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### About This Content

Non-tactical loadout for D-Horse.

Special tack for ceremonies, parades, and other formal occasions, real or imagined.

\* You must proceed to a certain point in the story and meet the proper development requirements before this item can be developed. (Not usable in MGO)

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Title: METAL GEAR SOLID V: THE PHANTOM PAIN - Parade Tack  
Genre: Action, Adventure  
Developer:  
Konami Digital Entertainment  
Release Date: 20 Oct, 2015

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**Minimum:**

**OS:** Windows 7x64, Windows 8x64 (64-bit OS Required)

**Processor:** Intel Core i5-4460 (3.40 GHz) or better; Quad-core or better

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 650 (2GB) or better (DirectX 11 card Required)

**DirectX:** Version 11

**Storage:** 28 GB available space

**Sound Card:** DirectX 9.0c compatible sound card

English,French,Italian,German,Japanese,Russian







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Game is terrible it crashes alot and has not been updated in over a year so DONT BUY THIS BAG OF POOP. Would be great, except for the sheer lazy attitude from Steam themselves. What do I mean by this? I mean that the vast majority of titles with both official and/or user controller profiles are unavailable unless you bought the Steam version of the game. If you for example have a title only on Ubisoft, none of the created profiles for said title will be available to you directly and you have to jump through hoops to download them elsewhere and install them as a custom profile. Not cool at all! Not cool when you consider that the platform and controller are both being provided by the same people, a slight adjustment to the Steam software would allow you to access all profiles, it wouldn't be hard, this is just a case of one of two things, perhaps both. One being laziness, the other being pig headed. Either way or both I would not recommend this controller until Steam pull their finger out.. It is just plain bad. Has bad graphics, has the quality of a free game, and it is a typical game you can find anywhere on the internet for FREE.. My first mind is dafuk iz this game but i like it hah. For the few hours I've played, id say this game is worth it.

This plays a lot like RCT, but with extra bits and pieces which don't feel out of place. To me this is the true successor to the RCT series.. There's a strange bug inside this game. I had to restart my computer to stop the still running bug I only played this like 20 mins but it said I've been playing this more then +10 hours, Poorly mapped out port for the PC.. Although the addon strictly speaking is 'accurate', it is now of the high quality that I expected my 14.99 to be worth. I am training in real life for a PPL on the Cessna 152, and I wish for a more accurate and usable simulator version for when I am not flying in real life.

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Pros:

- Looks very good
- Varied stages with different types of gameplay
- Short and easy, can be finished in one sitting
- Achievements are easy to get

Cons:

- Floaty movement
- Glitches, can get stuck in scenery
- Unlockable characters are just reskins, no difference in play
- If you are looking for a challenge, look elsewhere

7.5/10

. I like what I see and am enjoying this game so far.

. I really hate to say this. But i dont think i like this DLC. Heres why...

\*Pros

(Ok there are a few good things)

- The model is nice
- I like the rods.

\*Cons

- Horn is recycled
- Wheelsounds are recycled
- Its all recycled sounds
- Its a bit overated

Im gonna keep it on my collection for workshop scenarios sake.

I do not recommnd it after first impressions. that's how a platformer should be done. very nice.. I wasnt sure if I whould like it becaus of the one hp but because of how fast you are and how easy it is to hit and run makes it suprisingly enjoyable. I just wish you could make a custum game with things like more enemies(i fell that is lacking enemises alot of the time) extra speed, spawn with a cool weapon, extra health or other things. I'm not gonna lie: I wish there was an in-between option for recommendations for full reviews, because this game sits on the fence for me. I was originally going to record it for a Let's Play, but then I decided to make a review video. Even after that decision, I changed my mind when I lost enjoyment in playing this any further. If you'd lemme elaborate, I will, but **there's probably going to be spoilers.**

**-The story goes that the protagonist is stuck playing four simulations of fear, and afterward, he/she comes to the realization that it's all part of a giant testing facility dedicated to studying the human reaction in terms of... well, fear. I personally thought it wasn't a bad twist, but I think I would've preferred a sort of haunted game scenario over the secret testing facility option. It's just my opinion.**

