
Disney Universe Download For Pc [pack]



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About This Game

Disney Universe is an off-the-wall non-stop action-adventure video game where Disney worlds and characters mix up for the first time. Players will be able to suit up in iconic character costumes and face challenges in legendary Disney worlds. Battle through each world and experience a different style of gameplay, with various movie-inspired storylines being explored throughout the game. Players can defeat enemies, collect coins and power-ups, unlock new costumes and explore with friends in a mix-up of worlds inspired by numerous Disney and Disney•Pixar films.

Title: Disney Universe
Genre: Action, Adventure
Developer:
Eurocom
Publisher:
Disney Interactive
Release Date: 25 Oct, 2011

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English,French,Italian,German,Czech,Danish,Dutch,Norwegian,Polish,Russian,Swedish







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It's like one of those facebook games, except you're an adult film star. Addictive enough.. So far I've found it pretty engaging, although it does have some fairly serious bugs to work out (graphics glitches, Failure to load, indestructable bases, AI not being able to find capture points on some maps). Given the Greenlight status, hopefully these will be ironed out in the near future, and once the correct voice packs have been added. And it's also very nice to see a mod of any sort that focuses on the longest and one of the least represented conflicts of the 1930s/1940s.

The concept is great, and the feel of the forces is unique despite being obviously based on the US and German factions of the core game. The specialisation trees add some interesting tricks and flavour to the two factions currently available (Imperial Japanese Army and Chinese Nationalist Resistance Army), and the detailing on both the maps and the models is exceptional.

In the future it would seem that this mod could also be a good launching point for Pacific content, Such as US marines or British Chindits (given how the unit balance has evolved, it would not seem viable to port over the existing European army lists, too much heavy armour). Maybe even ANZAC troops (probably as a specialisation of the British) and some jungle/ island maps.

To summerise, this is an ambitious and interesting mod, a little unpolished but with a lot of promise. I expect it will come into it's own as work is done on it, but be aware that as it stand it's still a work in progress.. The game is pretty well made, apart from some weird uses of the english language, and would be pretty good... if it didn't end very abruptly with a cliffhanger.. Best Battle Royal EVER ! just lack of players, so i cant play on SEA server :(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 pice drop, but if you're a fan of Shantae, give this one a shot.. nice game boi. **THIS IS THE GREATEST RETRIBUTION OF ALL TIME!** VERY repetitive music. Bossfights wouldn't suck so much if i didn't have to listen to the uninspired, 8 second midi-loop all the time.

Bosses have way too much health. Not sure if health scales with more players.

Certain checkpoints are hidden, and you wouldn't know it unless you randomly crashed into the right thing.

No mouse support. Spacebar is used as shoot/confirm.

Descriptions of the ships are inconsistent to the point where you can't be sure whether the ships are all different, or all the same.

I like hard games, but this is hard for the wrong reasons.

Suggestions for change: Reduce boss HP in single player, clear up inconsistencies in descriptions of ships, add mouse support. Make new music if you can.

This game is one of the best Vietnam War games.

...

But it's hard as F***!

I beat the game on Medium difficulty and the last mission was enough to snap the keyboard and throw the computer out the window.

I'm never going back to Nam again man... Especially on Hard Difficulty.

Funk that.

But, it is a great game.. Its Free. 5V7. First: ITS INCOMPLETE, and seems like we will never get another chapter to properly complete it.

However, I really enjoyed this game - the plot and atmosphere was intriguing and the hidden object scenes were well done. The art-style had a consistent expertise that is often missing from Hidden Object Games.

I do wish it had some fun achievements.. This game will kick your butt up and down. The more deaths you have usually the better off you are (bodies can help you or hurt you). The developers had streamer, speed runner, and gamer in mind. It has all the options for speed running and twitch streaming as you can put chat integration! The art is simply amazing and the music can get repetitive at times but EDM or any other music can go well with the grind.

The developers did a good job on this one!. I think i wouldve really enjoyed this game, if only it wasnt for the fact that putting it at 1920x1080 would put the game off centered to the right.. Very cute game. My 5yr old enjoys it quite a bit.

Hopefully more rewarding content and activities will be added. Without it, the longterm play aspect is non-existent.. A good 8/10 AC game.

Nothing more to say but i want to point a mouthful things here... so.. Lets go.

