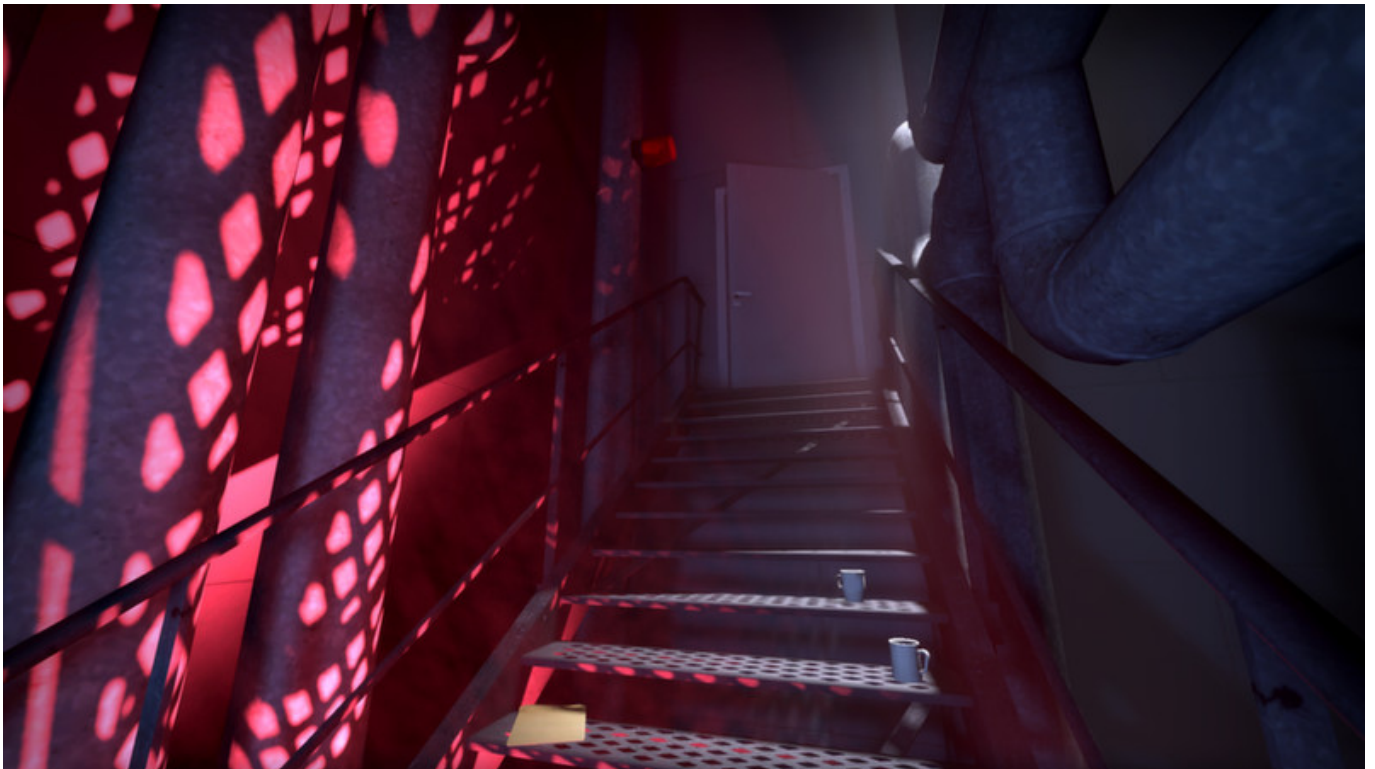

Lock Her Up: The Trump Supremacy Download] [hacked]



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About This Game

In this super fake and politically inaccurate parody, you and your best friend play as Presidents Trump and Putin in an epic struggle against the New World Order AI Robot takeover!

Lock Her Up: The Trump Supremacy is a fast paced survival shooter that pits your Presidential nerves against the endless ambitions of Madame Hillary and the Globalists.

