Rising Storm 2: Vietnam - Homeland Security Cosmetic DLC Crack All Fatal Errors Fixed

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About This Content

Dress like Uncle Ho's watching! Make your families proud (of your dress sense) as you defend the homeland with this exclusive pack of customization items for the Northern Forces.

Contains new customization items for the PAVN and NLF forces:

- Smock with hood down - PAVN

- Smock with hood up - PAVN

- M56 Helmet with NVA flag - PAVN

- SSh-39 Helmet with NLF flag - NLF

- Red Head Scarf - NLF

- Rice Hat - NLF

- Pipe - PAVN & NLF

- Red mask - PAVN & NLF

- Blue mask - PAVN & NLF

- Black mask - PAVN & NLF

- Rocket goggles - PAVN & NLF

Title: Rising Storm 2: Vietnam - Homeland Security Cosmetic DLC
Genre: Action, Indie, Massively Multiplayer, Simulation, Strategy
Developer:
Antimatter Games, Tripwire Interactive
Franchise:
Tripwire Interactive
Release Date: 25 Jul, 2018

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Minimum:

OS: Windows 7 SP1, Windows 8.1, Windows 10 (64-bit versions only)

Processor: Intel Core i3 @ 2.5GHz or AMD Phenom @ 2.5GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 460 or ATI Radeon HD 5850

DirectX: Version 11

Network: Broadband Internet connection

Storage: 28 GB available space

Additional Notes: UNSUPPORTED HARDWARE: 32-bit Operating Systems

English,French,German,Russian,Japanese,Korean,Simplified Chinese

Neighbourhood Necromancer

by Gavin Inglis

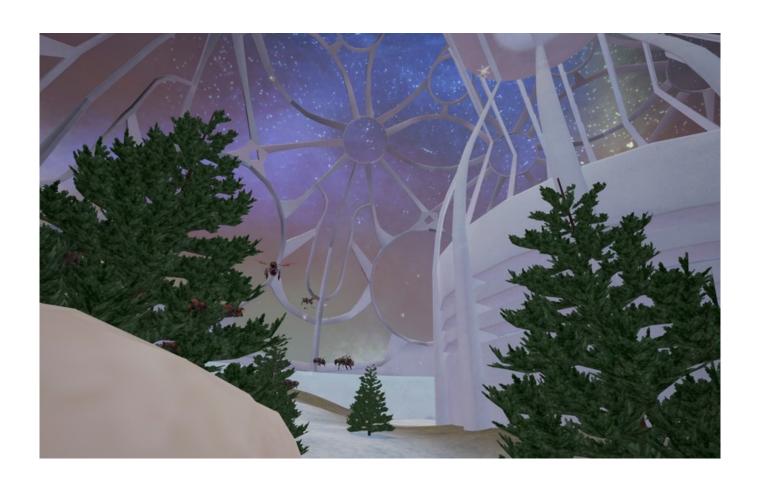Show Stats   Restart   Achievements   Menu

You have to pop out to the corner shop for supplies: milk, bread, skin cream for the zombies, mineral oil for the skeletons, and industrial-strength cleaner for...well, everything. On the way into the shop, you collide with a black-clad figure in big, goth boots. It's Sam, whom you know from school. You feel heat in your cheeks and mutter apologies as you squeeze past.

Is it because you find Sam attractive? Admit it.

- ● Yes, and Sam's a boy.
- ○ Yes, and Sam's a girl.
- ○ I am a solitary necromancer with a secret life. I find no-one attractive.

Next

Province Name	Status	Security	Calamity	# deployed	Trade Guild
King's Home	Prosperous	1000	None	2	✓
Knight Haven	Dangerous	110	Wild Goats	2	✓
Living Isle	Prosperous	1000	None	2	✓
Odaus	Prosperous	1000	None	1	✓
Shining Sky	Prosperous	1000	None	1	✓
Frontier	Prosperous	990	None	2	✗

Possibility of a calamity striking tomorrow

Guild of Victory

Week 58 Day 2 Hour 1:00

Gold 131,221

Guild Rank: Trusted

Game Saved.
Game Saved.
Registration has returned.

