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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...

- Matterhorn Formation
- Timeless Precision
- Swiss Flag Metallic
- Swiss Flag Decal

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

Title: Euro Truck Simulator 2 - Swiss Paint Jobs Pack

Genre: Indie, Simulation

Developer:

SCS Software

Publisher:

SCS Software

Release Date: 15 Jul, 2016

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Minimum:

OS: Windows 7

Processor: Dual core CPU 2.4 GHz

Memory: 4 GB RAM

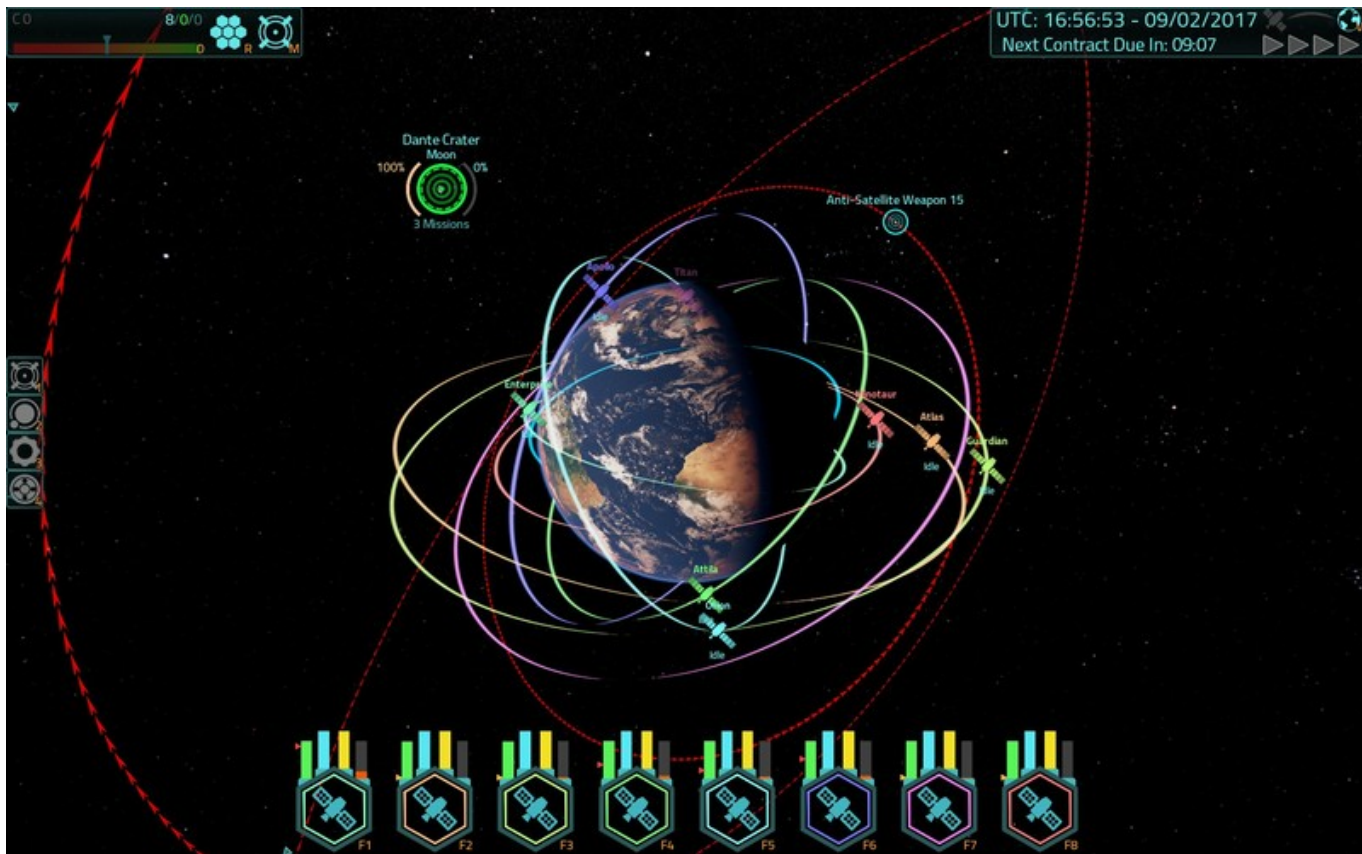
Graphics: GeForce GTS 450-class (Intel HD 4000)

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've only been playing 5 hours.

