
PlanetSide 2 Free Download [Ativador]



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About This Game

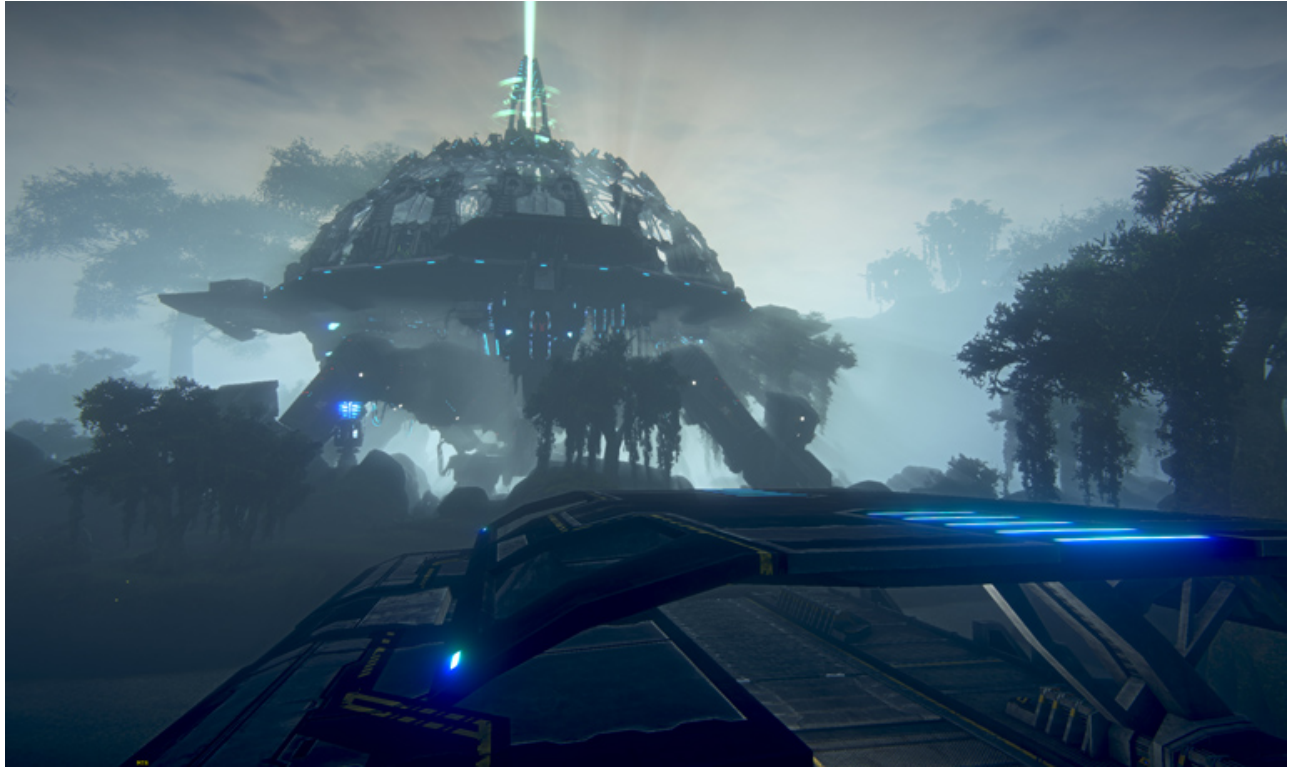
PlanetSide 2 is a free-to-play, massively multiplayer online first person shooter (MMOFPS).

Empires and their soldiers battle in an all-out planetary war on a scale never before seen, in stunning, breathtaking detail. PlanetSide 2 battles persist and the war never ends, offering constant challenges of individual skill, team grit, and empire-wide coordination. Take up arms and drop into intense infantry, vehicle, and air combat.

Players come together in enormous battles across four massive continents to win control of critical territories, gaining key resources for their empire. With an extensive skill tree and class-based system, players can customize their soldier, weapons, and vehicles to match their playstyle and meet the needs of their squads, outfits, and empires. In the world of PlanetSide 2, every soldier makes a difference.



