Bus Simulator 18 - Mercedes-Benz Interior Pack 1 Activation Code [serial Number]

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About This Content

Pedestrians, drivers and passengers all around the world agree when it comes to this matter. When you ask them what makes life more interesting they will most certainly give you the same answer –diversity!

With this authentic bus interior DLC consisting of 4 new original color patterns for your seats and classy floor designs you will be the next urban transport trendsetter.

The DLC will visually upgrade the interior of your Citaro buses and also offer your passengers greater seating comfort.

So what are you waiting for? Hop on and take a seat!

Title: Bus Simulator 18 - Mercedes-Benz Interior Pack 1
Genre: Simulation
Developer:
stillalive studios
Publisher:
astragon Entertainment
Release Date: 14 Nov, 2018

 a09c17d780

Minimum:

OS: Requires a 64-bit processor and operating system / Windows 7/8/10 64-Bit

Processor: Intel Core i3 with 3.3 GHz or AMD Phenom II X4 with 3.2 GHz

Memory: 6 GB RAM

Graphics: NVIDIA GeForce GTX 750 (1GB VRAM) or AMD Radeon R7 360 (2GB VRAM) or higher

DirectX: Version 11

Network: Broadband Internet connection

Storage: 6500 MB available space

English,French,German,Czech,Japanese,Polish,Russian,Simplified Chinese,Turkish,Korean

CHARACTER CUSTOMIZATION

DIFFICULTY SCORE MODIFIER: 370%

Skill Points Remaining:8

◀ 1 ▶ Size
◀ 4 ▶ Speed
◀ 2 ▶ Jump
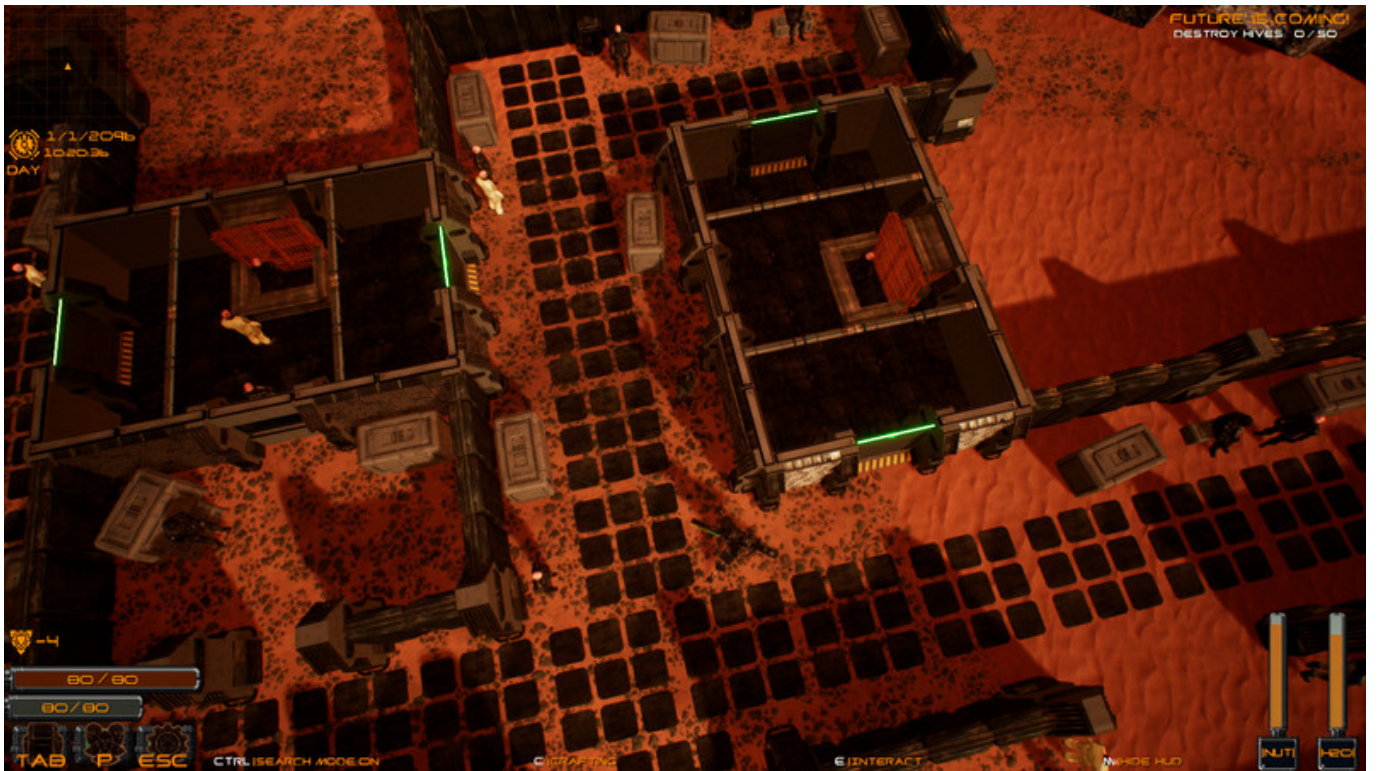
Skill Points Remaining:5

◀ 3 ▶ Slowing Down
◀ 2 ▶ Wall Sliding
◀ 5 ▶ Wall Jumping

X Reset To Default
Random Events

CONTINUE

Nice game so far. Graphics are old but ok for a game from 2001, I guess. I can't save the game over the menu, but I found out that it saves automatically if you just close the game over the menu. So that is not a real problem.

