Euro Truck Simulator 2 - Space Paint Jobs Pack Best Crack

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About This Content

Customize your truck with a unique set of tuning space exploration themed options!

Space exploration inspired paint jobs

- Spacewalk

- Zarathustra

- Flight of the ITS

- Solar System

- Space

- Techno Nebula

Cabin toys celebrating space exploration

- Space Shuttle

- Bobblehead Astronaut

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

Title: Euro Truck Simulator 2 - Space Paint Jobs Pack
Genre: Indie, Simulation
Developer:
SCS Software
Publisher:
SCS Software
Release Date: 31 Aug, 2018

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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)
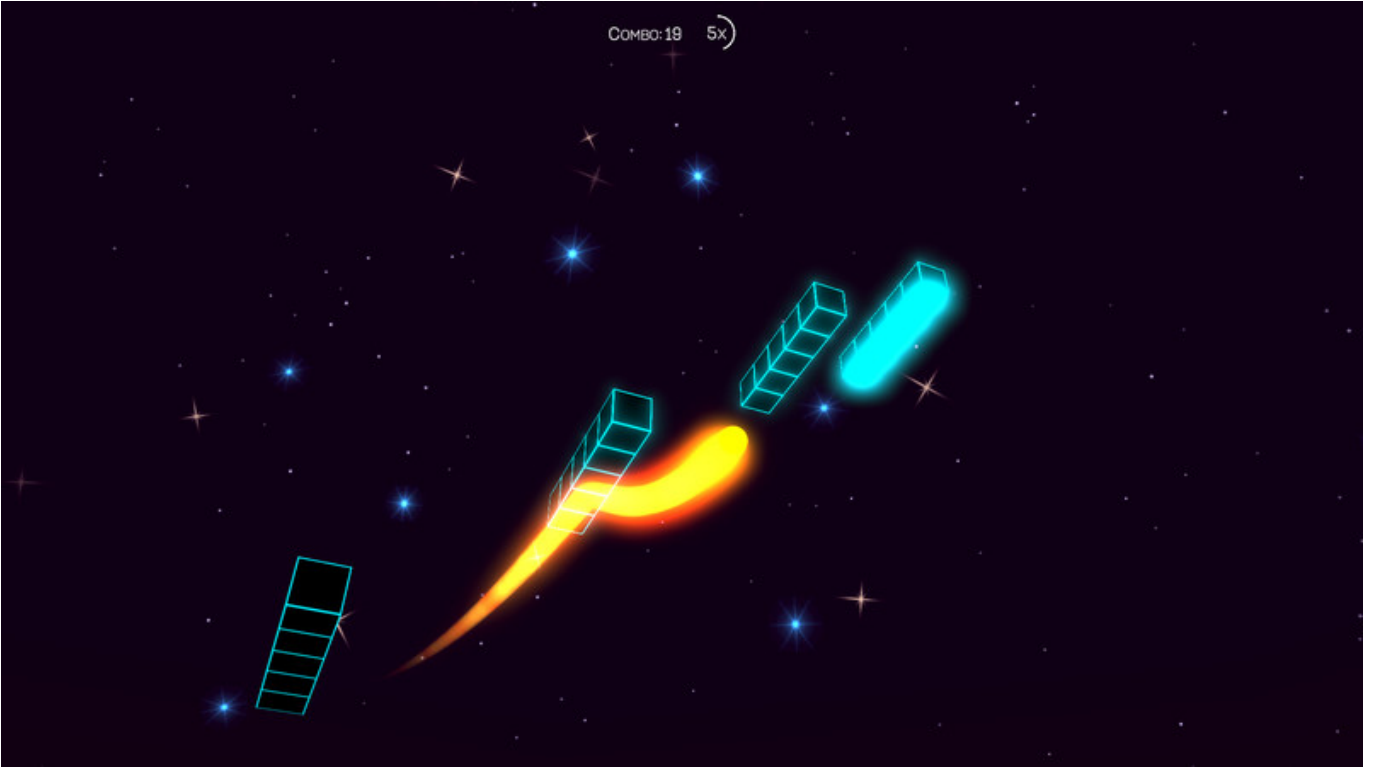
Hard Drive: 3 GB available space

English,German,French,Italian,Korean,Simplified Chinese,Russian,Japanese,Portuguese,Polish,Danish,Dutch,Finnish,Norwegia
n,Swedish,Hungarian,Czech,Romanian,Turkish,Bulgarian,Greek,Ukrainian

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So yeah, it works. Too dated now to be much use.. sheesh, wuts with the hate? free DLC is better than priced DLC. very frustrating game but a great play for a few min game :D
. A bit better than the first one. rarly crashes but can get so boring..... Excellent action game with great characters and story. Also the graphics are nothing to sneeze at.. Does not appear to be in game

[Linux Review]
0.2 Hours is all i played, The game is very boring, Leader board is broken on Linux (as in my score did not go up), game is to Dark in places and cannot see monsters, gun line up with mouse is hit or miss (Mostly Miss), Weapon swapping with keys 1 to 4?, in the year 2018 i would like to use my Mouse Wheel, 1 Map\/Level (Very small), It did run at 60fps (v-sync on) which is good.

