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About This Game

Mars – the future of mankind. Experience "Phase 1 – Exploration", blast off on a journey into the unknown and solve the mystery of Mars. Experience a fully-detailed mission to Mars. Land your rover on the red rocks of the fourth planet. Collect rock samples and drill for more. Photograph the landscape and transmit the data back to Earth. Investigate mysterious artefacts and discover if water or even life is hidden on Mars. Experience the breath-taking natural panorama of this fascinating planet.

Investigate - Investigate and discover exciting Martian landscapes, from canyons to caves to crater-strewn landscapes and the mountains beyond. But protect yourself from the dangers of sandstorms and earthquakes.

Explore - You control the Mars rover; Use the robot arm, drill, seismograph and camera to investigate every nook and cranny but make sure that your solar cells are soaking up enough sunlight.

Learn - You can read up on every aspect of Mars in the integrated Martian lexicon. All the key facts are at your fingertips and you'll be able to delve into the history of the study of the red planet. Learn from previous missions, both successful and failed ones, and explore the potential home of our grandchildren!

Features:

· Authentically-detailed Mars rover with seven operational modes
· Martian lexicon with key facts and history
· Authentic Martian landscape

· Extensive tutorial
· Varied exploration and research missions.
· Intuitive mouse and keyboard controls

Title: MARS SIMULATOR - RED PLANET
Genre: Casual, Simulation
Developer:
Stonehill Games
Publisher:
UniqueGames
Release Date: 2 Feb, 2017

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Minimum:

OS: Windows 7SP1, 8, 8.1, 10

Processor: I5 min. 2.6 GHZ or better
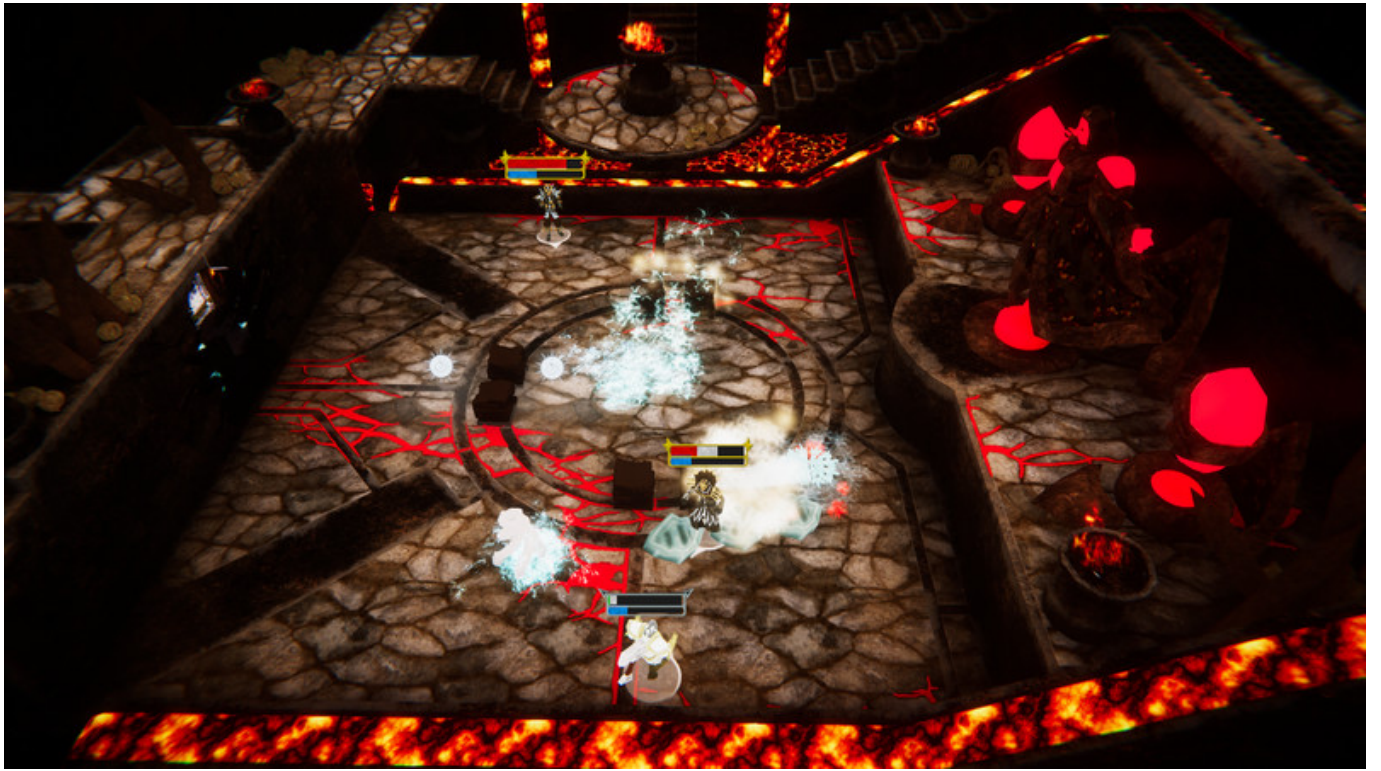
Memory: 4 GB RAM

