check your email or goto this link.

<https://digitaldnagames.com/account/retailsteamkey.aspx?game=12>

As the game becomes more stable this is going to speed up, but also the Beta registration will be coming to an end. So if you have firends that want to play let the know they need to register soon.

www.deathtollgame.com. **Update 23384:**

We added a new Scout Helicopter the MH6

Added Voice Chat

Changed the Respawn time to 30 seconds

Fixed a bug that caused too many items to spawn at the end of a game.

Many other fixes and performance options.. **Update 23778:**

Fixed a bug that was causing case duplication

Fixed an issue with shared waypoints

Everyone VOIP is now proximity only, team is unchanged

. **Update 23568:**

Fixed the VOIP issue

Increased volume of VOIP

Various small fixes and performance improvements.. **More Beta Players:**

We just did another big grant of Beta Keys so if you are signed up check your email or goto this link.

<https://digitaldnagames.com/account/retailsteamkey.aspx?game=12>

If you have not signed up for the Beta yet it is not too late.

www.deathtollgame.com. **Update 227777:**

Hey guys,

We just dropped another version. This one will (hopefully) fix a few more stability issues.

Have a great week, and we hope to see you guys on thursday at 7pm PST for another community test.

-Headshots. **Update 22755:**

This one is almost all stability fixes.

Also:

- Make sure lights are visible from aircraft
- Fix problem with barrels not respawning gas after the restart

See you soon!

-Headshots

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