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About This Content

This DLC is not compatible with an account created outside of Steam.

Have you just started your way in World of Warships? Would like a nice boost to save your time and efforts? Or are you fond of collecting ships? Exclusive Starter Pack DLC offers you a wonderful set of bonuses, suitable for all these situations... and more!

- **Ishizuchi:** Get a magnificent Premium Japanese Tier IV battleship! She is perfectly balanced for a comfortable start, with high speed and an impressive artillery. Note that Premium ships are unique and fully equipped, in addition to other benefits such as XP conversion, no penalties for Commander's transfer, etc.
- **Port slot:** Don't worry about a lack of space in your port!
- **Commander with 6 skill points:** Hire a professional who can learn a variety of useful skills to enhance the performance of your ship. You can tune your gameplay style by distributing the points how you see fit!
- **Main Armaments Mod I:** An upgrade that increases survivability and accelerates repairs of the main battery and (if you mount it on a ship which has them) torpedo tubes.
- **Damage Control System mod I:** An upgrade that reduces the risk of flooding or fires.
- **5x Steam containers:** Exclusive boxes that grant three random items from the list below:

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- 250 Doubloons
 - 5x Steam camouflages
 - 5,000 Free XP
 - World of Warships Premium Account for 1 day
 - Ship Signals (Zulu, Zulu Hotel, Papa Papa, Juliet Charlie, November Foxtrot)
 - **25x Steam camouflages:** Unique Steam-exclusive designs that provide nice bonuses, such as
 - +75% to ship XP per battle
 - +75% to Commander XP per battle
 - +75% to free XP per battle
 - -3% to detectability range by sea
 - +4% to maximum dispersion of shells fired by the enemy attacking your ship
 - **Steam memorable flag:** Show your love for Steam with a special flag bearing its logo!

Title: World of Warships - Exclusive Starter Pack
Genre: Action, Free to Play, Massively Multiplayer, Simulation
Developer:
Wargaming Group Limited
Publisher:
Wargaming Group Limited
Release Date: 21 Jun, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 x86

Processor: Core2Duo 2.7 GHz, AMD Athlon II 3 GHz

Memory: 2 GB RAM

Graphics: nVidia GeForce 8800GT/9600GT, IntelHD 4000, NVIDIA GeForce 620M, AMD Radeon HD 4650

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 37 GB available space

Sound Card: Compatible with DirectX 9.0c

English,French,German,Czech,Japanese,Polish,Russian,Thai,Turkish,Korean,Traditional Chinese,Italian,Simplified Chinese,Ukrainian







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3 mins knowledge test 2 hours idling for just one achievement. Pathetic

Edit: The 2 hour achievement got fixed. Tavernier pitches itself as tavern-management but it is all interactive fiction with all of the gameplay loop based around effecting up to 7 different bards for your customers and your 'professional vs coolness' and growing customers for more money. The game has 52 weeks and in each week you make a decision to an event that is relatively short and mediocly written with many issues. The "tavern management" is setting what meals and decorations but for meals you select food items and decorations its just choosing items to display, not that it is shown in game. All these do is impact those bars or your money or customer count. There's no depth here and while I generally like narrative experiences there's no real payoff or compelling story here.. the only complaint that I could think of is that it could have been a bit longer but otherwise I think it's very good.. lol get it on sale, its ok at best. Never played a game with so many issues. Game crashing, game not starting, etc. Only game on my computer that has issues and I have a lot of games.. 8-Bit Command is a horrible little game where your primary source of death isn't enemy fire, but rather cheap instant kill pits and traps that you simply cannot avoid. Also because the game doesn't see fit to lock your controls while firing, much less give you the option to do so, firing at an angle is more than likely to send you charging off into a pit to your death, especially during bosses, which nearly all have said instant death pits.

The weapon system makes no sense; given no actual choice, you randomly can go from your weak default weapon to a laser gun, a homing missile launcher or a machine gun, and all the while not a single one seems to be stronger than any other. The only one that seems to have any significant power behind it is what appears to be a grenade launcher, but even that is rare that it may as well not even exist in the game.

The music, of which you will be hearing over and over due to the cheap deaths slowly drills its way into your mind, grinding your will to live down until the sound of a tortured cat would be preferable. Or maybe the sound of a cat being tortured as rendered through a Sega SG-1000. Either would be better than this, which seems to be babies first attempt at making 8-bit sounding music.

An overall bland looking, incredibly irritating to the ears game with no redeeming value other than it was cheap. But even then, I spent 3.50 USD too much for this thing.. So, for Serious Sam 2, I have to give this game a slightly above average rating.