Graphics: Radeon 6850 or better

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: DirectX compatible

English,French,German

Weld　**Spyke**　**Mutant Mak**

Campaign saved.
Campaign saved.
Campaign saved.
The roof of the old manufacturing plant juts out of the terrain ahead. The building must have been four or five stories at least to still be visible after the mudslides of the last century.

There is a ventilation unit on the East side of the roof which has been ripped away from its original location. It reveals a duct opening going into the building below.

Spyke: Oy! Why don't cha take a looksie and see wot this is all about Mak.

Mutant Mak: shuffles forward

Mutant Mak: This mud surrounding the building should give us some clues.

Mutant Mak: Tracking 10 **10**

GM: Good roll. You learn the following:

You see large clawed tracks from at least two beasts. They must weigh around 800 to 900 lbs, at minimum. Mixed with these tracks are smaller, man-sized tracks. They show the signs of hard-soled boots and the way the tracks alternate, it appears that both sets of tracks were made at around the same time.

Campaign saved.

GM

Make your own story entries

Prepare whatever text you want and link to other story entries, maps, NPCs, or more.

See the sample to the right -->

End of File

The Story

Introducdtion
Make your own story
EOF

Introducdtion

Old Manufacturing Plant

The roof of the old manufacturing plant juts out of the terrain ahead. The building must have been four or five stories at least to still be visible after the mudslides of the last century.

There is a ventilation unit on the East side of the roof which has been ripped away from its original location. It reveals a duct opening going into the building below.

Tracking Information

If the posse decides to investigate further, they can make a tracking roll to see what activity caused the opening.

Easy (4) result

You see large clawed tracks mixed with some booted tracks leading up to the ventilation system.

