American Truck Simulator - Christmas Paint Jobs Pack Activation Code [portable Edition]

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About This Content

That special time of the year! Customize your truck with a choice of five Christmas paint jobs!

Paint schemes included:

- X for Xmas

- Deeply Frozen

- Santa Driver

- Red Freighter

- Santa's Sled

All of these themes are applicable to any in-game truck.

Title: American Truck Simulator - Christmas Paint Jobs Pack
Genre: Indie, Simulation
Developer:
SCS Software
Publisher:
SCS Software
Release Date: 16 Dec, 2016

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Minimum:

OS: Windows 7 64-bit

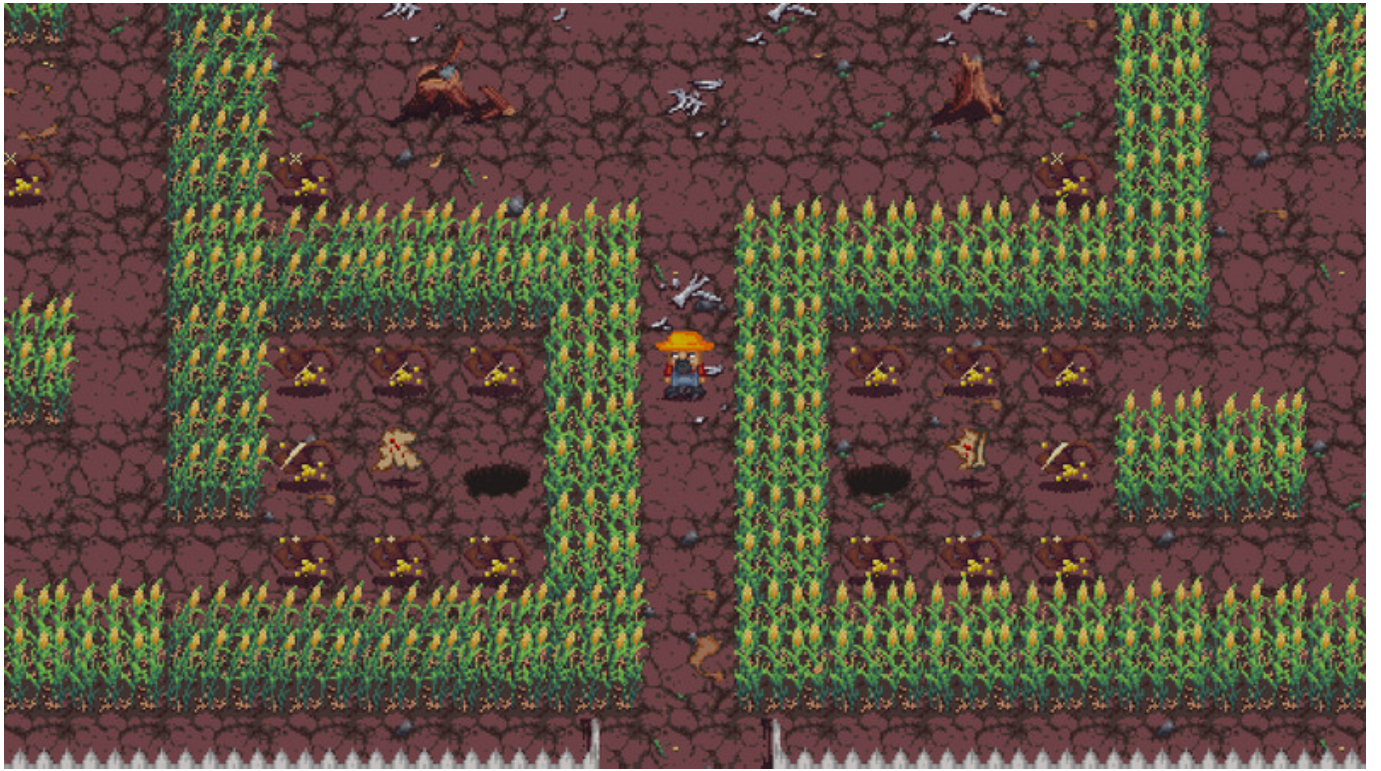**Processor:** Dual core CPU 2.4 GHz

Memory: 4 GB RAM

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

Storage: 3 GB available space

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

Extremely unpolished.
While the animations are nice looking, the actual gameplay and information is greatly lacking. The music is pretty good, but the sound effects are literally the worst I've heard in any game... and you can't disable them.
I love tower defenses and I really gave this one a try, but there are too many other ones out there that are better. This game shouldn't have been released in this state.. very pretty. Wow, just wow. I don' have the best computer, it's more of a work computer, but I can run TF2 with little lag, but this game sucks. I wanted to do fullscreen, clicked it, tryed to click back, everytime, it would close. When i was able to play, DEAR GO THE LAG. All and all, don't get it, please.. Want that gameboy feel, well this is for you.. There's something to like here, at first. The idea is solid, go from ship to ship, scavenging for supplies, and encountering weird and unknown hazards and enemies. Sadly, the weird and unknown became all too familiar way too quickly.

If you go in expecting a roguelike which offers a new experience with each death, you'll be sorely disappointed. The ships are all small collections of samey looking corridors and square rooms. Weapons and resources carry over between death, so you'll be fighting the same enemies with the same tools each time.

That being said, If you're just interested in the grind, if might not bother you as much as it did me.

The game's fine, it's just spread way too thin for my taste.. Typo's, incorrect item names, incorrect puzzle descriptions. This is just poor quality control all round.

Also where are the Witches and Warlocks???. Runs smooth, has an amazing developer, and an amazing soundtrack. 8\/10. This game just really went beyond my expectations.
I had the original DS2, but Scholar of the first sin is definitely worth buying.

Storyline: 8\/10

Repeatability: 10\/10

Multiplayer:10\/10

PVP: 7\/10

