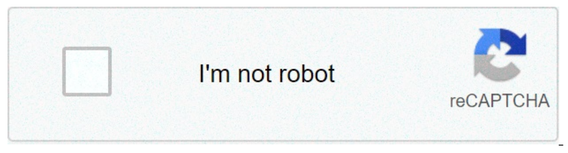

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First stage is very tough because we don't understand the given keys and way to control mouse cursor. There is no DLC available for this series because everything will be perfect, which I am going to provide the link.Just enjoy it to have some fun in your boring life and at many purposes that will help people for playing many other games in their computers, Mac and laptop. System Requirements MINIMUM: Requires a 64-bit processor and operating system OS: 64-bit: Windows® 10 (latest updates) Processor: Intel Core i5-3550 / AMD FX 8150 Memory: 4 GB RAM Graphics: NVIDIA GeForce GTX 680 / AMD Radeon HD 7850 DirectX: Version 11 Storage: 50 GB available space Sound Card: DirectX 9.0c Compatible sound card Additional Notes: At least 2GB DDR Video Memory Requires a 64-bit processor and operating system OS: 64-bit: Windows® 10 (latest updates) Processor: Intel Core i7 3770 / AMD FX-8350 Memory: 8 GB RAM Graphics: NVIDIA GeForce GTX 970 / AMD Radeon R9 290X DirectX: Version 11 Storage: 50 GB available space Sound Card: DirectX 9.0c Compatible sound card [500 MB Parts] Download LINK :- Click Here (1.5GB Parts) Download Link :- Click Here Written And Post By Dhruv Gaming... 2019 professional wrestling video game WWE 2K20Cover photo featuring Becky Lynch and Roman ReignsDeveloper(s)Visual ConceptsPublisher(s)2K SportsSeriesWWE 2KPlatform(s)Microsoft WindowsPlayStation 4Xbox OneReleaseWW: October 22, 2019Genre(s)SportsMode(s)Single-player, Multiplayer WWE 2K20 is a professional wrestling video game developed by Visual Concepts and published by 2K Sports. It was released worldwide on October 22, 2019 for Microsoft Windows, PlayStation 4, and Xbox One.[1] It is the twenty-first game in the WWE game series and the seventh under the WWE 2K banner. The sequel to WWE 2K19, 2K20 is the first game in the series to not be developed by Yuke's, which developed every entry in the series since its inception in 2000. They were replaced by Visual Concepts, who had previously worked with Yuke's as co-developers. WWE 2K20 received negative reviews, with critics noting a regression in quality compared to its predecessor. The game has since gained notoriety in both the wrestling and gaming community for its many bugs at launch and technical issues. The game's successor, WWE 2K Battlegrounds, was released in September 2020 to mixed reviews. Gameplay Game modes WWE 2K20's 2K Showcase mode revolves around the Four Horsewomen of WWE (Bayley, Becky Lynch, Charlotte Flair and Sasha Banks).[2] Players take control of different unique models of Bayley, Banks, Lynch & Flair, in 15 matches. The 2K Towers mode, first introduced in WWE 2K19, made its return to the series.[3] WWE 2K20 features a female MyCareer story alongside its male story, the first for 2K. (Previous THQ games had female career/stories)[4] The WWE Towers Mode Returned, with one of the towers centered around Roman Reigns, with matches with unique commentary from Extreme Rules in 2013 to Stomping Grounds in 2019. Release WWE 2K20 is the first game in the series to be solely developed by Visual Concepts; previous entries were co-developed by Yuke's.[5] Eminem was reported to be curating the soundtrack of the game early in development, but talks with the rapper fell through after the news was leaked before it was made official.[6] On August 5, 2019, 2K announced WWE 2K20, with a trailer announcing Becky Lynch and Roman Reigns as cover stars.[7] In the trailer, it features various WWE Superstars & Legends attending a party at a huge mansion, before it's interrupted by Lynch crashing through the glass ceiling. Lynch then apologizes to the mansion's owner, who is revealed to be Hulk Hogan. Lynch then turns around to face Reigns, who soon praises her for the scene, before then revealing them as the cover stars and the tagline "Step Inside". This marks the first game in the WWE 2K series to feature a female cover star (most recently, THQ's WWE SmackDown vs. Raw 2007 featured Torrie Wilson on the NTSC cover of the game), and the first game since WWE All Stars to have more than one cover star. The collector's edition was themed around the 20th anniversary of WWE SmackDown, including a signed card that featured a signed plaque from either Kurt Angle, Edge or Rey Mysterio, and a plaque featuring a piece of the SmackDown 2002 - 2008 ring mat.[8] Post-release content Four expansions were released for the game as downloadable content under the banner "WWE 2K Originals", which include Showcase episodes, arenas, and character skins and accessories based on fantasy settings.[9][10] All DLC expansions (except for "Bump in the Night") were made available as part of a season pass, while the season pass was bundled with the deluxe and collector's editions of the game.