Hard (8) result

You see large clawed tracks from at least two beasts. They must weigh around 800 to 900 lbs, at minimum. Mixed with these tracks are smaller, man-sized tracks. They show the signs of hard-soled boots and the way the tracks alternate, it appears that both sets of tracks were made at around the same time.
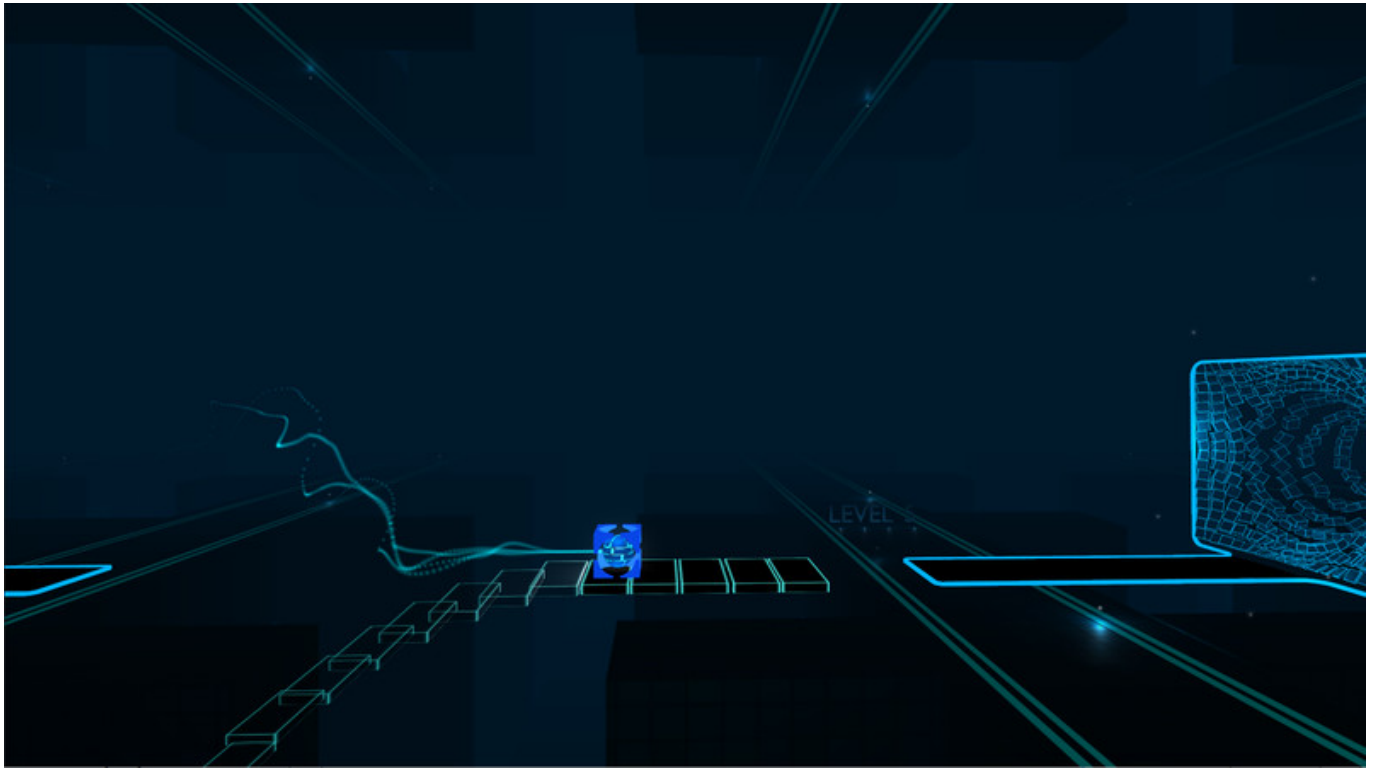
Call of Duty Mac Edition

Yes i know wen you have A mac Or linux And you friend say Hey Dude you want to play COD And your Say No i have a fuc*ing mac book and feeling like a idiot
_____
Good Feed Back: I have Have A mac book And That i hate are you not can play cod
. It's feel like you playing on a windows And that feeling i LOVEEEEEEEEEEEEE
. love the story and have done story 1 :SDDDDDDDDDDDD
Not good feed back: It's take me 1 day to downlowd this game and Steam You fink a Mac gameer Come Play dise
I delit COD And Buy Cs go tf2 unterned and rocket league
. the Grafic sucks And the sound Sucks And you have buy the game for 50$
o get this game
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if you have the Cash Buy The Game But If you not have it dont buy it' have playing ones time :D
Thx for reading <33333333333333333333
see you later <333333333333333333333333333333. hard but you keep playing - just 1 more.... In my opinion, one of the most underrated games on Steam. It's a hard one to review though... I love it, but friends I've shared it with haven't been blown away by it. It has a very niche appeal (but thankfully at least has a demo)