I want the following planes when you make a DLC :

ADA-01A & B Adler
ADFX-1 Morgan & ADF-1 Falken
XFA-27 , 33 and 36
R-101 Delphinus
X-49 Night Raven
CFA-44 Nosferatu
ASF-X Shinden II
GAF-1 Varcolac
X-02 Wyvern (Not a Strike Version we seen in game.)

I want real planes in game like :

Japan :
Mitsubishi X-2 Shinshin NOTE : We need more JPN's Jet!
Mitsubishi F-1

Republic of China (Taiwan) :
AIDC F-CK-1 Ching-kuo

Mainland China :
Nanchang Q-5 Fantan
Shenyang FC-31 NOTE : Ripoff F-22 Raptor
Chengdu J-20 NOTE : I want to try this plane someday...
Chengdu J-10 Firebird

JF-17 Thunder
Xi'an JH-7 FBC-1 Flying Leopard " Flounder "

France :
Dassault Mirage Series : III , IV & V
Dassault Mirage 4000 (Prototype)

Sweden :
SAAB 37 Viggen
SAAB 35 Draken

Russia :
SU-25 Frogfoot
MIG-25 Foxbat
MIG-35 Fulcrum-F
MIG-29K Fulcrum-D NOTE : Like SU-33 which is Carrier Based Fighter , why not 29K as well eh?
SU-17 Fitter
SU-24 Fencer
MIG-27 Flogger
SU-27 NOTE : Even though we already had SU-30 , 33 , 35 and 37 , i still think i need the first model of SU-27

Germany :
Panavia Tornado IDS & ECR (DE)

UK :
Harrier GR NOTE: but even thought i see those in mission but i really want them in as an actual playable jet.
SEPECAT Jaguar
BA HAWK 200

USA :
F-111 Aardvark
F117 Nighthawk Stealth
F/A 18 Hornet NOTE : A Normal Hornet too.
EA-18G Growler NOTE : A Specialized version of F/A 18 Super Hornet.
EA-6B Prowler
A-6 Intruder
EF-111A Raven
F-15A ACTIVE
F-15X NOTE : I heard rumors about the new remake F-15 reviving it.
A-7 Corsair
F-5A/B Freedom Fighter
F-5E/F Tiger II

What some most of us needs besides PVP :
A Coop Mission like Infinity.
A Vtol mode like Infinity.

Need i say more?
We need more tech tree planes and new game mode if you want of your customer to stay longer and so on besides just PVP
Battle Royale or Team Deathmatch.

Well even thought its still new , i have high hopes on this one.

End of Review .

RE EDITING Additional Real and Fictional Planes :

Russians :
Mig-33 Super Fulcrum

France :
Dassault Mirage F1

RE EDITING Additional Real and Fictional Planes 0.2 :

YR-99 Forneus (Skies of Deception and Joint Assault)

RE EDITING Additional Real and Fictional Planes 0.3 :

Mainland China :
Shenyang J-8 Finback

India :
HAL Tejas
HAL HF-24 Marut
HAL AMCA (Under Development Fifth Generation Jet)

South Korea :
FA-50

Russia :
Yakovlev YAK-130
SU-15 Flagon
TU-28 Fiddler

Israel :
IAI Kfir

RE EDITING Additional Real and Fictional Planes 0.4 :

QFA-44 Carmila

RE EDITING Additional Real and Fictional Planes 0.5 :

F-20 Tigershark
SR-71 Blackbird
YF-12

RE EDITING Additional Real and Fictional Planes 0.6 :

Canadian CF-18 Hornet (Canadian Hornet)
Mig 1.44

RE EDITING Additional Real and Fictional Planes 0.7 31/3/19 :

R-201 Asterozoa

R-211 Orcinus

RE EDITING Additional Real and Fictional Planes 0.8 6/4/19 :

XFA-24A Apalis

Yakolev 141 Freestyle

Recent :

February Models : F-21

If Possible : Boeing Bird Of Prey

Experimental / Prototypes :

McDonnell Douglas X-36

Boeing X-32. The game is well put together and has beautiful pixel art, but the mini-games are a bit tame and the all control less intuitively then they should. Add that on to the fact that the entire game is just one big depressing story after depressing story and you get something that is just not my cup of tea.. This is exactly how tank work, play it and see yourself.. Awesome game i really like playing it, but there are lags if you go back and stuff and the game is freezing a bit if you go back on some stations, please fix.... ADMIN!!!!

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