Trump and Putin will take on wave after wave of globalist robots in various locations around the world including the White House, the Alamo, and Moscow. They'll need to utilize the weapons available to them (handguns, M4, Minigun, and Sniper Rifle) to deal with hundreds of enemies.

Will they survive each onslaught and finally be able to Lock Her Up?

You don't want to miss this Co-Op experience filled with hilarity, out of context audio clips, and exploding globalist robots!

"10/10 Perfect Presidential Game, No other game like it." -ColtonDReviews

Online Co-Op

Can we make this game Online Co-Op natively? No.

Can you PLAY this game Online Co-Op? Yes.

<https://parsecgaming.com/>

- 1) Both Players Install
- 2) Both Players Set Up Account, one hosts & one joins
- 3) Profit

My brother and I were playing LOCK HER UP online within about 2 minutes of downloading this sweet, sweet free software.

*Keep in mind one of you will need to be using a controller/gamepad! This is true of local co-op too...

*Thanks to PsychoBird on SoundBible for the sweet Eagle sound!

Title: Lock Her Up: The Trump Supremacy
Genre: Action, Indie
Developer:
Three Guys Game Studio
Publisher:
Three Guys Game Studio
Release Date: 27 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: 1.4Ghz Dual Core

Memory: 4000 MB RAM

Graphics: 1GB Non-Integrated

Storage: 1000 MB available space

Sound Card: Integrated

English





Remastered Edition



The Year 500
900



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some of my absolute favorite tables, literally thousands of hours of gameplay here for real.

. Weird game

Weird controls

Weird all the way

I seriously cannot see anything good about this game.. Basically The core game + 1 New Faction.

I bought this Stand Alone because I love the base game.

Whether you should buy this DLC depends on whether you like HMM7 or not.

. It\u2019s fun to be Du Lac\u2019s \u2665\u2665\u2665\u2665\u2665!

And the other way around is good also.

Jokes aside this has to be the best surprise of 2019 so far. I felt like going for a narrative based game and this had the kind of charm I was looking for. A jack the ripper novel with well crafted scenarios, good animation, top notch voice acting and a really engaging story. The auto save system is now solid which is great because I can leave and pick you the game in the same fashion I would do with a book.

Playing a narrative based game is something I don\u2019t experience very often. It\u2019s somewhere between a reading a book and watching a film, something you don\u2019t get by just looking at a recording. The story is great well paced and there are unique character moments that are really worth playing, like the iconic brothel scene.

There are little quirks that really show this is the work of a small team that really loved the project it was working on. I hope this game will catch on because I would very much like to play the next adventure

. A rehash of DDR with fighting animations for flair. In all honesty you are better of playing beatmania if you want to find plenty of tracks and decent matching of the music and the inputs, as the animation get dull after your 3rd song and after that the radial scrolling just becomes obnoxious

Not much work was put into making the custom songs very... customizable. At the end of the day you may as well be playing any other arrow based ryhtm game out there, as they most certainly do a better job of making good inputs for the song. Heck, here is a free one. http://www.flashflashrevolution.com/FFR_the_Game.php. The devs are very helpful and the concept of the game is simple but complex for lack of better words

. ViCI Gaming Is My Flavour Team<3. i actually really like the concept and some of the execution this game delivers, but there's some bad, BAD problems that make me not recommend for now:

way too damn hard on the easiest difficulty, no idea how you're supposed to play at medium and beyond. game has random frame drops and freezes (i have a ryzen 2600x and a vega 56, shouldn't be that hard to run). there's a targeting bug for zombies that make it to your home base; if they get too close, turrets won't target zombies hitting your base, you'll have to dismount your troops and attack them manually (all turret types affected).

i've made it to level 14 on the campaign, but i've had to replay all the missions many times and it starts to feel like a choreographed fight. obviously the zombie waves are timed and all, but you have such a razor-thin margin for hitting everything, all the fights just play out in a hyper-optimized manner after awhile. the hardest difficulty should feel like that, but i'm playing

on ez mode. if they fixed the aforementioned issues, this could be a solid \$20 game; i'm just glad i got it on a humble sale for cheap.