The way I see it, it's a casual game for those who don't do casual games - partly why I think it's not been a big winner in the review department. It's too silly and looks too simplistic for the more "hard-core" gamer (or those who wish to avoid the likes of Candy Crush at all costs... and rightly so) but is too complicated and difficult for those wanting said Candy Crush style

It's match 3, but with a considerably refreshing edge. Instead of shuffling blocks so they're adjacent - The game is all about "streams". Basically, when a block is clicked, it will fire out a stream of its colour. If the stream hits another block of the same colour, the chain will continue... and so forth until 3 or more blocks have made the chain. Cue points, disappeared blocks and a little 'woop'. The really cool bit is that the blocks have directional arrows, which dictate the direction a stream will fire... and you can rotate them.

So not only are you looking for combos, but you're also having to redirect the blocks on the fly, often in a frantic rush to keep a chain going. It's considerably engaging and very fast paced for its nature - Particularly as you're often in a race to make combos to ensure the board doesn't fill up.

Adventure mode is where the fun really sits. 115 levels that make use of all sorts of game mechanics - you get a brilliant range objectives from clearing a certain colour, *not clearing a certain colour; aiming for large combos, keeping tiny combos... The variety is superb and means each level really feels quite fresh and unique - instead of just grinding the same objective over inreasingly harder levels. It gets ruthlessly difficult later on, leading to some weirdly intense levels, thunderous victories and profuse sweating for such a "casual" title (ok, maybe the last one's just me...)*

Despite this, the game has an utterly gorgeous, relaxing backdrop. The music is exceptional (especially the title music) and, whilst some complain of the cartoony graphics, I find them to be very pleasing. The story is silly, but adds to the informal charm - it's all very "lovely" and the humour's dry and inoffensive. Think Spongebob: Light hearted, silly and a very ridiculous. If hearing "Who lives in a pineapple under the sea?" makes you want to gauge your eyes out - this game will probably have you doing the same. If you started singing along - you should be fine.

The only downside is that, beyond the adventure mode (and the puzzles hidden within it), there isn't a huge amount else. You can create your own levels and there's multiplayer - but none have really seemed to stand out or show much in the way of replayability. Adventure mode has a decent longevity to it though (think mine took about 19 hours, excluding puzzles)

To me - It makes for one of those feel-good games you go to when you want to shut everything off for a while, but still find yourself challenged. It's zen and it's intense - which appears to have been both its blessing and its curse. -Start the map "Awakening"
-Place drill
-Gargyole spawns instantly on first drill location

-Get one shottet by gargoyle without any means to defend yourself, as you only have a pistol at this point
-Game Over
-Repeat. https:\/\/youtu.be\/ZcTid2Jtmws

A prime example of a title going EA too soon.

Was disappointed when I thought it was free. After remembering that I paid $5.99 for it. Getting out of the game to see a dev console covering 1\/4 of the game window was not a happy moment. Granted I could have closed it but there's no indication that it's there inside the game and it didn't pop up until after I put the headset on.

Overall, this game is not in a state where it should be in EA yet much less should it be charging for the experience. I get that EA titles should be buggy but this isn't a release candidate build it's a dev build. Something I would run locally to test, not release to the public. Even as an 'EA' title.

Focusing solely on the working wave shooter gameplay:

The weapon swap system is awkward and clunky.
The weapons themselves didn't feel good. It didn't feel like aiming was something I should take the time to do. It felt like it rewarded spray and pray more than accurate shots.
It also felt like there was artificial accuracy rather than my own accuracy being the only factor.
Weapon instructions provided as tool tips were inaccurate.
Music setting does not appear to be maintained in the survival main menu.

The fast and frantic gameplay was enjoyable once I dropped trying to use any of the other weapons aside from the six shooters.
It also gets points for an Exit to Desktop button instead of making us force close like a good number of other titles.

