Railway Empire - The Great Lakes Torrent Download [FULL]

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About This Content

Dominated by forest and tundra, Canada in the 1860s is sparsely populated and only a few settlements have managed to develop into larger towns. Bridge the distance between the British colonies and reach economic independence by creating a track infrastructure for the Great Lakes region.

Title: Railway Empire - The Great Lakes
Genre: Simulation, Strategy
Developer:
Gaming Minds Studios
Publisher:
Kalypso Media Digital
Release Date: 17 Aug, 2018

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Minimum:

OS: Windows 7 SP1 or Windows 8.1 or Windows 10 (64bit versions)

Processor: Intel Core i5 750 @ 2.6 GHz or AMD Phenom II X4 @ 3.2 GHz

Memory: 4 GB RAM

Graphics: nVidia GeForce GTX460 or AMD Radeon HD5870 (1024MB VRAM with Shader Model 5.0)
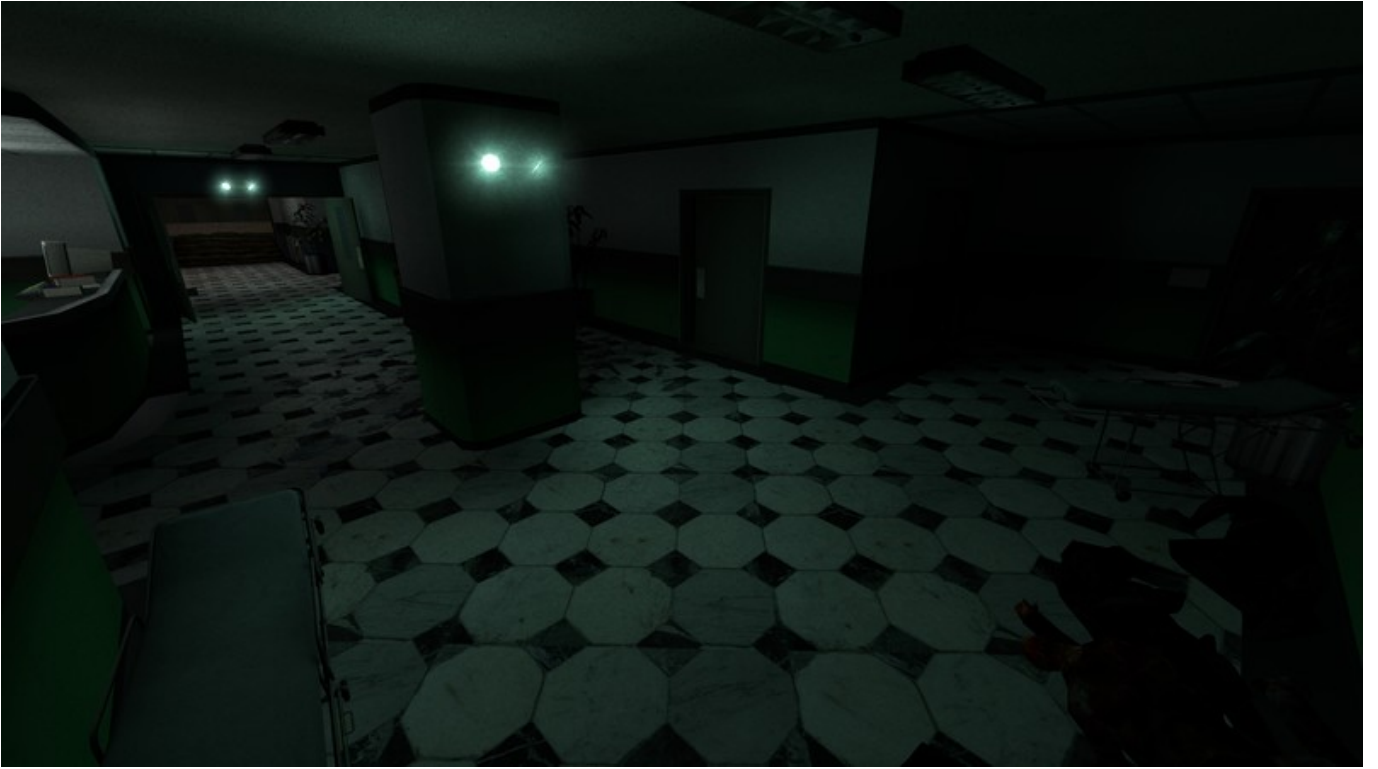
DirectX: Version 11

Storage: 2 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

English,French,German,Russian,Simplified Chinese,Italian,Polish,Korean

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I mean... I get it, but I don't.