WARNING: This game is very slow paced.

MAPPING:

It's easy to get disorientated. Needs a minimap on the battle screen to quickly reference where your units are in relation to each other.

The large Map function should show landmarks (buildings, roads, environment, fauna) and not just show blips as units and a "T" as a flag.

BATTLE:

The pistol shooting sound is wrong. Pistol sounds like a rifle imo.

Needs more background sound effects. Like stepping sounds of the soldiers. Soldiers need to make more vocal noise too.

When locking on an enemy it should give you the percentage of chance of hitting an enemy, not just the distance. This is so you you don't waste ammo on impossible shots.

Soldiers need the ability to lie in a prone shooting position if there is no cover around them.

Grenades should show their possible throw arcs to make sure the path to the target is clear. One of my units tried to throw a grenade from a top of building down to the enemy from a crouching position. The grenade hit the wall right next to my unit and killed my unit. Lame. Grenades travel in upward arcs, not straight lines.

GOVERNMENT:

The governing screen that shows resources and the like is very confusing. I barely figured out how to buy new guns for my units. I don't know even what I CAN do in the governing screen!

There is more things wrong with this game but I still like the overall idea.

But it is NOT ready in order to be a popular and good game.

IT JUST NEEDS MORE CONTENT, A BETTER USER INTERFACE AND MORE POLISHING! ^_^

. This was such a great two-hour experience. I <3 you SUSAN. Waves of green smiles try to conquer your magical crystal for 90s and in 7 waves. Defend it with turrets and your guns.

There are 3.5 levels, 3 normal arenas with a crystal in the middle to defend, and one ending scene against the boss. Level 1+2 are kind of the same only with different background and new obstacles. Lvl 3 makes your walking field a bit smaller, but other than that the same arena.

Each level you start up with a machine gun, with medium firerate and low dmg. It takes 3 shots to kill the aproaching green slimes - tho very clunky and only in 8 directions. (diagonal and straight) But the enemies do not come in straight lines so sometimes you can only hit them when shooting from a different position. This makes it very hard to even hit them in stressed rushes of enemies.

There is only one type of enemy - the green slime. Just walking straight to your crystal and trying to suicide bomb it for 1/20 of its the crystals HP.

Besides 10coins, each enemy has a chance to drop a healthpack for your Crystal or a random passive/active items. Some

stronger and some completely useless.

With coins you can buy weapons or turrets for gold after each wave, some weapons are even weaker/clunkier than the basic one and some are super strong and can handle even the last wave. (top right corner flamethrower). There are different types of turrets some having equal abilities as the counter part weapons. Tho they most of the time dont hit and have a slow firerate. Music is cool and pixel graphic okay.

Overall its possible to complete the game in 1-2 hours and some tries - tho it wont last any longer anyways because of its linear gameplay and reptitivines. It is quite hard at the start but as soon as you know what to buy in what order its medium easy - most difficulty comming from unrelyable turrets not hitting or your clunky shooting.

Get it at a sale for some cents.

Okayish. Set in a far-future offworld colony, the game sees the protagonist Rose fight mutant alien lifeforms, a robot uprising and other threats together with three other team members. Characters can perform two actions per turn, which are usually a mix of movement orders and ranged or melee attacks.

The turn-based tactical combat is complemented with tile-matching puzzle elements, as Rose and her enemies have to traverse floor tiles of matching colors to move and charge their combat powers. It has a nice story mode progression and maybe slightly different than your used to with RPG strategy games. Some good pros and solid cons

PRO

A: It is not just move and effect. There is a method to it's madness that can be appealing

B: It sets the main action in Ticket to Earth takes place on an isometric grid of coloured squares that resembles a 1970's disco. Annoying to some, but the kids loved it.

C: In addition, the more tiles you travel over the more damage your next attack will inflict. However, whenever you are hit you not only lose health, but also some of your attack power. Being aware of each power invests your attention.

D: Floor tiles come in four different colours, which relate to four combat powers. An interesting take on tactical puzzling.

