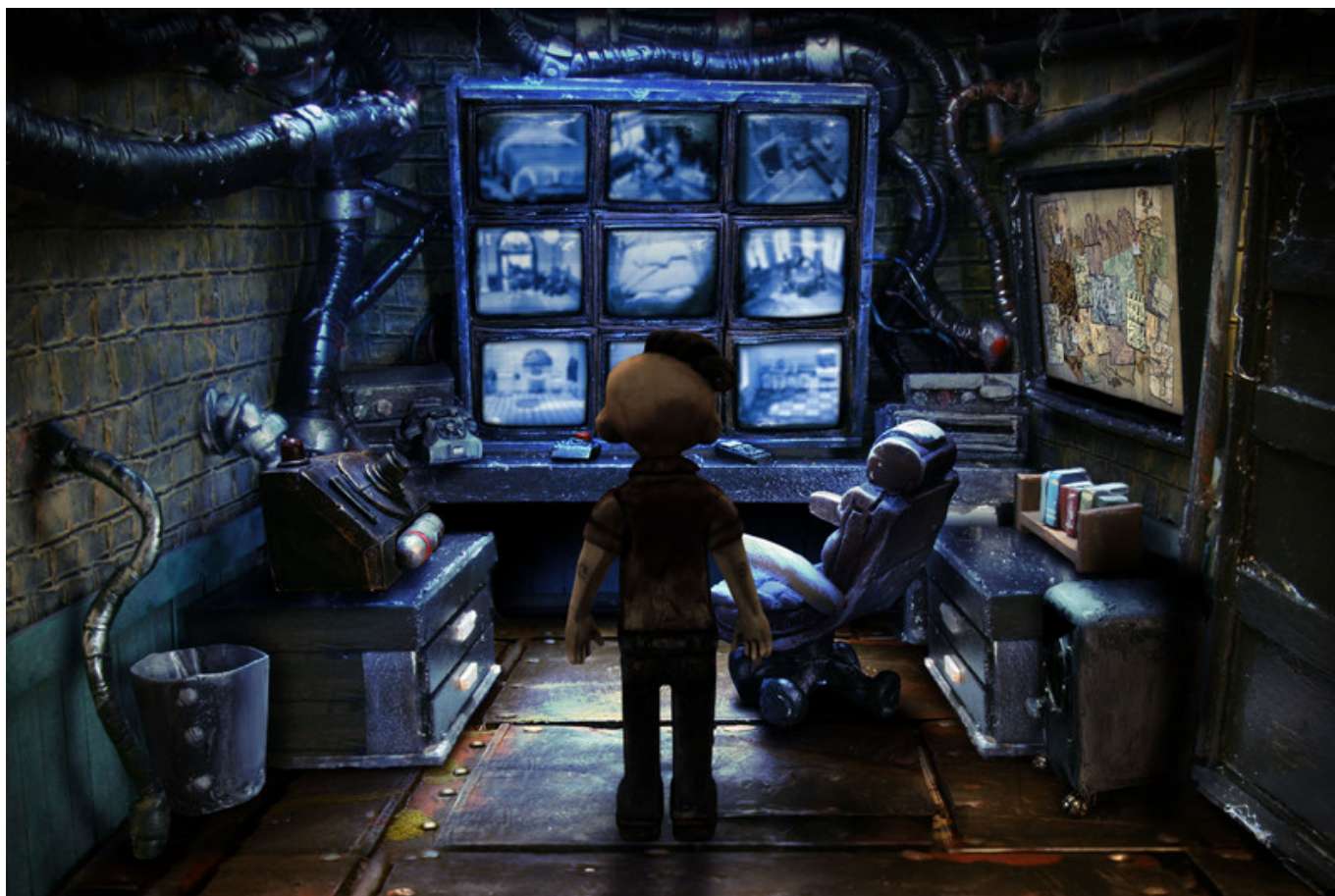Euro Truck Simulator 2 - Italian Paint Jobs Pack Download Dlc

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About This Content

Customize your truck with your country flag! A choice of four unique paint jobs will come handy if you feel you need to show your affiliation...