It's not an outright bad wave shooter if you can overlook that it was released too soon however...

It's hard to overlook the faults when it's currently in the mid range as far as pricing for these games go. It's got a nice premise, even if it is an over saturated wave shooter, but it's been released to the public faaaar too soon.. Normally I don't play this type of game. However, much to my surprise, I found myself enjoying it. I do wish the trading/selling was a little more in depth I had a lot of fun. I definitely recommend this game if you're looking for a find the object game that has a little more too it then page after page of the same thing. This lets you keep score (via $) and even lets your price items or auction them off. Not to mention it has some clever hiding places for the hidden keys and mini games.
PS don't worry if you don't sell stuff right away you can make a killing when it's hot also using the Auction house while its hot can have some nice payouts.
. For those who love this retro pixeled games, it is very fun, it makes you want to go faster, but it will not be so easy, since it requires you to be very skilled with the keyboard. Also is very affordable. Some happycore music or so, would have been more adecuated. So I recommend this game.. If you have the demo you have the game.. Action, reflex, tactics..

oh, nice color effects, also :)

If you want your eyes to be r*ped in the unfathomable experience of 8-bit sh*t graphics with music so ungodly awful you'd rather choke down rotten dog vommit for the rest of your disconsolate existence, then this is the game for you.

 I went throw enumerable tortures playing this MS-paint sh*fest for far too long, but checked the clock and saw it had only been for 45 minutes.. quot;Does your weenie feel... good?"

10/10 would die again

Okay but in seriousness, I haven't finished the game yet but I enjoy it so far. I am slightly creepied and such. I've only gotten 4 endings and I am kind of at a lost, so I will look at a walkthrough later to speed it up.
The art style is very nice and fitting for the VN and the music for it as well really sets the atmosphere well.
I think people should give the VN a chance, it's free and short as well so give it a try.. This game is amazing!
Its beautiful, creative and challenging.
The soundtrack is also great and really hypes you out.
And finally it costs less than 2 euros.

Edit: I just finished this game took me around 4 hours to do so but it was well worth it.

Trust me you wont regret on this one :). This is absolutely, 100% the direction GTA should have gone with. It's stylish, it's frenetic, it's brilliant.. i picked up tommy tronic and can not get the game to run. it has alot of issues just trying to start the game. After having played the dreadful game that is Motorcycle Club, I decided to play Kylotonn's previous racing game, Truck Racer, that I noticed I also had in my unplayed Steam backlog. Going in with the worst of expectations, I have to admit Truck Racer is actually kinda fun. Take formula truck style racing and give the trucks the ability to drift almost perfectly around every corner, and give them nitrous too because why not? It's hardly realistic, sure, but every racing game doesn't have to be a realistic simulation for me to have fun with it.

Basically, that's what this game is, no absurd switching mid-race mechanic to be seen, like in Motorcycle Club. Speaking of Motorcycle Club, here's a comparison between the two games just to show how much better Truck Racer is, based off the list I came up with for my Motorcycle Club review. *In italics are quotes from my Motorcycle Club review, and after that in plain text, if that applies to Truck Racer as well:*

- *The constant screen tearing that requires manually enabling Vsync in the graphics driver settings to fix, because the game doesn't have a Vsync option. Yeah, that's still a problem here sadly. Also, a game from 2013 that has some pretty noticeable framerate issues on high-end computers in 2017? That's odd to say the least. I suspect a console port.*

- *The crashes, oh dear the crashes. During my time with Truck Racer, I alt-tabbed the game multiple times and pulled up the Steam Overlay as well. Both games have an odd sound bug when alt-tabbing back, but crashes here? Nope.*

- *The music. There's only one song in this game, the one in the menus, which is actually pretty catchy as far as these kinds of games go. No racing music to speak of, which considering what happened with Motorcycle Club, is an improvement in my opinion.*