Calamity Strikes!

Easy Difficulty
Knight Haven is being overrun by wild rampaging goats! Run for the hills!

Room Target Quality   Apply

TallTale
Bard
Days till return, 14.

Health
Energy
Equipment
Morale
Awareness
Knowledge

Knight Haven   14 Days, 110 Gold   Deploy

Covereth Yourears
Bard
Days till return, 14.

Health
Energy
Equipment
Morale
Awareness
Knowledge

Knight Haven   14 Days, 110 Gold   Deploy

Wrongstory
Bard

Health
Energy
Equipment
Morale
Strength
Awareness
Knowledge

King's Home   14 Days, 110 Gold   Deploy

Registratious
Engineer

Health
Energy
Equipment
Morale
Strength
Awareness
Knowledge

Shining Sky   22 Days, 390 Gold   Deploy

I really think this is a great concept for VR, but currently it is unusable. As another review mentioned, only one of the experiences worked but it had major graphical glitches as was extremely low resolution. I had to ask for a refund in its current state, but I will keep my eye on it and will re-purchase if the problems can be resolved.

As an ancient history buff this could be one of the best uses for VR I could think of, if it were in better shape graphically and had a better control scheme. I would love to come back and give this a positive review in the future, please keep working on it, there is some great potential here.. A very nice little game, with plenty of optical illusions (with brilliant artworks!) and a bunch of levels and difficulty tiers. It's not short, and quite challenging!

When I review games on Steam I seldom make -comparations- with other Flash\/free\/Kongregate games, but I still think that one can not say (as other reviewers do) just like "this is a copy of that game". If this game is beautiful and it's not, of course, an illegal plagiarism, I rate this one and if you want to go on Kongregate (where I'm at an insane level and have been playing there since 10 years btw XD) and play the other one you're free to do it, but I don't think that this could be a reason to downgrade the Steam game.

Even because as I was saying there are of course many optical illusions\/puzzles\/find-the-path games, but this one is unique and doesn't plagiarize anything.

If you can get this one maybe on discount it's relaxing and worth the price :). This is a pretty good real-time tactical wargame set during the American Civil War. You can play individual historical battles or indulge in the game's campaign layer, allowing you to customize your army as you play through an 1861 - 1865 scenario. It is easiest to think of Ultimate General as the ACW Total War game that always should have happened, but never did. The dev behind this studio actually WAS a popular TW modder, which makes the comparison even stronger.

TLDR: Check out John Tiller series (turn-based) or Scourge of War (real-time) if you crave the most realistic wargames currently on the market, however Ultimate General does offer a fun, fast-paced, slightly more straightforward "beer & pretzels" (casual) experience, and even boasts a best-in-class campaign component if that's your thing.

Now, below I'm going to write about this game in much more detail, especially regarding some of the features I find most enjoyable in this genre and how it compares to other popular titles. I think you'll see that UG falls somewhere in the middle of the pack in terms of balancing authenticity and accessibility:

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* AI commanders: This is probably my biggest wargaming pet peeve. With large Corps or Army level engagements, it becomes overwhelming to micro-manage all my forces. This ruins the fun for me in games like Civil War Generals 2 and the Hexwar titles. There's a lot to like with these games, but almost every scenario is tedious and overlong. Unfortunately, UG:CW is also in this vein, as it doesn't have any option to assign certain formations over to an AI general.

* Indirect orders: Despite the above, you do have the ability to issue "extended" orders to a unit, for example a long flanking maneuver where you trace the route of their march with your mouse. They will obey your orders instantly though, while you command with a "God's eye" view of the battlefield. One title very worth comparing here is Scourge of War (Gettysburg, Chancellorsville, Antietam), which allows a "headquarters in the saddle" option where you send couriers to deliver your orders, simulating the slowness of communications in the 1860's.