However, "cougar runtime engine has stopped working" is an annoying problem, which occurs usually when you hand someone over a certain bone, but also coincidentally sometimes. The latter can't be avoided, so just save often. The thing with the bone is, that you have to skip the talk with escape (even if you do that the game may crash, but after some tries you can usually make it through).

Apart from these problems, which definitely need to be fixed, I really enjoy the game and its story. If you can ignore these bugs and like mystery, it is worth a try.. Picked this up during the PC show at E3. For $8, it's pretty good. I wish the controls were less sensitive and you had health. I don't actually mind the last-life ear♥♥♥♥♥♥ though it would be nice to do without it. At it's core, it's diet Metroid. If you're busy or have some better games you can play, I'd say do those first. This is a great time waster, though, you can really feel the work that went into it.. First the bad: The graphics and audio are low quality. the locomotion has bugs. You can slide sideways or you take your thumb off the touchpad and keep moving. The volume can be too loud, especially in the underground level and church. The gun's aiming was off. Finally, the game is too dark and you can see screen door effect.

Now the good. This was a great use of arm swing locomotion, though I'd enable it for both controllers instead of just the left, ie The Bellows. I know it was just a novelty game in time for Halloween, but I really enjoyed being able to move through the linear space naturally and I hope to see more game developers make use of this. Since this was a maze, I had to backtrack often. In games like this and Island 359, you have to develop a sense of VR direction to help you navigate or you can get lost really easily.

Some suggestions to the developer:
Please work on the collision detection. If I lean in to look at a witch's cauldron, I don't want to be artifically pushed back as that causes motion sickness, plus it breaks my immersion. The same thing happens on maze walls. We need the hitbox to be smaller or something. Also, maybe use some more lighting effects from objects. Just putting glowing objects in an environment with no light is unnatural,
. It's the arcanoid of the millenium. I just played 3 world for test it (didn't have that much time and was planning to play just 1 and here I am D:) and its ♥♥♥♥ing awesome. Totally recomendable to everyone. Also increible sound track and graphics.

95/100. yeeeyyy finally,, discount again..

thanks lord gaben. Some of the most beautiful pixel graphics i have ever seen in a game before.

And its for a Bud Spencer and Terence Hill fighting game!

Never in my wildest dream would i ever imagine that i would belive i would see this one day.

Better than android version.I like the zombie virus btw.. A fun, challenging puzzler with gorgeous, intricately designed graphics. Those who survived to the later levels of the first Lemmings game will feel right at home.. The game has a lot of negative sides altogether, but the studio has outdone a number of similar titles when it comes to experience story-wise. Good job on the Memento-like time continuum, guys!

Cons:
Terrible for a point-and-click game mouse controls (very, very annoying)
Somewhat linear - what you get, you must use asap.
Some items never get used or are needlessly used in a dialogue without actual difference to the story
Read the achievements before staring, so you can know what's in store. I am not an achievements chaser, but I got annoyed about one thing which I could have gotten if I was not so careful :P
Suffers from the "make things as easy to manipulate as possible" syndrome - important numbers you notice will get inserted automatically, so you won't have to remember them (not all, though ;))

Pros:
Excellent story
Sweet ending
Likeable characters
A lot of background stories, even for the secondary and tertiary characters
Excellent ideas with a good realisation

Overall, as a devoted point-and-click fan, I am annoyed by the mouse controls, but the story is so much better than the others recent games of the genre that I am willing to forgive this bad idea..
As the developer makes various claims in their presentation of Goblin Storm (GS), decidedly to help persuade prospective buyers to purchase the game, I thought it appropriate to address the claims made.

"Goblin Storm fills the void between grand strategy and battlefield tactics."

ummm...not so much. In fact, not at all. In order to fill such a void, one would have to place a game in between grand strategy and battlefield tactics. Goblin Storm does not reside there. GS is more like Panzer Corps or Panzer General in a fantasy setting but with no career or campaign mode. You purchase your units for the stand alone battle about to occur, you place them, then you fight. It doesn't matter if units survive or even if you win or lose - each battle is an entire entity by itself with no connection to previous or susequent battles.

Thus, Goblin Storm is entirely battlefied tactics.

"Will you build a mighty kingdom and lead the armies of men to stand against the storm or will you command the goblin hordes in their quest for wealth and glory?"