[11] The first, "Bump in the Night" (which was also included as a pre-order bonus), is a horror-themed expansion centered upon Bray Wyatt's "The Fiend" persona,[10][12] the second expansion "Wasteland Wanderers" is a dystopian-themed expansion centered upon Seth Rollins,[13] the third is based on WWE's digital series Southpaw Regional Wrestling (a parody of local wrestling promotions in the 1980s),[14] and the fourth, "Empire of Tomorrow", carries a futuristic theme and a focus on female characters.[15] Reception ReceptionAggregate scoreAggregatorScoreMetacritic(PC) 43/100[16](PS4) 43/100[17](XONE) 45/100[18]Review scoresPublicationScoreGameSpot2/10[21]GamesRadar+[19]IGN4.3/10[20]Shacknews3/10[22] Following the departure of Yuke's, WWE 2K20 received "unfavorable reviews" on all platforms according to review aggregator Metacritic.[16][17][18] Reviewers criticized the physics, graphics, targeting, change in controls and the numerous glitches.[23][24] Brian Mazique of Forbes stated that "while a few of the legacy strengths such as the creation suite are still strong, the most important part, the gameplay is in a bad place."[25] For IGN Brian Fowler said the game was a "mess", and that the game's quality had degraded since its predecessor, and many of the character models looked like they had "crawled out of a PS2-era wrestling game."[20] GamesRadar+'s Ben Wilson gave the verdict that "WWE 2K20 plays like a work-in-progress demo that's yet to be stress-tested - but there's a decent game somewhere under the hot mess."[26] Writing for GameSpot, Richard Wakeling criticized the MyCareer mode, the new control layout and the numerous technical issues, and declared as the worst of the WWE 2K series, and the moment the series "hit rock bottom."[21] The game received notable backlash on social media platforms, where the hashtag #FixWWE2K20 began trending.[27] Many players, who purchased the collector's edition, revealed that their art card was not signed, with Edge & 2K immediately sending the editions back for re-signs. At the start of 2020, the game was rendered almost unplayable due to a "Y2k20" bug.[28] WWE 2K20 was named among the worst games of 2019 by IGN,[29] Metacritic,[30] Mint[31] and PlayStation Universe.[32] The game was among the nominations for WrestleCrap's Gooker Award for the worst gimmick, storyline, or event in wrestling in 2019, losing to the main event of the Hell in a Cell pay-per-view. The site noted that Hell in a Cell having WWE 2K20 as its presenting sponsor may have foreshadowed the show's quality, remarking that "seeing the Gooker winner being sponsored by the second runner up for the award is a whole new rancid territory."[33] Series future In April 2020, former WWE video games writer Justin Leeper reported that the successor to WWE 2K20, WWE 2K21 had been cancelled. The decision was made due to the impact of the COVID-19 pandemic on the video game industry and the poor sales and reception for 2K20. Leeper would go on to state that 2K would publish a different WWE game in 2020, while WWE 2K22 will be released in 2021 for current gen consoles and "probably" PCs.[34] In April 2020, during WWE's 1st Quarter Earnings Call, WWE Chairman Vince McMahon was asked if 2K21 was cancelled, before he then turned the question over to WWE CFO, Frank Riddick, who revealed that the game was cancelled. On April 27, 2020, 2K announced the spin-off title WWE 2K Battlegrounds, which was released on 18 September 2020 to a mixed reception.[35][36] References ^ Artus, Matthew. "Becky Lynch, Roman Reigns unveiled as WWE 2K20 cover Superstars". WWE. Archived from the original on August 5, 2019. Retrieved August 5, 2019. ^ "WWE's Four Horsewomen Will Star in WWE 2K20's Showcase Mode". WWG. Archived from the original on August 6, 2019. Retrieved August 21, 2019. ^ "WWE 2K20 Game Features". WWE2K. Archived from the original on August 6, 2019. Retrieved August 21, 2019. ^ Aguilar, Matthew. 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External links Official website Retrieved from " 2American video game publisher 2KTypeSubsidiaryIndustryVideo gamesFoundedJanuary 25, 2005; 16 years ago (2005-01-25) in New York City, USHeadquartersNovato, California, USKey peopleDavid Ismailer (president)Phil Dixon (COO)Melissa Bell (SVP, head of global marketing)Products BioShock series Borderlands series Civilization series Mafia series NBA 2K series PGA Tour 2K series WWE 2K series X-COM series ParentTake-Two InteractiveSubsidiariesSee § StudiosWebsite2k.com 2K is an American video game publisher based in Novato, California. 2K was founded under Take-Two Interactive in January 2005 through the 2K Games and 2K Sports labels, following Take-Two Interactive's acquisition of Visual Concepts that same month. Originally based in New York City, it moved to Novato in 2007. A third label, 2K Play, was added in September 2007. 2K is governed by David Ismailer as president and Phil Dixon as COO. A motion capture studio for 2K is based in Petaluma, California.[1] History On January 24, 2005, Take-Two Interactive announced that it had acquired Visual Concepts, including its Kush Games subsidiary and the intellectual property of the 2K sports-game series, from Sega for US$24 million.[2][3] The following day Take-Two Interactive established the 2K publishing label, consisting of the sub-labels 2K Games and 2K Sports, with the latter focusing on sports games.