- Gondolier

- Arcimboldo

- Italian Flag Metallic

- Italian Flag Decal

All of these themes are applicable to any in-game truck except for 8x4 chassis configurations.

Title: Euro Truck Simulator 2 - Italian Paint Jobs Pack
Genre: Indie, Simulation
Developer:
SCS Software
Publisher:
SCS Software
Release Date: 4 May, 2016

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Minimum:

OS: Windows 7
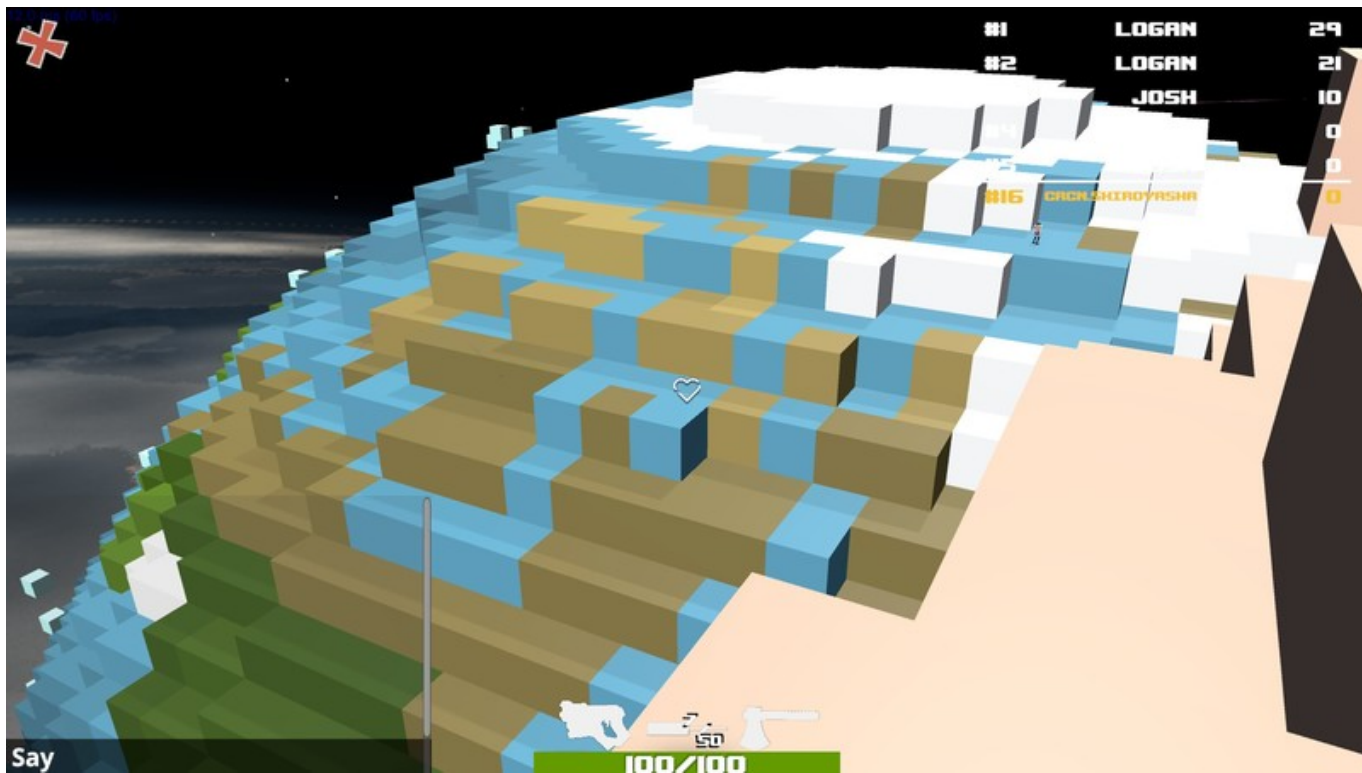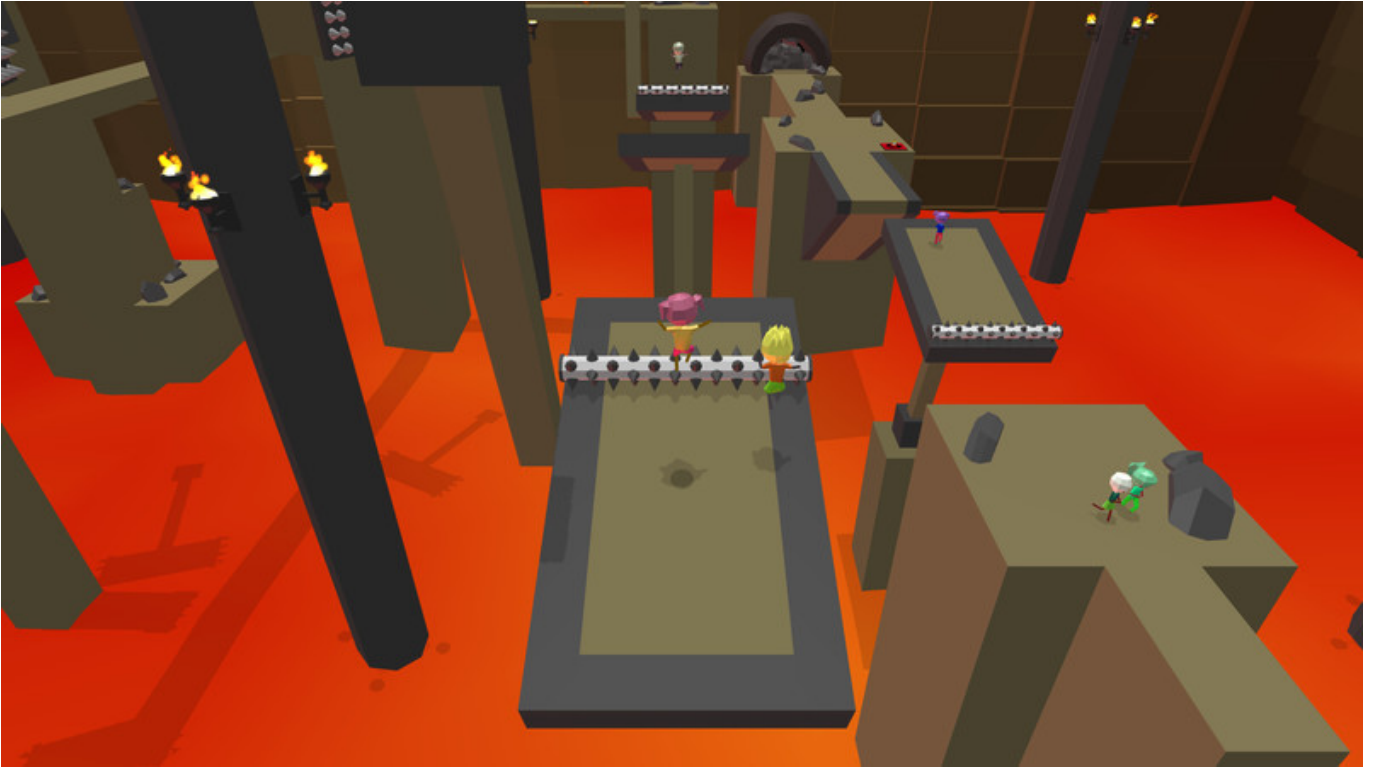
Processor: Dual core CPU 2.4 GHz

Memory: 4 GB RAM

Graphics: GeForce GTS 450-class (Intel HD 4000)