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- **THREE WARRING EMPIRES:** Players will choose to align with one of three empires: the militaristic, authoritarian Terran Republic; the rebellious, freedom-fighting New Conglomerate; or the technocratic, alien-influenced Vanu Sovereignty. Each empire has access to empire-specific weapons, attachments, vehicles, abilities, and more.
 - **MASSIVE WARFARE:** Battles take place not between dozens of soldiers, but between hundreds. They fight on foot. They pile into vehicles. They take to the skies in devastating aircraft. Each battleground holds valuable resources and strategic positions, and the empire that can conquer and hold these territories will be rewarded with the resources and the means to achieve victory.
 - **ENORMOUS MAPS:** PlanetSide 2 features four incredible and diverse continent maps with dozens of square kilometers of seamless gameplay space, every inch of which is hand-crafted and contestable. Whether in open fields, barren desert, in armed and armored bases, or in the skies, victory will rely on knowing your surroundings.
 - **PERSISTENCE THAT PAYS:** In PlanetSide 2 the war isn't won by a single base capture. The core gameplay of PlanetSide 2 is about holding crucial territories and controlling resources. Working strategically as a team to secure tactical positions has long-lasting effects that can shift the tide of battle.
 - **CLASS-BASED COMBAT:** Players can build their soldier to match wants and their allies' needs. Six distinct classes provide a wealth of squad options and combat tactics. Grow your soldier over time as you master each combat role, weapon, and vehicle, laterally unlocking hundreds of weapons, attachments, gear, skills, vehicles, and more.
- Heavy Assault:** Rush into the battle guns blazing. You are the dedicated foot soldier of Auraxis.
- Light Assault:** Go where the Heavies can't with your short-burst jetpack. Pick a high spot, throw a grenade, and out maneuver your foes!
- Combat Medic:** Keep your fellow soldiers alive and in fighting shape. You are the beating heart of any squad.
- Infiltrator:** Stay silent. Stay invisible. You are death from the shadows, whether with a knife from behind or a single shot from a sniper's nest. You are the enemy's constant fear.
- Engineer:** Deploy crucial equipment. Resupply your allies. Fix the thing, then fix it again. You keep the machines running, the tanks firing, and the war effort moving forward.
- MAX:** Step into your Mechanized Assault Exo-Suit (MAX). Cannons for hands, armor for flesh, and a disposition to match, you are a walking mass of nigh unstoppable death.
- **OUTFIT TEAMWORK:** Join or form your own Outfit, a like-minded group of soldiers who train together day in and day out. Whether a small rapid response team or a massive clan, Outfits are vital to each empire's strategic organization.
 - **VEHICLES & WEAPONS:** Train and equip your soldier how you want, with a huge array of weapons and vehicles which can be extensively customized by preference or purpose, using attachments, upgrades, and add-ons earned in the war.
 - **PLAY FOR FREE:** PlanetSide 2 is free to play with optional in-game purchases.



Title: PlanetSide 2
Genre: Action, Free to Play, Massively Multiplayer
Developer:
Daybreak Game Company
Publisher:
Daybreak Game Company
Franchise:
PlanetSide
Release Date: 20 Nov, 2012

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Minimum:

OS: 64-bit Windows 7 or later

CPU: Core i5-760 or better / AMD Phenom II X4 or better [Quad-core CPU]

Memory: 6 GB RAM (64-bit)

Hard Drive: 20 GB free

Video Card: nVidia GeForce GTX 260 or better / Radeon HD 4850 or better

DirectX®: 11.0

English, German, French, Italian







#Pros and cons#

Epic, unique, one of a kind. It's 2017 and still no game like this one.

A war, vast worlds, playground, massive battles (and also opposite), variety, tactical, outstanding.

A war, free2play but no child's playground.

Well in a chaotic massive battle everyone could find his role and spot.....

Teamwork, lone wolf, support, scout, infiltrator, cloaked bugger, jetpack flank warrior, mechwarrior, tank force, air force, gatherer...

Unforgiving, complex and overcomplicated.

Outstanding deep ballistics.