E: The numerous plot threads are genuinely interesting and recounted through some superb sci-fi comic strip style artwork

G: Good solid music

F: It is well balanced and intriguing in the power selection process.

CONS

A: Like most Isometric games you seemed boxed in to the redundant battle system that can get dull to serious strategy lovers, but the kids really enjoy it.

B: It's creative strength is also its weakness. It could be argued that when you pay a premium price you expect to have the full game, BUT at its current price fits its short run. Instead of a full game, you get episodes that may take too long to come out to keep you invested. I would wait till most are released to purchase, but if you cannot wait, Catch the game at the huge sales, like I did in the June sale for a few dollars.

C: The character's can tend to drab on which you could lose important steps. For example, I did not know about the side missions till I was halfway through the game.

D; The game does not go beyond its template so it can be redudant in the same battle theme instead unlocking tactical choices. It has no real party team possibilities either. It is not Xcom or Disgaea, Its one dimensional in its approach strategically.

E: The game should be much more than it gives you

OVERALL: I love the numerous plot threads are genuinely interesting and recounted through some superb sci-fi comic strip style artwork and there has obviously been a lot of time, effort and love put into Ticket to Earth. However it may not be appealing to everyone. It has to be subjective. Some gamers maybe turned off by it's short total time or comic look.

Ticket to Earth is the start of something. I can see it evolve into a more complex tactical game with massive armies instead of one leader point perspective, it can become Disgaea. However, it is limited by its presentation. I give it thumbs up for effort and it's delivery of an opening salvo. Go to the discussion, see VIDEO of the game prior to purchasing it and get it on sale if you can or wait till more episodes come out before you invest. To me this is not a game to rush to buy despite developers hopes, but a nice start. MY SCORE 2.7 out of 5. At first glance this title seems basic. This could not be further from the truth. This game is in very early beta. It's potential is off the charts. It has many features that lend themselves to game changing strategy and tactics. For example if you take a neutral army controled area you might get a free tank that can change the momentum and initiative of the whole area.

The developer Windforce is also very active in the games forums and is very willing to work with the community to make Armor Clash the perfect blend of the developer's and player's vision of an adictive and fun RTS. I know this to be true because I

bought the game played once, lost. I went to look for a game guide or manual and could not find one. I posted my desire for a guide/manual in the forums and within 1 hour Windforce got back to me and said yes he would write one that night!

I was, as you can imagine, stunned. And Windforce delivered. Ever since that the game has become one of my favorites. I do not have a lot of time to play games because I have a large family to take care of but when I do Armor Clash is always on the "To Do" list ;). Challenging and engaging game. Very well done! Really fun to play.. My grandmother suffered terribly with dementia not long before she died. She forgot who I was and went back to her childhood :(I personally found it very hard to get into at first, but the story, though it is sad, it is touching. You don't get many games tackling difficult subjects like this. Keep 'em coming xx

I just can only say: recommended! Why? Its fun, its kind of new and I like the graphic, and the way it seems to go.
If it really becomes a manager game, it will need some more.. manageing things. Like a kind of interest to really hire more then one or two (temporary) parties. The costs are getting to high at the beginning but.. I am positive. (just balanceing things)

Since it is NEW and since it is playable without any bugs (so far) its cool to play.
But keep in mind, it will only get u to platinum league. (Alpha max Level)

For me, I hope itll be more evolved in one or three month?

Just keep us posted DEVs and we'll play your game :). This game brought back so many memories from my childhood, was worth it to buy it again.

Animals reproduce like rabbits
Most of the animals die of starvation
Koalas are extremly easy to take care of
Train rides flock in money
Penguins make stupid sounds

11/10 Would go back to my childhood again. I purchased this game with little expectations(being in beta stage). I only play PVE (single player games). The game had it's issues but I was giving the developers time. One other issue, there is no communication from the developers at all. They just updated the game without the PVE option. I have asked for a refund and highly recommend you do not purchase this game if they are going to make changes like this.. Great game! Many game modes!. Patterns could have been brilliant, it really could have.
But the♥♥♥♥♥♥♥♥from Linden Lab completely shut down the game because they couldn't be bothered to continue development. That includes shutting down all the networks so you can no longer share worlds and such.

♥♥♥♥ you LL.

You♥♥♥♥♥♥♥♥

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