You will not regret buying this is you love DS franchise.. I was recommended to play this game and I have to say this is among the best of text-based genre. The story is breathtaking and engaging with satisfying romance. The saga is wonderous and believable enhanced by brilliant writing.

Although there are several flaws that are hard to ignore (spoiler alert).

One is the main villain. He's just so stereotyped like other villains in superhero movies. Since he is your father, I had expected more interactions with him and more depth to his character, like turning him around by high persuasion skill or appealing to his fatherly love for you, but no, he's just a stereotyped ambitious short-sighted villain. It was a huge disappointment to me. Second is I felt that some characters are just inserted into the story to "add flavors" to romance arcs, but they are just so unlikable with no redeeming qualities, like a rich man's son who literally shoots you then tries to steal your aero and the

manipulative female fatale who sabotages and murders to overtake your nation. Even though they did spice up the story quite a bit, I can't help but feel they should be replaced with more interesting and less stereotyped characters.

If you enjoy the early 2D Duke's/Commander Keen platformers you will also enjoy this one, nothing special, solid DOS nostalgia. A+

If you like RPG's with great storytelling, then go ahead, this is for you!. In this game are three different rooms, each with a different theme, and you need to complete a series of tasks to find the key for each room and escape. Room 2 and 3 are enjoyable, the design in these rooms are good, the puzzles are of a medium difficulty and Room 2 was the most enjoyable because there was interactivity with many of the items in the room, an additional mini shooter game to play, and the room is the most detailed of the three in it\u2019s design. However, music was again absent in this room and also room 3. The game could do with a series of improvements to be up to par when compared with other VR escape the room type games. Although the puzzles are of a reasonable medium difficulty, the design is lacking and feels unfinished. The game is also overpriced for what it offers, the room designs should be more detailed, music should be available, more rooms should be added. I don\u2019t recommend this game simply because there are many other VR escape the room games that offer better value for money. Overall, the game feels overpriced and unfinished. Additionally, there also seems to be a problem with the physics \u2013 In Room 2 I flew out of the window and had to restart, and in Room 3 my mouse got lost in the wall and I had to restart that room as that was the only option available (both of these moments have been left in my let\u2019s plays so that viewers can see this problem). That therefore impacted the enjoyability of the gameplay as this problem results in less immersion.

https:\/\/youtu.be\/Uw3NNCrdl9E. It's a game you play for a while, then you beat it and you won't go back to it unless you're an achievement hunter.