* Leader units: Leaders with command bonuses can really enhance tactical gameplay, not to mention add a ton of interesting context for further historical research. UG only gives you control of Corps commanders or higher (Lee, Jackson, etc.), which unfortunately ties it with Total War as the most obfuscated command structure of any comparable game. :(

* OOB: Maybe it's just the history nerd in me, but I like to browse the orders of battle, especially during combat. Unfortunately, UG only allows this before and after battle. Additionally, the "opposing forces" are presented in a confusing structure, at least for me, that represents Corps and Divisions for organizational purposes, even when it isn't historically accurate (1st Manassas, for example). There is another series of wargames called John Tiller Software's (JTS) Civil War Battles. They are turn-based and they aren't on Steam, but you can check out his website directly. The OOBs there are clean, historically accurate, and really easy to navigate.

* Detailed mechanics (morale, ammo, supply): Having these kind of mechanics are not necessarily good or bad, but just depend

on your preferences. UG has all 3 features, although routed (fleeing) units have a strange tendency to recover too quickly and rejoin the fight unexpectedly. Of the games I've mentioned, JTS has the most in-depth options (and optional rulesets to tweak), whereas Hexwar has none of it at all. So again, UG is a middle-of-the-road option.

* Battles\/campaigns: The more the better, of course, and hopefully with historically accurate detail. UG is actually pretty good here, compared to typical wargames which focus on major releases of single battles (more like UG: Gettysburg). This title includes many famous engagments like 1st Manassas, Shiloh, Antietam, Chickamauga, Fredericksburg, Chancellorsville, and Gettysburg. Still, it doesn't get any better than JTS in this regard, with 13 releases covering almost the entire war, including some key items missing from this title such as Jackson\u2019s Valley campaign, Wilderness & Spotsylvania Courthouse (Overland campaign), and the Petersburg campaign. Not to mention John Tiller's scenario designers include painstakingly accurate historical detail in terms of the terrain, objectives, leaders, forces, etc.

* Campaign layer: UG excels in this area. It adds a strategy\/campaign layer in which you gain money and skills as you fight your way through the ACW. You will be able to recruit your own officers, organize your brigades, and outfit your soldiers with the latest equipment. UG actually does it better than any other game I've listed so far (for most of the others this functionality is not available at all, although CWG2 does have shorter but comparable campaigns if that kind of gameplay interests you).

Hope this feedback helps. For my personal enjoyment, I really can't recommend the John Tiller series highly enough. The historical authenticity, flexible AI, numerous optional rulesets, detailed mechanics, and unparalleled number of engagements all combine to make JTS a near perfect option if you're looking for a tactical-level wargame covering the American Civil War.

Ultimate General is a good option too, though, especially for newer players. It's also much more affordable at $30 for the whole thing vs. $40 for *each* John Tiller game! If you're patient, you can even pick up UG on sale for ~ $10 a couple times a year.

Cheers and happy gaming!. Probably one of the best narrative works available in gaming. Starts out somewhat formulaic in Part 1, but grows steadily in complexity and depth over the 4 games, always managing to have new surprises in store. Extremely well written, extremely engaging, and your choices genuinely do continue to have impact throughout the whole story. An absolute must-read.

NB: I played the whole thing on mobile before buying it all again on PC. This is very good educational game. However, this game is only 20 minutes long, and there were times where I had to guess what to do.

I high recommend this game to anyone.
You can check out my video review by the following link.
https://www.youtube.com/watch?v=4cPIiZVO29k. Awsome game! Very fun to play with your friend, remembering that only work multiplayer in local mode. A good price and good developers. You will spent much time. When you start to play, the time flyes and you dont know what hour is now. I recommend so mucj this game. Buy without fear. Have a good game.. A PC port for a mobile game that was not very good to begin with.