[4][5][6] Several of Take-Two Interactive's development studios—Visual Concepts, Kush Games, Indie Built, Venom Games, PopTop Software, and Frog City Software—became studios of 2K, and Take-Two Licensing was merged into the new label.[7] On January 21, 2006, a fire heavily damaged the administration and marketing portions of 2K's offices.[8] In June 2007 2K announced that they had closed their offices in New York City and would move to a new location on the West Coast, namely Novato, California.[9] On September 10, 2007, Take-Two Interactive announced that they had struck a partnership with Nickelodeon on publishing games based on their licenses.[10] Alongside this announcement, Take-Two Interactive introduced a third 2K label, 2K Play, to focus on casual games.[11] Through this opening, 2K absorbed all assets of Take-Two Interactive's budget-range publisher Global Star Software, including the game Carnival Games, the studio Cat Daddy Games, and games based on Deal or No Deal.[12] On May 4, 2017, 2K's co-founder and until-then president, Christoph Hartmann, announced that he had stepped down from his position.[13] Hartmann had worked for Take-Two Interactive for roughly 20 years, but did not state a reason for his departure.[14][15] He later joined Amazon Game Studios in August 2018.[16] He was succeeded by previous chief operating officer (COO) David Ismailer later in May 2017.[17][18] The role of COO was filled by Phil Dixon, formerly of Betfair, in November 2017, and Melissa Bell was hired as senior vice president and head of global marketing in April 2018.[19] On September 25, 2018, 2K announced 2K Foundations, a program that would "support underserved communities across the nation by refurbishing basketball courts in neighborhoods that need them the most". Microsoft will also partner with 2K to establish Xbox One S gaming-stations at these courts. 2K Foundations planned to refurbish 12 basketball courts in several cities across the United States (including Cincinnati, Baltimore, Los Angeles, Chicago, and Cleveland) within its first year.[20][21] 2K acquired HB Studios in March 2021, who previously developed PGA Tour 2K21 and The Golf Club 2019 featuring PGA Tour under 2K Sports' publishing labels. The acquisition includes the rights to the PGA Tour games, which have the official endorsement of the PGA Tour itself.[22] Additionally, 2K announced they had secured a contract with Tiger Woods, who had previously been a key figure for Electronic Arts' PGA Tour series, as an executive director and consultant for future 2K PGA Tour games as well as his likeness for the games.[23] Also in March 2021, 2K acquired the games division of HookBang based in Austin, Texas, which had supported work on the NBA 2K series in the past. The division was relocated to a new Austin location and rebranded as Visual Concepts Austin to continue support for that series.[24] Labels 2K Games 2K Sports 2K Play Studios 2K Chengdu in Chengdu, China; founded in June 2011.[25] 2K Vegas in Las Vegas, Nevada, U.S.; founded in 2006 as 2K West, rebranded in 2013.[26][27] 31st Union in Silicon Valley, California, U.S. and Valencia, Spain; founded in 2019.[28][29] Cat Daddy Games in Kirkland, Washington, U.S.; founded in 1996, acquired in 2003.[30] Cloud Chamber in San Francisco Bay Area, U.S. and Montreal, Canada; founded in 2019.[31] Firaxis Games in Hunt Valley, Maryland, U.S.; founded in 1996, acquired in 2005.[32] Hangar 13 in Novato, California, U.S.; founded in 2014.[33] HB Studios in Lunenberg, Nova Scotia, Canada; founded in 2000, acquired in 2021.[23] Visual Concepts in Novato, California, U.S.; founded in 1988, acquired in 2005.[4][34] Defunct 2K Australia in Canberra, Australia; founded in 2000, acquired in 2006, closed in 2015.[35] 2K China in Shanghai, China; founded in May 2006, closed in November 2015.[36][37] 2K Czech in Brno, Czech Republic; founded in 1997, acquired in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou, China; founded in 2007, closed in November 2016.[39][37] 2K Los Angeles in Camarillo, California, U.S.; founded as Kush Games in 1998, acquired in 2005, closed in 2008.[40] 2K Marin in Novato, California, U.S.; founded in 2007, closed in 2013.[41][42] Frog City Software in San Francisco, U.S.; founded in 1994, acquired in 2003, closed in 2006.[43] Indie Built in Salt Lake City, U.S.; founded as Access Software in 1982, acquired and renamed in 2004, closed in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 1997, acquired in 2006, closed in 2017 and succeeded by Ghost Story Games.[44] PAM Development in Paris, France; founded in 1995, acquired in 2005, closed in 2008.[40] PopTop Software in Fenton, Missouri, U.S.; founded in 1993, acquired in 2000, merged into Firaxis Games in 2006.[45] Venom Games in Newcastle upon Tyne, England; founded in 2003, acquired in 2004, closed in 2008.[40][46] Games published Main article: List of 2K games References ^ Wagner, Kurt (September 16, 2016). 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