Very very slow progress to unlock this and upgrade that, add these and fully uncap those.

Grind or die, grind to win, play or pay.

Anyway time is money. Free2play can turn into the most expensive game by far, by far. No respects, no refunds.

Brainer. One way or another?

Yea, teamwork, leadership and tactics, that's what matters,

well you will be facing the most equipped warriors and platoons over n over, also you will be swarmed...,

and well the factions and powers are kinda unbalanced and varied on purpose here and there,

so you will be facing some OP \u2665\u2665\u2665\u2665 over n over. A war.

Well yea mostly everything has a downside. Challenge, outsmart, tactics.

One faction population decrease, the faction can be outnumbered. A swarm. Depending on server, can happen often.

Limited numbers, sometimes queues to one world. At least playing underpopulated faction kinda prevents you from queues.

Membership has priority.

#Honorable mentions#

CPU demanding (average GPU is enough).

Dont expect 120+++ FPS, stable FPS

Beside ingame, you can edit config file for performance, visual clarity, FOV, etc.

Stuck in queue? Just try reenter the queue or "Join Combat" button every 1-2mins, should help.. Great game with incredible large scale battles, or small 10 on 10 fights for a small outpost. Great weapon diversity and abilities which and unique dynamics to each fight. Would highly recommend everyone to try it for free.. I have a few hours logged and it is by far my favorite game.

I may drift away for a bit but I always come back. This is everything you want in a war game. You can change a battle by yourself or roll over your enemies in a 40 man platoon. I grinded almost everything out f2p but ended up buying some camos so I could look sexy when I killed people.

. Old review below.

Oh man, Planetside... Where do I even start with you?

Okay, let's start with the noticeable stuff first:

- The abyssmal performance:

The performance has been quite bad since launch. After years of patches, it still hasn't really gotten any better. The one trick they pulled was to label the old "high" settings to be the new "ultra" settings. I think you can see where this is going...

- The weapons:

A billion iterations of every weapon there is, with little to no differences between the guns themselves. Originally the factions were designed to have strengths and weaknesses. Now there are guns which every faction can use, which have no apparent weakness.

- The lags:

Oh god, the lags. Dying behind corners is pretty normal here. Also, other forms of glitching around, bad pop-in (like literally other players popping in 2 metres in front of you... yes, enemies aswell)

I could list several additional problems this game has, but I'm just tired. There is no hope here,

OLD REVIEW:

The game can be quite frustrating at the beginning until you get the ropes. Then it starts to be increasingly more fun. I'd recommend getting into an outfit as soon as possible and participate in their squads, it will enhance your experience.. I have 4 fps in the menu.

. You thought Battlefield was war. You were wrong.

This is war.

Battles with hundreds of people fighting on each side in Combined arms battles with air and land vehicles across maps that are more than 100 square kilometres. Grab your 980ti and hold on tight, because you're in for a treat.. Planetside is a great game, but it's dying. It may not be the most graphically stunning or on par with more modern FPS open battlefield shooters but it has it's own flavor with its varying fights. Although people whine and complain about P2W because it's a F2P game thats not true, all weapons are to be used in their own way and Environment. Cross faction balancing is pretty good, seems one faction has better weapons? They really don't, theres always a downfall between factions.

The NC are hard hitting and close quarters, weapons with a high damage but low rate of fire is their specialty. At distance they are weak but if they get close they hit like a truck. One MAX unit with dual shotguns can quickly make way for allied units behind it and clear out the most clustered of areas.

The TR are fast firing and large ammo capacity, their weapons fire faster and need to reload less, at medium range with controled fire these guys can easily become the lead flinging harbingers of death. One heavy can easily clear a room of unexpecting enemies in one long spray of fire.

The VS are fast reload and almost no bullet drop (Damage drops at range still), Their bullets travel straight so no need to compensate for drop and coupled with a fast reload to get that last needed round downrange, Watch out for Vanu snipers, they can easily drop a man from long distance without the need to take extra time to gauge how high they need to aim.