I was hoping it was more like the run and gun games from the 90's (Abuse\/Metal Slug for example), with big levels and lots of Levels to play, but this is way off, more like a small survival game with random gun line up.

Sorry but i cannot recommend this game even at the \u00a30,84 sale price, Better off playing Abuse for free.

UPDATE: Some things are fixed now, Mouse wheel to change weapons, Level is a little bigger now but still only one very dark level, A teleport pad that seem random to where your end up, New monster??, A bigger Red Zombie?? And a Red crab\/spider thing so not really new monsters, Still random shooting line up, Online leader board seems fixed, Still cannot recommend this game.. The app is ok, and i dont have much to say about that. My problem is that all songs created with the app are imediatly licensed under the app, making it illigal to post the music to most websites, ruining the whole point of making a song. If you want to create music and publish it, i reccomend using something else.. A girl's who loves hard♥♥♥♥♥♥and beast ♥♥♥♥. What's there not to love. I find this product to be very time consuming as I havent tried painting before, but Black Ink is a very nice program to use. It can make people without talent do a unique design in a few minutes, and a professional do some amazing artwork. I recommend buying this if you have a hobby for art, also can be used by professionals but I am unsure if there are better programs out there for professionals to use.. This is very much a 1st Impressions review and will be edited if necessary as playtime increases.

So... You have an interest in Space 4X? You like the many Space Trading Games? You enjoy games like Magic: The Gathering? You actually crave games that make you think?

If you have answered yes to one, or even all of the above. You owe yourself to give Apollo4X a purchase. Yes, I am saying that right away. Why? Because all the aforementioned is in this game and then some! But now, you are probably thinking..

"Oh great, another game genre mashup that just will not work!... I'll Pass!"

Hold on... Not only are each of these elements solid in their own right. But in Apollo4X, they come together to make a super solid, unique and rather innovative title that shouldn't be overlooked. As a 4X game, you will not do something, then mash the turn button waiting for something to do. Each turn has strategical depth. You must meet colonial demands, purchase resources, build up colonies, prepare and plan for trading.

Trade is not an option in this game. It is one of Apollo4X's core mechanics. If you do not trade, you will go bankrupt, and you will lose the game. No population building leading to masses of taxes here. You have to be strategically aggressive in your interplanetary business, as the more you expand, the greater the upkeep. Colonists Empire-wide will also make demands. Ignore their demands, you suffer loss of approval rating and if that hits 0, you will also lose the game.

If that wasn't enough, there's the Alien Centaur threat to deal with. They are aiming to take over the whole galaxy, and most importantly, take you out by capturing your home planet of Apollo. Whilst their are no space battles in the game, land battles are played out as a card game. This game has a fantastic strategic complexity as battles are not one on one. Each card will affect several others in a deck. So what you select, and the tactics you choose in how to play them matters. So even when you are outnumbered and outgunned, it is still possible (But not easy) to win a battle.

So after some 1st impressions. What are the pros and cons?

PROS

- Starting the game, maps are not final. Feel at disadvantage? Just don't like the map? Throw it out until you find something you like.

- This game has depth from the start to the end. You will not be hammering the 'End Turn' Button. Gameplay is engaging and

there's always plenty to do. Strategy is key, you will have to think! A strategy that works in one game, might not work in another.

- A genre mashup that actually works. There's no 4X like it. Apollo4X is truly a unique and innovative game that pulls you in!

- One more Turn Syndrome? You bet! The game is fun and totally engaging.

- A welcome 2D galaxy option for those who require it.

- Many options before starting a game can potentially serve up lots of replay value!

- Your purchase will be helping to save rescued dogs... Good bang for your buck in both game and charity.

CONS (Can also be positives for some, including myself)

- Although not a disavantage by my standards. This game takes the old school approach. There is no tutorial mode. You will have to read the manual. Understand, and pay attention to what every section of the UI does. The learning curve will be steep at first.

- Maps can get busy fast, and initial confusion might arise. There's a lot of information to react to every turn. Turns are not quick, and neither is mid-late game trading and combat. You will not finish a single game in just a few hours.

- No storyline or campaign. Just the old school way to play. If you're looking for 100's of random events, and a story to follow. You will not find it here.

- A few very small issues here and there which will be tightened up with a bit more community feedback.

TL;DR? - An innovative 4X game that dares to be different from the normal formula, and as first impressions go, it suceeds! If you are looking to buy something different, buy this game!. It's pretty awesome to fly around 2D space solving complex puzzles with controls an Atari joystick could accomodate. The graphics are lush, rendering various environments for your robot to wander through while searching for a fallen comrade that include caverns, factories, and occasionally trippy things difficult to describe.. Nothing too bad about it other than the lack of art pieces - one of the paintings is superb but half of them have poor resolution.

Tip: you need to point to the floor to teleport - at first I thought it wasn't working with the Oculus Touch but it is not the case.

Still recommending as it is free to experience.