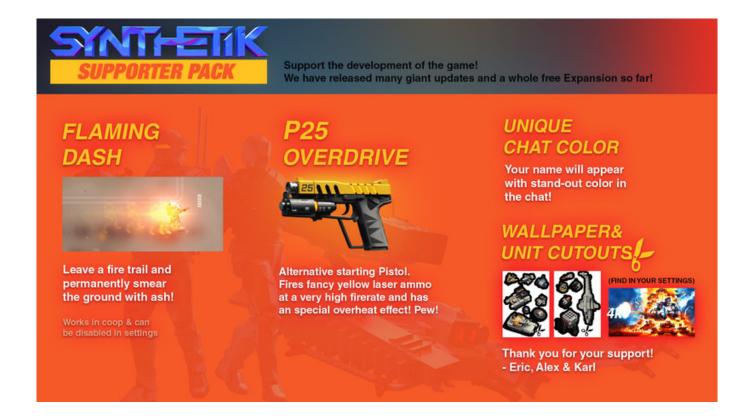
SYNTHETIK - Supporter Pack Full Crack [pack]



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About This Content

You loved Synthetik, mastered the gunplay and enjoyed the Updates we have been putting out for the game? You want to go the extra mile with us and show your support? This may be for you!

The optional Synthetik Supporter Pack contains:

- The "P25 OVERDRIVE" starter Pistol
- Firetrail sparkling dash (no gameplay impact)
- Stand-out Global Chat Color & Lobby Name
 - Wallpaper + Unit Cutouts to Print out

See you ingame:)



New: Compatible with Synthetik Arena & Combines with the Arena Supporter Pack for a upgraded Icon and Color!

Title: SYNTHETIK - Supporter Pack

Genre: Action, Indie

Developer: Flow Fire Games

Release Date: 3 Oct, 2018

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Minimum:

OS: Windows XP SP3, Vista or higher

Processor: Intel Celeron G1820 2.7 GHz / AMD FX 8320 3.5 GHz

Memory: 4 GB RAM

Graphics: GeForce GTX 460, Radeon HD 5770, 768 MB Vram

DirectX: Version 11

Storage: 700 MB available space

English, German, Russian, French, Italian, Polish

One of the very few games and devs I'm willing to give extra money to. The devs behind this game are super responsive and won't hesitate to take player's feedback into serious consideration.

naw jk lol i just bought it for the cutouts Imao. Paid five bucks just to say 'Thanks' to the devs. Well worth it!. It's a great way to say thanks and support the devs for all the hard work\patches\frac{1}{2} free content updates\frac{1}{2} communication.

The flaming dash is neat; P25 OVERDRIVE a solid pistol in every loadout so far; the chat color is what ever.

In the futue I hope we can buy the full soundtrack extra.. I bought this not for the pistol, the fire trail, the text, the cutouts, or even backgrounds (Although I will admit I have both the old and the legion rising as my monitor backgrounds....). I bought it to show The Developers (Eric A. Krutten and Alexander Luck), their External Help (Andrea Rocchietti, Ed Brown, Efe Tozan, Gergely Kovacs, Matt Steed, and Tim M), and their artist help (Sharooz Asghar, Dominik H\u00f6gn, Igno Schiplage, Tristan Mills, Tobias Breitenbach, and Maung Thuta) thanks for making this game. I remember when by friend told me "Hey I found the perfect game for you". I didn't think he would really deliver on those words. But here I am several months later, after trying the demo and playing a single round before buying it and playing the rest of the week nonstop off itch.io I wanted to say this to y'all for a while. Y'all have made a game that will always challenge me and make me happy. The weapons look and sound great and so do the other gadgets! The modifications are amazing and make sense. You even fix the game at a great rate for only being 2 people coding the entire game. I hope you keep pushing forward and show the world that two best friends can make a game that makes me look at some TRIPLE A GAMES AND CRINGE AT HOW HORRIBLE THEY ARE!

You truly have made a timeless game that will not be forgotten.. Lets be honest, we all bought it for the cut-outs.

If you feel like the game has been worth more than what you paid for consider picking this up too!. If I give you more money, will you keep updating the game?. Just to support Flow Fire.

Can recommend only if you like the game to such level that you would basically throw away money and are fine with not getting that much back.. i would of given them 15 but i am glad to support one of my most played games. What an absolute unit. Thanks for all the updates guys. <3

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