- *The engine sounds. MUCH better here, the trucks actually sound like big racing trucks. They could sound meatier, but at least the volumes are fair and not ear-screechingly bad.*

- *The dreadful handling. Later in the game, boosting can cause you to bounce off walls a little bit, but it's nowhere near as much of a problem here, probably thanks to the reduced screen shaking.*

- *The fact that sometimes the brakes don't work. The brakes work just fine here. Huh, strange.*

- *The jarring redout effect if you hit the wall too hard and have an accident. This still happens here, but it's not blinding and also is nowhere near as frequent, only happening if you go backwards for too long or somehow flip your truck over.*

- *The violent retina-bleeding screen shake whenever you gently hit a wall or land a jump. There's still some screen shaking,*

but again, it's less severe here and far more tolerable as a result.

- *The one time I glitched out of the map. In comparison to Motorcycle Club, Truck Racer also feels more polished and doesn't really have any major glitches in the time I spent with it.*

- *The whole mechanic of switching bikes in real-time midrace to deal with cracked roads and tight corners. Nope, not here. This game's only remotely different mechanic is the ability to regain boost by drifting and colliding with other trucks. Otherwise, it's just traditional arcade racing here.*

- *The fact that 10 bland race tracks (and their reverse variants) get stretched across a 119 race career mode with absolutely no race variety. Not only does Truck Racer's 10 locations have multiple track layouts, there are also different game modes that frequently show up. Sprint races (more laps but shorter tracks), time attacks, and knockout races give the campaign some variety alongside the fact that new track layouts show up until the very end of the campaign.*

- *The AI. Real talk:* **Why is the AI in both this and Motorcycle Club so slow? In that game, it was because of the gimmick that the AI never was programmed to use; here it's because they can't corner without bouncing off walls, losing all of their speed,** and in some cases they take themselves out completely instead. This makes knockout races drag on because you'll be lapping everybody else even with a stock truck. These kinds of games need difficulty options to help with this.

- *THE FACT THAT I ACTUALLY PLAYED THIS FOR 15 HOURS. Fortunately, Truck Racer can be completed 100% in under 8 hours compared to Motorcycle Club's 15 hours of disaster.*
Truck Racer has some other things that Motorcycle Club just plain doesn't include at all: Performance & cosmetic upgrades (which probably don't help with the whole AI being slow problem, but ah well, they tried) and local multiplayer. It's limited to 2 players, but how many racing games on PC have split-screen these days?

  Recommendation: Considering this goes for $9.99 these days and I got it for about 4 bucks, I'd say it's worth it at its current price, yep. It's not amazing and it's way too easy, but Truck Racer feels that much more focused than Motorcycle Club that I can recommend it, especially if you don't mind playing a lower budget arcade racer. That being said, if you're looking for a more realistic racing game with some big trucks, either buy Automobilista with the Formula Truck DLC, or just buy Formula Truck 2013, depending on if the other racing disciplines interest you or not.. Ah, a true TS Essential. Usually if a piece of DLC is less than \u00a310, I suggest get it & this is no exception. It's great value for money and a true bargain in a Sale, but what do you get? Two liveries, countless variations of trains (2-car, 3-car, 4-car, etc.), custom destination boards and three scenarios.

  However, that's not really the point. This pack is pretty much essential if you play TS, or like to create your own scenarios or download content for the Steam Workshop - many, many scenarios use these and they are just fantastic. The liveries are nicely done (especially the Blue & Grey), it comes with a ton of features and is... challenging to drive. If you're not used to gears on a loco, bear that in mind - you'll learn it eventually though and to be honest, it's more difficult for me on the Class 03 but that's another story.

  My Dad say's these DMU's used to be his favourite - he'd travel on them on the way home from School and would alway's try and bag the seat where you could see the Driver at the Controls & the line ahead. After using this pack quite a lot, it's easy to see why he liked them. And for the price, I suggest that you don't wait for the Sales to get this. Get it none-the-less - it's just fantastic!

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