Hard Drive: 3 GB available space

English,German,French,Italian,Korean,Simplified Chinese,Russian,Japanese,Portuguese,Polish,Danish,Dutch,Finnish,Norwegian,Swedish,Hungarian,Czech,Romanian,Turkish,Bulgarian,Greek

#I
#2

#I6   CACK,SHIROYASHA

Say

IOO/IOO

Bejeweled is a classic game that never stops making you come back for more. Each Bejeweled is practically the same and delivers the same amount of fun in each. The goal of the game is to switch around a certain amount of jewels to put together a series of 3 or more in a line to make that line or set disappear. The graphics are perfect for the game. The sounds in the game can feel repetitive at times. The overall gameplay of the game is awesome and really burns some time for when you have time to spare. There are endless stages it feels like. Each level of the bejeweled series has its own tricks and treats for you to enjoy. I highly recommend playing these and getting any of these great Bejeweled games when you have a chance. I love playing them and these are highly recommended for anyone working in the office or at home. I love this series and i know you will too!!. it might sound a little early, 0.4 hours on record but this game gives a big impression in such a short amount of time.

it is al about speed.. yes speed, not a game where you need to use extreme violence

it might sound stupid but all you even need more is perfection and memory, if you don't memorize the level you just played well... let god be with you.

the graphics are pretty well optimized (ahum i play with a beast of a computer but...) the levels are pretty light weight with almost no actual gigantic super detailed objects (unless you start to play against zombies)

i did not try the harder levels yet.. but it seems they are pretty hardcore and it will be difficult to complete

co-op mode is currently in development, so i am excited to see what this brings with it

the somewhat cons about this game:

sometimes the sort of rocket turret fires a invisible rocket at you without you noticing it, so when that happens you're pretty much screwed (happened to me a few times)

when on a zombie level there are some un-optimized parts where my fps would drop back to 44 fps (on ultra) but will shoot back up if i look away

you better don't try alt-tab yet because that screwed my gameplay already 4 times (not correct positioned game screen which causes you to like sort of miss aim to the button to click on it)

and.... that's about what i can complain about this game, i recommend this game for people who like speedrunning!
. I wish I mustn\u00b4t give this a negative review, but it is how it is, a (pretty much crappy) dress up, where most of the players thought they could use the character created in the main game. Also it is very hard to find. So I\u00b4m sorry but I have to give this review.. Excellent corridor shooter.
Convenient control and shooting.
The variety of weapons was pleased.
The game reminded the good old Quake.
In this game and in truth a good time.
It is a pity there is no card.. I want to like this game, I really do, but this is one of those games that was obviously meant to be a free-to-pay mobile game that made you spit out cash to avoid the grind, and therefore, made the grind insufferable.

The main game mode is a deck-building collectable card game, the sort of which you've seen a thousand times ever since Magic: The Gathering became popular. You have a 20 card deck, all of which are creatures (but you can "assist" by playing creatures on other creatures for a power-up) draw either 6 or 10 on your first turn, and generally win in something like 4 turns if you're going to win at all. There are no lands or other thing that keeps your ability to play game-ending cards in check until later turns, and you get "MP" per turn based upon completely arbitrary settings after you select your deck, so you have no idea if you'll be MP-starved or under powered until after the game starts and it's too late to do anything about it. Also, the game has three factions (basically "suits") that are powered up by placing cards of their suit on one of the five slots. These can triple card strength, so you basically have to play cards of those suits to win, and these are also hidden from view until after you have selected your deck, so screw you if you have a Kells-heavy deck and they say only cyber slots are allowed.

There is a story mode that doesn't really matter that explains why there are three factions (that only matter in terms of slots in the card game) in this game that are hypothetically fighting somewhere in the background, although they all seem not to be doing any fighting of anyone but you, even when you're on their side, so this supposed war is more of an informed attribute. Supposedly, demons have been unsealed and are fighting humans for control of the Earth, and so are gods\/angels\/"kells" (the name is inconsistent), because it's time for a Millenium War. Besides that supposed war, however, nearly all the major players are aliens that aren't on any of the three sides, and there are so many non-aligned super-high-tech alien factions it makes you wonder why they bothered making the factions involve angels that don't seem to do anything instead of the various high-tech alien supercomputers that all appear as nearly-naked women "because it helps you deal with them".