Straight away what will be noticed is the "selection" screen there is no written information only what looks like someyjing made using MS paint with pictures stuck on of the different "droids"? I guess with abilities that are not explained instead they require you to either guess or play each and every single picture ability until you actually find the decent one.
There are only 2 buttons need on a keyboard for this which as said by ithers is Z and X. X uses the projectiles which you shoot at things. Z is like a jetpack that just goes up. The game automatically moves forward. Honestly if it was a flash game on a browser then it would be fine but to pay on steam is a disgrace and leaves me wondering how something like it could even dream of getting past greenlight.
Honestly though as I mentioned if it was a free flash game on browser it would be O.K. not great but not bad. BUT ON STEAM? FOR MONEY? NO. i have tried everything to make money in this game. my silos are full of fruit and grains. Miller is working and products being delivered to shops (fruit dinks and bakery) i still cannot get people to buy from ANY shops. Please fix this. People complain they are thirsty. The shop IS open and I have set the price fo a dollar with a cash machine beside it. Until this is fixed I cannot recommend the game.. Fun bullet hell shooter that adds on from the first one.

Great game. I appreciate how the devs took the concept of Train Valley and thought of how to make Train Valley 2 a little bit different. I can't say that one is better than the other, but I would say that I do prefer Train Valley 1 over this new one, and was hoping for more of the same, but TV2 is fun too.

It took me about 12 hours to play through the 20 levels that are in the EA version of the game. It was totally worth my $10. I enjoyed myself and I've got a game that I could play all the way through.

I'm really looking forward to the full release with 30 more levels to play through and the level editor. That level editor is going to be fun to play with and give us many more levels to play as the community produces them. Hopefully someone will come up with a level that is a little more hectic and even more challenging to play!

A warning though, there is only really one sound track and it just plays over and over again. I've had it stuck in my head for days now and I'm looking forward to the day that I get something else stuck on an ininite loop in my brain.. Just too much randomness in everything. Quite boring actually. All you do is wait for the villagers to bump into each other to produce or reproduce. However all they're doing is just randomly moving around on the map like ping pong balls boucing off objects. Exactly as the video shows.

15 minutes of gameplay was too much.. I played the first demo of this game years ago and its great to see that the developer released the game.
Definitely worth the price.

* I have not encountered any crashes or lags. poor grafics. Great tool for doing sprite animation.. Guns'n'Stories: Bulletproof VR - adventure shooter with a first-person view for virtual reality devices.

I will not disclose the story and describe what happens in the game so that you have an interest in it. Go tell the pros of this wonderful game:
- good optimization
- great graphics
- plot, he is divine

And the minuses, or rather he is one:
- it is necessary that you have VR, which is decent. After putting 90+ hours into Eldritch I was ecstatic when I saw Minor Key Games was making another FPS. This time with 'Buffy the Vampire Slayer' action and RPG elements

PROS:
-Very fast paced, addicting action. Prepare for a heart attack everytime a Minion or Elite jump into your face
-Great level design. Each level is semi-randomized to keep you guessing
-Extensive weapon / upgrade system. In particular, I found the upgrade system allowed you to tailor your character to your play style (do you like to kill a lot, or run away from enemies?)
CONS:
-You play the same 5 levels... over and over which on higher difficulties will drive you crazy
-Despite the crazy weapon system you can get away with using the starting weapon (Stake) for most of the game
-Graphics look very goofy for a horror game
-Game soundtrack is a strange mix of music, some is also re-used from Eldritch

TL;DR: Not as good as Eldritch, but is an entertaining experience in it's own regard. I'm loving this game. Great mix of machines and missions. The contracts do get a bit repetitive but it's not enough to make simulation fans get bored. Other than the oversteer from rapid acceleration on some vehicles (Cargo Truck mainly) and a few other random bugs I really dont have any complaints. Cant wait to see more updates for this.

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