It's definately a very fun game, also incredibly intense at times, however, it's annoying with some of the enemies, like witches scattered in the air throwing purple paint balls at you. But it has a nice arcade shoot em' up feel to it. However, they sometimes throw way too many enemies at you, without a break. It's really annoying to deal with 100 enemies with only 50 HP left, and after killing them off (but dying twice) then finding a nice lil' keyboard, jumping on it for fun, then 2 enemies to jump from behind me and kill me with my last life. Now, it does get boring with a overuse of the same enemies being thrown at you, the environments in this game are well varied. A lot a very nicely done in fact, really impressed with some of them. However, the cutscenes feel rushed, with very little acting skills in it, like they weren't even trying. Finally, the weapons. Besides the gun that's

ripping off the Halo plasma pistol, the weapons are pretty great, I love the Sniper Rifle and Plasma Rifle, the dual pistols are great for picking off enemies at a distance, while the rocket launcher is good to deal with large enemies, or do all out carnage and blow everything up. I would have to give this game a solid 6/10. It's pretty decent, worth giving it a try.

This game offers three different game modes. Simon says didn't feel as fun for me, and felt really slow paced. If I could make a few changes to the game I would add a button to memory mode for when the player is ready so they don't have to wait to complete the level if they already remember what things were.. I actually like all the ZUP! games, but... they're really short, easy and repetitive. If you play one ZUP! title after another you'll get bored really fast. And you need only like 40 minutes to solve every puzzle in one game. The only reason, why this is a positive review, is the fact, that those games are really cheap and have their fun value. Buy it only if you're really into little puzzle games.. stuck at 11% loading completely useless. Turned back to my Clip Studio Paint.. Awesome This Game.

- * Graphics 10/10. 🎵
- * Sounds 10/10. 🎧
- * Trading Cards. ✓

👑 My Review™. I've never played this Spy Fox game before. Ever. I always wanted to as a kid, but the furthest I got to playing it was in a demo attached to Spy Fox 3. So, there are absolutely no nostalgia-goggles on me for this review.

But, unfortunately, like the first Spy Fox, I didn't enjoy this game either.

As a follow-up to Dry Cereal, this game is a little bit better in a few ways. It doesn't just show the villain and give him screentime at the end. LeRoach is given some fleshing out (though it doesn't make ANY sense, how a kid denied entrance to a fair and getting laughed at would lead him to join an evil organization and want to take over the world). The humor is much better in this game as well. Spy Fox was still annoying as hell with his snide comments, but I enjoyed the other sight gags and the repeating joke where a character would slide into the screen and say, "S.M.E.L.L.Y. Oh yes. Our arch-nemesis," had me laughing several times.

But with those positive comments, comes my slew of negative ones. For one, I think this choice of location is MUCH lazier than Dry Cereal. It's a cool World Fair, but there's so little to it and it's so aesthetically uninteresting that it got boring to me really fast.

Also, similarly to Dry Cereal, the villain's plan seemed really stupid to me. How would relying on precisely 1,000,000 people cranking a turnstile to enter a fair which would crank a giant mechanical dog could possibly work. How would you know if the stadium could hold a million people? How would you know a million people would come? How do you know your robot is durable enough to destroy an entire planet? Doesn't world domination require a successful leadership instead of... rampant destruction? In the words of Tony Stark, "Not a good plan."

The whole S.M.E.L.L.Y. plot didn't really go anywhere either. They mention it several times, and it made for some good jokes... but really in the end it's just LeRoach doing his own thing.

However, the whole "ticking clock" plot allowed for a very Pajama Sam-esque plot development influenced by the gameplay itself. It's not as linear as Dry Cereal. Every piece you get to deactivating the robot dog increases the drive for completion. It's much more organic for a player to get involved in the story, and I prefer it to the archetypal Humongous plots.

But, you saw the thumbs down. And because you liked the game and saw I didn't, that means you're going to downvote my review, even though I gave my legitimate points for disliking it. Even worse, you won't leave a comment telling me why you disagree with my review. I'd happily accept arguments, but this is the internet so ho hum.

In spite of everything, Some Assembly Required is a better Spy Fox installment than the last game. But I still personally didn't enjoy it. I'm not saying that you shouldn't enjoy it because I didn't. I'm saying that I didn't for my own reasons. I'm giving Spy Fox 2 a 6/10.. This game is a short blast of fun.

Smashing Stores is epic especially when activating multipliers.
Abilities is a plus when destroying the mall.

but after unlocking all abilities, the game stops to offer anything more.
It lacks content, different mall structures and some challenges

people running around without clue to the point the run toward your car to die.
Controlling is bad, so add controller support is a plus.

performance is bad as my laptop with gtx 1060 crank to max, but game is still playable.
the mouse doesn't move across the whole screen, which make selecting stuff in the menus hard

overall, this game is suitable to challenge a friend to a high score

<https://www.youtube.com/watch?v=kM54xSpAz5w>

<https://www.youtube.com/watch?v=Sj3cybJciyQ>

.I'm here to reap the karma.. Fun as it stands but the potential is huge. Updated almost daily with bug fixes and new content.. I could have bought Cold, Cold Heart DLC Campaign for \$4.99 with the Christmas Deal. Then I saw the season pass was only \$9.99 I figured why not this should be fun.

Until I realized the "DLC" is buried away under challenge modes after searching for 10 minutes just to find it. This is a waste of money and I regret spending the extra \$5 for the season pass.

If you enjoy challenge modes go ahead and buy it, but it's not my cup of tea. I was hoping for more Campaign gameplay.

In my opinion this should have been given away for free with the original game.

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