The Mage class is far and away the best class. Usually mages suffer from the issue of being squishy and easily wrecked, but in this game stats are affected solely by items. They will affect each class the same way, so this completely mitigates the whole "squishy mage" archetype right there. Now, this is a huge issue because every class has 4 attacks: A basic attack you will spend the bulk of your time on, and three situational abilities that take MP to use that are more powerful, but are limited by of course your MP (which does regenerate quite quickly.)

The Mage's attack is a long range, rapid-fire arcane bolt that lets you hit enemies from near anywhere without needing to get up close and have them chase you. As they get closer to you, you can switch to your more powerful Flame Breath and finish them that way. This puts the mage well outside of anything's distance, allowing you to pretty much breeze through the game with little effort.

The Cleric, in contrast, has a short-range "volley" that is slow, has a long range Vampirism spell that minorly heals you, and then has two healing abilities that are useless outside a multiplayer game, and even then it's questionable as one is long-range targeted and one is a shockwave-style spell centered on you. But potions are not only plentiful to excess, they are usable at the push of a button, so this pretty much renders the Cleric completely useless.

The Fighter has a very short range basic attack, guaranteeing you will eat a lot of damage from enemies. A longer range attack is a dash that collides into enemies and damages them, which also puts you into strike range for your basic attack... and into their strike range. He does have an ability that reduces damage dealt to him, but it only lasts half as long as it takes for the cooldown to wear off. Now remember how stats are a nonfactor and that you need to power up through the items you equip... this means there is absolutely no compelling reason to play a Fighter in this game when you have the range of the Mage to work with.

The storyline is your basic "go and kill the bad guy masquerading as a good guy" trope. It takes about 10 hours to beat and then because there is no compelling reason to play through with characters other than a mage, this game will remain in your library, sit there and collect e-dust. The replayability is counting on you to be an achievement hunter, to do such mind numbing tasks like collect one million gold, or kill 1,000 enemies in PVP (as of this writing) or level up each class to level 30 (when I finished, I was level 15. This involves basically screwing around and redoing areas in the multiplayer game.) These tasks are more tedious and time-consuming than fun, and are there to basically artificially inflate the playtime of the people who just have to have every achievement unlocked. Since I personally don't give a monkeys about achievements, there is currently nothing bringing me back to this game right now.

It makes for a couple interesting gaming sessions, then you're done and it's on to the next game. It's the Chinese Food of video gaming: Satisfying at first but soon you will be looking for something else.

Do I recommend it? If you have 5 bucks laying around and need something new to do for a couple nights, sure. If you want

something of substance, this won't hit that spot. I can't give it a "thumbs middle", so I would have to say considering I have not touched it since I played through to the end, no, I could not recommend it based on that. But YMMV.. its laggy on my computer . Cool game! I recommend. In it's current state I cannot recommend this game. It's got a huge amount of potential considering the skateboarding video game scene, but that's all it has. This seems like a demo of a bigger game, but isn't. Perhaps if the developers added more content, or an easier way to access more maps and modifications for the game it'd be worth it and i could return to the game, but in this state it hasn't got enough content. The way the game works and plays is really good, but there isn't enough area to view the games full potential.

4\/10. I was hoping that this game would be a decent Castlevania rip-off, but was pretty disappointed with what I got. The worst problems I found were:

- The game's "old TV" asthetic is apparently a permanent fixture, since I couldn't find any way to turn it off. If you don't mind it, then this won't be a problem for you, but it certainly was for me.

- The gameplay itself is horribly flawed in that, apparently, you cannot attack while moving. This is an unbelievably broken play mechanic, making the game practically unplayable. I tested the game using first by using the keyboard controls and then an Xbox Elite controller, but the result was the same.

Given the control problem alone, I cannot recommend this game to anyone. Perhaps the developers will patch this flaw, but until such time, save your money.. The only good thing going for this game was the soundtrack.
Only had a play time of MAYBE 45 min. Most of your time is spent dealing with buggy controls. The art is alright, but mostly just off-putting. The puzzles aren't hard at all. There is no direction for the story. Supposedly this game is meant to motivate the player, but I just felt like I wasted my time, attention, and most importantly, my money. I'd rather spend the $10 on some crappy DLC for another game.. good game worth the .52 cents! can't wait to play with others!

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