The story mode is slow and tedious. You can beat the first few chapters effortlessly with your starter deck, which is really saying something in a game so focused upon grinding. You have to sit through far too much excuse plot for a game that basically amounts to pantomiming out exploration over a single still image of background before being told to fight another mook-slaughtering battle.

But don't worry, you can take time out from this to explore dungeons to grind gold and dungeons-only experience that is used for... more exploring of dungeons! (Yes, story mode and dungeons mode have different experience bars...) In the dungeons, you can "explore" by clicking... which makes you go to a room identical to the 200 before it, and maybe make some coins or experience or a random encounter pop up. There is also a stamina bar. If the stamina bar runs out, you need to either wait for 10 minutes to keep going or you can use stamina potions that you get by paying out gold that you gain in dungeons by exploring to buy potions to use to keep exploring dungeons to gain the gold you need for those potions.... Yeah, they didn't think this one out too well when they converted it out of free-to-pay mode.

Dungeons also have random encounters. Sometimes, there's a random creature from a card that you can add to your inventory by hitting the "recruit" button, and letting another random roll determine if you succeed. You can also "improve your odds" by using more items you can buy with gold you get from dungeons, but not if you want to still have enough gold to afford your stamina potions to keep exploring dungeons for more gold!

Random encounters in dungeons can also include challenges to commander battles. These are supposedly like some sort of two-player Minesweeper, according to the tutorial, where you search to uncover items that you can use to attack the enemy creature. It sounds fun and different and a good breath of fresh air from playing the same card battles or story mode, which is why it's a real pity it's impossible to play them. Yes, they crash the game every time because of some problem the devs\/translation publishers can't solve that involves a game that may as well be a Flash game for some unfathomable reason not being able to keep its memory consumption down below 16 GB, so it crashes your game every time.

Hence, you get to enjoy dungeon crawls where you have to say "no" to all battles and just grind up gold until you're too tired, then escape the dungeon. It's just as well, by the time you get to level 40 of a dungeon, the boss monsters suddenly spike in difficulty from pushovers you can kill on a starter deck to suddenly having cards with stats 10 times higher than yours, and it's impossible to go further without tons of grinding.

This brings up the next giant problem with this game: You can level up your cards. Hypothetically, this is one of those great solutions to the problem of collectable card games having tons of duplicates when you have a ton of cards; just destroy a duplicate card to make the other cards of that type be slightly more powerful! The problem, however, is that this completely ruins game balance. Just imagine if, in Magic: The Gathering, someone who had played the game 24\/7 since the game first came out could be able to summon a 1 red mana goblin card that was 20\/20 flying mountainwalk trample rampage3, and you get the idea. The game is built around the idea that you have to grind THIS much to proceed.

With that out of the way, let me describe the online PvP component of this game: There are 0 players waiting in the lobby to play with you. If you create your own room and wait for someone to join it, they will be level 8 fajillion, and have cards that are the same cards (with the same MP costs) as yours, but with 5 digit stats instead of your creatures' 3 digit stats, and anything you do will be completely futile.

Matchmaking doesn't exist because nobody plays PvP because it's broken as Hell. In fact, the game gives you points that builds up towards rewards for losing just to try to beg people to try to play it some.

There's also some goddess mode, but it's apparently been broken for months. \u00af_(\u30c4)_\/\u00af

Oh, right, and the cards... There's some "HP Lovecraft inspired" stuff, by which they mean there's an HP Lovecraft card in your starting deck, plus some dagonites that happen to be girls in swimsuits that get more monsterous and more naked as they evolve.