I've been on every faction and have heard the many complaints about other faction weapons being too overpowered, or their weapons too underpowered. They are just not using their weapons properly or don't know how to control them. Same with faction specific vehicles like Light Aircraft and Heavy Tanks.

Planetside is a good game to try and very fun to get into when you learn the game mechanics of bullet drop, bullet travel, Nanites, Weapon Effectiveness, and squad strategy. The devs were even nice enough to throw in kolyr which used to be a place for new people to get used to the game mechanics in, but now is a great place to test and understand new weapons.

The planetside community is still active, we just need new players to liven up the servers a bit more. Most of us are willing to help and there are plenty of open outfits for you to join. A lone wolf does not hunt as effectively as a pack.. It's a decent game if there's a lot of players, but the PC version is dying, over the last week I've been on the U.S. West servers and there's never more than 75 people on, for one whole night there was only 3- 8 players at a time. If you want to play this game and enjoy it try it on a console, I played on PS4 periodically for the last year or 2 and it's always had a much larger player base during that period. I played this game for 75 days (that is 1800 hours) so far. I'm beginning to get into it.

Really love this game! Its fun and entertaining... ESPECIALLY when you have a fun outfit who loves to pull jokes and pranks on eachother and enemys alike!

Tips to new players:

- 1: Keep calm and respawn.
- 2: You WILL die ALOT!
- 3: Practice your aim, it gets better with time\experience.
- 4: Work Together! Its a TEAM game!
- 5: No weapon is the same as the other, they each have their own Strength's!
- 6: Black and gold weapons are EXACTLY the same as their standard variant! They also cost real money.
- 7: Learn your Keybindings! It Helps Alot!
- 8: Pick smaller fights untill your used to the game mechanics!
- 9: If you can see them you can kill them!
- 10: Be RESPECTFUL!!! If you are, others will be more willing to help you! Dont be afraid to ask for help, EVERYONE needs help!

These are the general tips\tricks\rules I live by! In any game!

If your on faction VS (vanu) on server Emerald, My name is DrunkenVS

Please, Have a good day and Have fun!

2V18V2017 Edit: Some of my outfit\platoon mates gave me some ideas as to what to put for the 10 things as I could only think of about 4 on my own :P

So thanks to them to make this review entirely possible!

3V1V2017 Edit 2: a few more tips for you are

- 1) dont run infront of your allies that are shooting, go behind them so you stay out of their line of fire.
- 2) use the terrain around you for cover.
- 3) if your a Heavy Assault turn you shield on when entering cover, even if your not being shot at. reason is this is a CLIENT side game if you can see them, you can shoot them. so if your in cover they may still see you out of cover for a short time after because they havent recieved the info from you yet. so use the addage of "I can see you, I can shoot you" the same goes for the other players aswell
- 4) Don't go straight for the enemy UNLESS you have several teammates with you. Try your BEST to FLANK the enemy. don't attack them head on. come at them from the sides, above, or even behind them, if one tactic dosen't work... Try something else. the fight is dynamic, just like you! 5) Finally, LEARN the strengths and weaknesses of your weapons, it WILL take time.

P.S. Feel free to add my on steam or PS2 (ingame) the name i listed is my primary although if you want i can tell you the others via PM or steam chat.

P.P.S. I added some tips my teammates and friends gave me. some others on Youtube, like Wrel (Dev) Nico101, Joshino, and others have also said some of these tips. If you want to know more about the game look them up on youtube Especially Wrel, as he's a developer. Nico101 I'd recoment to Older audiences, as there is some "Humor" that younger audiences may find offensive or dont understand. (he and his team swear a bit aswell) i do squad ops with them and its mostly moments of WTF?! and general fun. Joshino and Wrel are a great choice to see if you want to Learn more about the game, its mechanics and also for general info\guides for weapons or tactics.

Now all this is simply my PERSONAL opinion, while i agree that some others may not agree with me, i hold my opinions of the game and the players in fair judgment.