Sounds awesome, doesn't it? Conjures up grand strategy and and nation building and campaigns and ongoing battles to stave off the evil goblins or bash the foul smelling humans from the face of Arcwellion, right? Wrong.

The only nation building you do is to select where you place your castles, towns and cities on one of the canned maps you play on. And again - the placement changes every map. Don't get the idea you will place your settlements then defend them over multiple battles. You don't. Every battle is its own stand alone, complete war, 100% separate from every other battle.

"Out-wit and out-maneuver your opponent in fast paced, simultaneous turns that reward strategy and deception, more than brute force."

OK, now this statement is true. Unfortunately, the high degree of truth in this statement serves to underscore the lack of truth in the first 2 statements - this game is all about tactics and nothing about grand strategy or kingdom building (or bashing).

So, if you are considering buying Goblin Storm, don't listen to the sales pitch of the design studio. Their perception of their game is nothing close to what it is.

The best way to decribe what you will get is what I mentioned previously: Panzer Corps or Panzer General in a fantasy setting with no campaign or carryover effects from 1 battle to the next.

You start by placing your cities, towns and castle if you are human, then buying your units, grouping them as desired within stacking limits, placing them on the map, then commence to fighting. Goblins don't get to place settlements. Whereas Goblins get "x" amount of gold with which to buy their units, the Human's amount of gold is modified by where they place their settlements. Placement of settlements also modifies the size of the local levy if a settlement is attacked by Goblins.

Humans are always the defender, Goblins are always the attacker. You can pick from 4 different types of battles: Gold (Goblins need to plunder gold from your towns), Relics (Goblins steal relics from your abbies - abbies you did not get to place, but appear randomly on the map), Slaves (Goblins pillage your towns and steal slaves), and Conquest (whomever holds the most settlements at the end of the game win). Or, you can pick Random and let Fate decide the goal.

Battles take between 1-2 hours, depending on how long you overthink your tactics.

If you choose anything other than Civilized setting for your battle, various creautures of the wild exist and can pillage, attack or otherwise mess up the well crafted plans of either attacker or defender or both.

PROS:
- A complete battle take under 2 hours.
- Variety of units let you fine tune your attack if playing the Goblins.
- Decent music.
- Decent opportunity to use tactics. The game feature an "impulse" system. Every turn is broken dowen into 15 impluses. This allows you to coordinate attacks between units, as you can instruct each unit to begin their attack on specific impulses.

CONS:
-Trying to discern what is happening as each turn plays out is impossible and frustrating as heck. After each side plans its turn, you press the Turn button and the results of the planning unfold. But in a mind boggling way. Unit markers randomly appear and disappear on the map leaving you clueless as to what actually just happened. Once the blinking in and out stops, you see crossed sword battle markers which you can click and see what happened in each engagement. The bizarre way battles are presented really takes a lot of the fun out of the game.
- Graphics are minimal.
- Gameplay is quickly mastered and within no more than 2-3 battles, you will win every time.

All said and done, if you like light games about tactics, especially if you like fantasy settings, this might be worth buying. But Goblin Storm is really a $9.99 game posing as something more complex.. *Note: This is a copy of the review I posted on Wildlife 2*

Okay I'm gonna say it... this game is better than Zoo Tycoon 2

Immediately changes name and goes into hiding to avoid assassination from the ZT2 mafia

Before I explain why let me say that I spent countless hours growing up playing ZT complete collection and ZT2 complete collection, and for this comparison I'm referring to Wildlife Park 2 + all expansion packs and DLCs

Things I like better about WP2:

1. Animal designs are so much more realistic than in ZT2, and many are unbelievable adorable because of it (the otters!!!)
2. Animal's needs and behaviors are more realistic (i.e. needing it to be hotter or colder, interacting with the natural parts of their environment for food, water, shelter, and entertainment)
3. More animal and plant species to choose from (including oddities that can only be achieved through breeding and certain species that have color options when you purchase them)

4. Zoo IS NOT set up on a grid system which allows more design options.
5. Environmental challenges such as weather changes and temperature challenges
6. You don't have to make a zoo, ZT2 made you have a zoo entrance and guests would show up and complain no matter what you did. WP2 gives you the option to make a zoo, nature preserve, farm, ranch, animal shelter, or just a natural environment for the animals to exist in.

Things I like better about ZT2:

1. Terraforming controls are much more user friendly in ZT, however those in WP2 are more realistic in terms of how one would actually landscape and form lakes and deep water tanks
2. The sorting system, WP2 has no sorting system for anything and that can be overwhelming before you know where everything is and tedious once you do.
3. Staff didn't need their own individual buildings, nor did they have a limited range

Really in the end it all comes down to what you are looking for in a zoo game. In my case, I wanted realistic animals more than anything and a wide variety of them on top of that. However, if you want a more user friendly, child safe (I've seen multiple posts in the discussion boards from parents who aren't pleased with the realistic mating in WP2) zoo game, then perhaps ZT2 is better for you.. Fun but a little short.

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