Right, evolution. Cards have "evolutions", which means playing more of the same card on top of the first card makes it temporarily power up and get bigger numbers. There are also pre-evolved cards, but they cost more MP to play, and are harder to acquire in the first place. Evolutions also generally mean that the cards with girls on them take off more of their clothes.

Cards are 90% female, and aside from blinking, the only animation is disturbing breast jiggle. Not that I'm disturbed by breast jiggle, mind, it's the animation that's disturbing. The girl stands stock-still and then the artist uses the "stretch" tool on her chest to make the boobs inflate then deflate (even if she's wearing armor). If you ARE easily disturbed, though, be aware there are naked 10 year old girls kissing cards.

I wish I could be\u2665\u2665\u2665\u2665\u2665\u2665 but I honestly just don't care enough to want to slog through the boring story mode filled with it's (appropriately) paper-thin cardboard cutout characters and excuse plots and do enough griding of the shallow ends of dungeons to get the sort of deck built up where anything remotely like strategy would ever matter.

Great puzzle game for relax. Five guests, five rooms, five days, five meals. Can you get all the ingredients for a three star rating?

The game is short and the puzzles aren't really that hard, but if you want a three star rating on every meal, you might need to run multiple playthroughs. For a three star rating, order of things matter. Plus you also need to get certain ingredients that are difficult to find or only drop on a specific day.

There's no save slot system, and every room can be entered only once. So if you've missed some optional item, you'll have to restart from scratch. Again, this only matters for a three star rating. Everything is always the same though. Once you know what to do, you can easily finish a run less than an hour.. I expected something lemmings style. The mechanics is quite different, but equally funny.
On the only bad thing is on my ubuntu 14.04.4 it destabilizes steam (I saved dodos, but eventually I had to "kill -9" steam).
Loved this game. Loads of fun. Games don't take long. I played with a large group of friends queueing solo together and we had nothing but laughs. You earn rewards rather quickly. You don't feel like you have to grind out cool cosmetics. Especially good game to get the Discord server together for a night of solo rumble.. It was okay, I just didn't like the look and some mechanics. But it's not a bad game, per se. At least not in my opinion. If you like 4x, I say give it a go at least..
"\u041a\u0432\u0438\u043d\u0442\u044d\u0441\u0441\u0435\u043d\u0446\u0438\u044f
\u0435\u0431\u0430\u043d\u0443\u0442\u043e\u0441\u0442\u0438"

11\/10. Having lived in the Chicago area and being into flying and flight sim I was very dissappointed by the removal of Meigs field both in real life and the flightsim versions. The good new is they have put it back atleast in the sim world and the result is really well done. They not only have done the airport but also the fountain and pavilions which have been missing from every other attempt at the field. makes for a very realistic experience thank you to all involved. Now if they would just put the real one back it would be nice.. It's a good game, but sadly, almost nobody plays it anymore. :(
Price is way too high btw!. I played the intro to the game, where you are attempting to land your rover in the correct landing zone. The first time, I missed the landing zone so I tried again. This time, I positioned my shadow dead center of the target and still missed. when I restarted again, the ground turned white and my computer lagged like crazy. This game is filled with little things that degrade the overall quality of it. First, the graphics are not great, 32 bit + bad animation didn't make the game amazing. The menu screen is very bad; it looks like what you'd normally play on an arcade machine, not a game you spent 8 dollars on. Second, this game is incredibly underwhelming. Knowing that an 8 dollar game usually meant that the game was good, coupled with the not so bad intro video, I had high hopes going into it. Then I was greeting with bad graphics, a menu screen that looks completely 2D and looked like it was made back when computers were the size of bookshelves, and some not so great game play, with the bad animation, and the fact that you cannot move your camera view around and try to adjust your trajectory accordingly. I wish this game was better, because I really liked the premise of it, and that's what led me to buying the game, but it wasn't what it was chalked up to be in the slightest.

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