Also, if you have any ideas for tips\tricks\unspoken rules\etc. post them in the comments. I will add them to the list and give you credit. feel free do discuss this game in comments below. Happy Gaming everyone!. I love this game! I play it on the PS4 a lot more than I should, honestly! It's a great game for those looking for a big open battlefield! 7V10, would play again.. This is an amazing free shooter, one I would gladly pay a one time fee for. As there isn't, I've supported the developers by buying membership when I can (which has neat perks too)

Think a mix between Starcraft, Halo CE and Battlefield 2142. The result is PlanetSide 2. I am literally flying planes in real life yet I still can't fly in this game... but aside from that it's the best game ever!! :D. Best free 2 play game I have ever played, it actually feels like a battle in a war, there can be sooo many players in one place at a time it's really fun and unique unlike other games and it's also free so no reason why not to get it.. I think anyone who likes multiplayer FPS games should at the very least try out PlanetSide 2. This is a very special experience, I can't think of another FPS that is as ambitious, varied, and outrageous in its dedication to all out chaotic war as this game. Thousands, and I mean thousands of real people at sitting at their computers all across the world battle in this never ending sci fi conflict from a first person perspective, all in glorious real time, and for the most part, it works. It's astonishing to stare across a field at a giant group of advancing enemy infantry, easily larger than even the largest Battlefield server, snap to iron sights, and fire into the group and score a kill, only to get run over from behind by one of a hundred tanks cresting over the hill, firing in all directions like maniacs. The game is an MMO, but just the very fact that it still manages to feel like a standard FPS with decent controls and shooting mechanics is a grand achievement. PlanetSide 2 feels, at times, like the perfect game I wanted as a little kid while going 'cpew pew' with dozens of little plastic army men.

Like other MMOs, you can join an outfit (guild) and fight for one of three distinct factions. The scary red space communists (guns are weak but shoot fast), the freedom loving space Americans (guns are strong but shoot slow), and the spiritual xenophile space hippies (laser guns). These factions are engaged in an eternal conflict over several continents, and the game centers around various control points. Choose a class ranging from the vital medic to the jetpacking Light Assault and help out your team crush the enemy forces. The size of each continent is mind boggling, and while large stretches are usually unused for long periods of time, it is easy to find conflict zones and jump straight in by the game's intuitive map system. See all of those flashing booms? going down there, get in the meat grinder, soldier!

The land and air vehicles are easy to operate, and the infantry controls are familiar if you've played any recent FPS. There is a ton of variety in how the gameplay unfolds. One minute you are firing at distant targets in a barren desert from a tank's turret, the next you could be dropped from a hovering Galaxy troop carrier into the thick of an intense CQB firefight. However, there are definitely long boring stretches of inactivity like in other MMOs, boring car rides or endless sprints to the objective that can become pretty grating over time. Thankfully, you can always kill yourself to respawn somewhere closer, or spawn on a mobile spawn truck known as the Sunderer, so if you're an impatient type action is never too far away.

The game unfortunately isn't perfect. Performance is all over the place, despite having a good system expect things to slow down in some of the more hectic combat moments, which is expected since the game is trying to render hundreds of people shooting each other. The F2P system isn't too bad, the starting guns are definitely viable in combat, but in order to get another weapon or even to unlock a new attachment can feel very grindy at times. Players who spend a ton of money will definitely have an advantage over you in a 1v1 situation since they have access to more gadgets, scopes, etc. than you do, but since the battles are so chaotic and packed with people, this is rarely an issue.

PlanetSide 2 is an ambitious game that truly makes you feel like you are a small cog in a giant sci fi battle. I feel as if many multiplayer FPS games are becoming more and more obsessed with making every player feel like a cool guy special forces operator, but PlanetSide 2 basically says, 'You don't matter, you're one of hundreds of dumb grunts running around and you are most likely going to die real quick.' I really enjoy this and I wished more developers would work towards making a similar MMOFPS like this of our dreams. Imagine an MMOFPS set in Europe during WW2 (Not that Heroes and Generals), now that would be something I really like. Imagine Allied forces landing in player controlled LCVPs, while Axis Luftwaffe strafe the beaches, and Panzer divisions massing for a counter attack. Now THAT's my dream video game.

PlanetSide 2 is definitely worth trying out, it's free, so why not?

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