EDIT: finished the campaign in about 10 hours. actually a pretty good story, i wasn't put out by the ending at least. the turret bug is pretty maddening but can be overcome, still too tough overall, even on ez mode. this is a GREAT \$10 game, even with the issues, but i still give no recommend at the current price and content.. The original Thief 2 bank mission was one of the great classics of Thief 1 & 2. This "homage" is nothing but an endless parade of over-priced horse s**t. Unoriginal & completely uninspired.

Amazingly simple and intuitive, this software is a steal at its current price. I've always wanted to get the OPTPiX SpriteStudio software, but this program completely satisfies all of my needs at only 15% of the monetary cost!

This company deserves a major high five and pat on the back from every indie game developer out there for making this great animation tool. I highly recommend Spriter. I would have paid triple the price and still thought it was a bargain.. i like the game wondering when the other nights after night 2 will be added. One of the most under-rated games ever!

9/10 easy

Good physics

mostly good AI

Don't expect much help from your teammates

Bomb terrorists. Humorous Dungeon Keeper like game.

Pros

- Good beginning story - lord of the pit to sidekick of a loser
- I love stories from the perspective of the bad guys
- The demon, your champion, really does grow to be a bad\u2665\u2665\u2665\u2665\u2665 You get served very easily towards the beginning, but at the end you've reclaimed your lord of the pit status
- Session skill tree. Points are earned through almost every action (i.e. killing heroes, crafting items, raiding, etc.) You unlock new branches of the skill tree mostly through exploration\side quests that can be interesting
- Squad combinations can lead to good bonuses (plus to crit, defense, etc.) encouraging the player to mix and match

Cons

- Storyline grows weaker throughout the game
- Clunky controls (i.e. assign worker to repair room, but game doesn't auto assign him to then work it). Launch Game vs. Load Game between stages - if you hit load instead of launch it takes you to your last saved slot instead of the next level - why is this even on the page?
- Camera - cut scenes frequently have you looking in a different direction super zoomed in
- Ladders - the attempt to keep you on your toes while you accomplish main and side quests. Decent concept, but they happen at regular intervals and with your ability to teleport yourself or squads directly most any where, this becomes zoom out, find ladders, teleport squads, and go back to what you were doing
- Traps play almost no role
- Almost necessary to play with Priests and Overlords
- Runes disappearing? Played the entire game through and still had some empty rune slots. Some would show unlocked at the end of a successful mission, but not appear on the next mission. Not sure if they were meant to be passive, but could not find a way to view them
- Demon upgrades - no way to preview before selecting so be warned!
- Session skill tree. Mentioned above as a plus. Unfortunately, if you want to build a ton of traps, summon a horde, equip your squads to the teeth, etc. you'll only get so many points for each route. What this means is that you're going to build x number of rooms, build x number of traps, equip x number of minions, craft x number of items, dig x number of tiles, etc. I really felt like this was the major failing of the game. I picked the exact same skill tree items for about 3/4 of the game. This pigeon holes you into the same rooms, same units, and same path to victory again and again.
- Difficulty. I play most games on normal expecting to have some challenges, but not pull my hair out. If your demon dies, he respawns about five seconds later and you can teleport him right back in. The only way you die is if they destroy a treasure room? It is strange. My demon died quite a bit in the beginning, but I was never in danger of losing a stage. This makes the game a total grind. I'd recommend bumping it up if you expect any challenge.
- For a humorous game, the jokes were really hit and miss and mostly miss.
- Voice for the demon is good when you're still a little imp, but really needed to change after you reclaim your stature.
- Ending was just strange

Overall, if you like the genre then you might give it a whirl, but I wouldn't pay more than \$5 for it.. Cute game with not too difficult puzzles. The achievements help make the game a little bit more interesting. Does get repetitive after a while. My major gripe with this game is the lack of subtitles as the narration can be a little soft a times.. well,this is one of the cutest thing i seen in a while,also,the leaves falling down is a nice touch

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