Instead of being a game, this is a program for whatever reason.
It is a simulator, if anything.

It is a... *program*... where you select different sounds, individually change their volume, pitch and speed.
Once you're done you save that and you can load it and play it.
That's it.

Also, why does the list of sounds include screaming noises, baby crying etc...?
These are not ASMR sounds.
And as for the actual ASMR sounds that are in the game, I mean program, there are barely any.
It needs a larger library of sounds.

I get what it's supposed to do, and I guess it does it; I.E induce ASMR.
But you can just search for *Tapping ASMR*, for example, on YouTube and get a thousands times more content for a thousand times less effort.

Not worth the money or effort.

Oh, and the opening screen of the game includes seizure inducing flashing colours.
Great for ASMR.
Just thought I'd let you know.. Battlefield: 2142's servers weren't shut down for this.. Very nice little game. Good job!. I LOVE this game but I honestly can't reccommend it until the developers implement a new save system or fix the rampant crashing. Game crashes at cutscene cues, when defeating a boss, when going to sleep, and worst of all, when returning to the castle, the place you go to save the game! Everything else about this port is great, 60fps feels fantastic, and turning off post-processing fixed any visual issues I had with the game, as well as my frame-rate.

So yeah, please have Durante come and work on this game one last time, have him implement some sort of extra save system as a fallback. Either save-states or an auto-save system like Dark Souls would do the trick. If you can fix the crashes, all the better.. Recommended for Hitman Fans.. https://youtu.be/OjL2r1X23fU

Avoid being digested while navigating well crafted levels with that will keep players on their feet, well, slimes don't have feet but yeah...

The low color pixel art works well as a way to highlight important elements of the level while still haven enough detail to give the visuals joyful character.

An interesting city builder mixed with survival elements. Each villager has its own skills that help complete jobs faster, or improve the chance of success. There is a decent ammount of buildings and variety, four seasons, random events and random maps.

There are three difficulties, which behave quite diffrently and it can offer a lot of replayability and some nice challenges. Try Normal and then Survival.

If it continues like this with the updates, it might become on my favorite indie games of this year, considering that is made by one developer + testers.. another great rhythm game from choice provisions. great soundtrack, cool concept, and super trippy. It only takes like 2 hours to beat tho. This is a fun early edition of game with potential. For an early access, it's already very playable and fun game.. The core concept is interesting and fun but for me it just has so little replay value. It's a quick time filler but nothing to get excited about.

Certain classes will want to avoid some enemies and traps etc and be fine with others. Ultimately it comes down to pure random which of these come up and then (especially early when you have less abilities) it becomes pure random if you win or lose the ones you choose to go to.

The different dungeons dont have different traps or enemies, just a different "passive" ability for being there and a different end boss, this doesnt really give a unique feel to them. It also feels like some of the harder ones are literally impossible without having leveled up a class and being really lucky, rather than being tactical. But to level up the classes is just a chore of playing them over and over.

The classes dont really get any unique abilities as such, just different ways to obtain a black dice.

You can play as 2 classes at the same time but for me that doesnt add anything to the game for me just makes it more complicated.

I got it on sale and technically got my moneys worth as played 5 hours, but those hours were not as fun as if I had just played games I already owned again.. I like Marble Popper games and this one is a nice one! Now keep in mind that this game was made quite a while ago so the graphics aren't going to be up-to-date but the game is awesome! Every level you progress it gets harder and let me tell you something, it gets really, really hard! I would recommend this game if you enjoy Casual or Relaxing Games, otherwise I'm not sure if you would find much enjoyment in it.

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