**-The gameplay... hoo boy, I have a lot to say about each level, but here's my ranking of the best-to-worst: Ocean, Forest, Blizzard, and Abandoned. Ocean's the best out of the bunch; it may just be a time crunch of sorts combined with actually avoiding a sea monster, but it was the most interesting because of the overall vibe it gave off (and the boat mechanics weren't too bad and were stressful at times when I would mess up). Blizzard wasn't too bad, but it was extremely irritating when I would get lost trying to follow the hidden path of one of the wire sources and eventually get killed by the Yeti-alien-thing. The Forest is... iffy. Two big gripes, though: random chance and the kinda goofy monster design. The bigger concern here is the randomness, which I discovered was a thing within the first level sometime later. The goal is to reach this monster's cave and burn it (I think?), but the path is randomly generated each time. You rely on a torch that will eventually burn out and will require a relight at the nearest light source, or else the monster will catch you in the dark. This would've been greatly welcomed if it weren't for the *long \u2665\u2665\u2665\u2665in' paths that would place a rock blockade at the very end, right beside a fire source. This tease made me very annoyed when I couldn't reach the previous source and was sent to the beginning. The worst, and I mean it when I say it, is Abandoned. It takes place at a facility infested with giant mutant bats. The goal is simple: listen and observe for any sign that a bat may be***

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*nearby and avoid going down those infested halls. What's the big problem, exactly? Firstly, one such method that the bats can get you is that you'll open a door and just die with no chance of slamming the door in their face. Since this game gives no insight as to what to do to counter a majority of the antagonists, I spent at least thirty minutes trying to figure that out. Turns out... you have to walk up to a door and back off, as if you were listening (even though there was no sound at all on the other side of the door). The bat will become angry that it failed and bang its head on the door, further proving that door isn't safe to open. What ruined the game for me was one of the very last rooms: the pump room with five doors. Since the water was flowing, it was EXTREMELY LOUD, and since the bats grew quieter as you progressed, you couldn't hear them AT ALL when you would look down a hallway. I'm not kidding you, I spent roughly fifty minutes going through the overly-dragged on level over and over trying to figure out what to do. I finally learned that you can listen better from one side; in other words, look to the left or right before entering a hall and listen. In one ear should be the water, and in the other, possibly a bat. You see the problem? If I had to toy around with the game's audio zones to properly hear a threat, that's a big no-no in my opinion. Overall, it was mostly unenjoyable gameplay, and before the patch that fixed audio in some areas and fixed the bug with the red tapes, I couldn't play the red tapes, so I just gave up on the game at this point. How do you let that kind of bug slide on release when you can't even play a separate gamemode!? That's pretty unexcusable, especially if you consider how long it took for a patch to come out from when the game was released to resolve some of these issues.*

*-As I mentioned in the gameplay section (might as well be an essay when I look at that now, lmao), the audio design was pretty sketchy and felt unpolished at times.*

*-In terms of visuals, I made a comment in the gameplay section about the Forest monster looking more goofy than scary. The same can be said about the Yeti. I didn't mind the sea monster all too much, but I will say the bats were pretty good. Since the game is a set of smaller games, the environment changed in respect to the game, so I don't have much to say about that.*

*I really wanted to like this game, I genuinely tried. The game pretty much flops in the gameplay because of how unbalanced everything was upon its release, and I have no plan to return to this game after the countless deaths I endured just to make progress. I saw it back in the day of its demo and was intrigued, but it didn't meet up to the hype it formed for me. I mentioned how I was on the fence at the beginning, and to an extent, I still am. After careful thinking, this game is going under my Not Recommended section, and to be honest, I think it's going to stay there for a long while. Sorry to the folks who like the game, but tis only my opinion. With this said, I thank ya'll for readin', and I hope you've been having a great day.. Love the work you are putting into those games keep the good work up <3. Jogabilidade top em, gostei dos ambientes etc, isso porque nem come\00e7ei a jogar direito, parab\00e9ns patria !. I bought soundtrack. Shows as DLC. can't play songs from library and game doesn't recognize as DLC. VALVE WTF?!?!?!?!?*



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