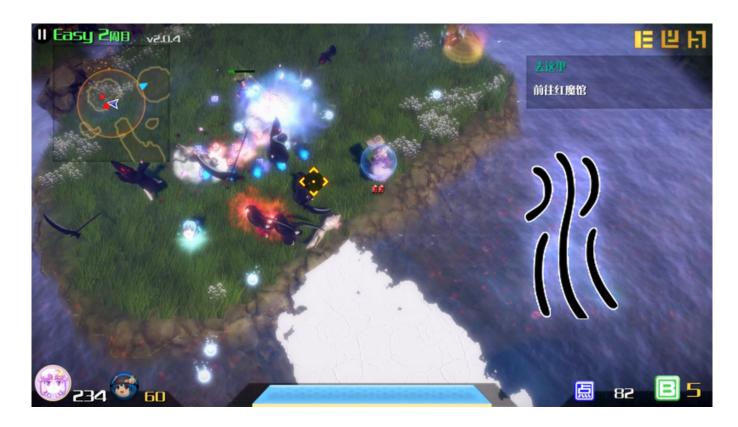Pinball Arcade: Gottlieb EM Pack Download] [hack]

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About This Content

Gottlieb EM Pack (5 tables)

This Pack contains the following tables:

- Big Shot

- Centigrade 37

- Central Park

- El Dorado

- Jacks Open

Title: Pinball Arcade: Gottlieb EM Pack
Genre: Free to Play, Simulation
Developer:
FarSight Studios
Publisher:
Farsight Studios
Release Date: 30 Jul, 2018

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Minimum:

OS: Windows XP

Processor: Dual Core 1.6 ghz or better.

Memory: 1 GB RAM GB RAM

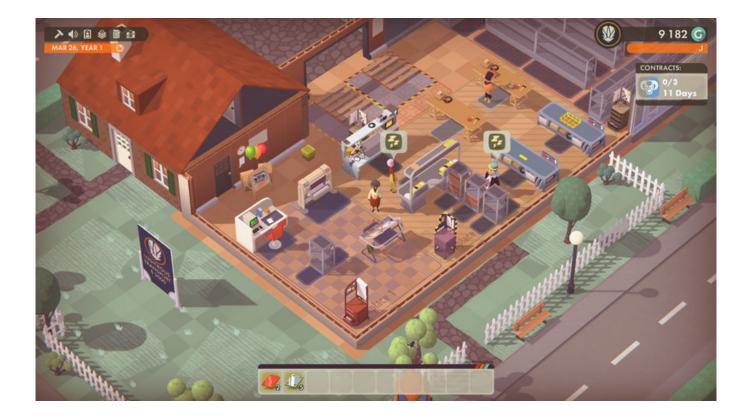**Graphics:** Graphics card supporting DirectX 9.0c and Shader Model 3.0

DirectX: Version 9.0c

Storage: 11 GB available space GB available space

Sound Card: Direct Sound capable card.

English,French,Italian,German

The title of this game is about me.
A caveman. Saw this and thought it would be bad, bought it anyway with a friend cuz ♥♥♥♥ it its 4 Bucks, we can just refund it if it sucks.

Was not expecting to have this much fun with the game, Initially seeing the Granny get headshotted by a plate and immediatly ragdolling had me dying laughing. Kicking the Baby through a Window will never be boring. The Third level scared the♥♥♥♥♥♥out of me, especially with the Granny running at ♥♥♥♥ing Mach 3 behind you.

 Best 4 Bucks spent in my Life.

Pros:
-You can Kick a baby
-You can Taser a Baby
-You can headshot a Granny with a Grenade
-Level 3
-Ragdoll physics
-its 4 Bucks

Cons:
-Level 2
-Granny a bit too slow and her energy depletes too fast

All in all, Good game for a Great Price, Could use more Variety though, really hope this game gets more Updates.
. This review is going to be a little less precise than usual, as Emerald Maiden was the subject of the first ever Hidden Object Drinking Game, so my judgement can't be trusted 100%. Still, I'm fairly comfortable with the amount of attention paid to the game, and that this review will be fair. So, let's get to it!

Emerald Maiden is the story of a woman in the 1980-something receiving a ticket to a mysterious undersea hotel. The woman in question is an orphan, and she has reason to believe that the preposterously-constructed vacation resort will have some clues as to what happened to her long-lost birth parents! Which is true, but there's so much more to discover as well!

On to the Hidden Object Criteria!

Criteria 1: To what degree do the puzzle screens look like a thrift store vomited on my monitor?

It's fairly crude this time. The abandoned undersea facility isn't a new setting - Artifex Mundi already published a fairly naked rip-off of Bioshock, after all, but the Emerald Maiden resort just isn't in the kind of terrible condition that would justify the stacks of garbage strewn everywhere. It's a little more excusable once the player starts venturing into lucid dreams which don't necessarily follow real logic, but even then the game leverages dishonest design far more than is acceptable. There's basically every type of HOS cheating a game can do on display in Emerald Maiden - size, transparency, colour, placement - the game never encounters a type of cheating it doesn't like.

Criteria 2: Are the searches justified by the premise/story?

It's about 50/50 here. While the game is blessedly free of item placement screens, there are plenty of 12:1 screens, where the player is tasked with grabbing a load of garbage to find a single item. There are also a number of much more interesting 'item assembly' screens, in which the players has to gather a series of random items to construct something on the same screen. It's a refreshing change of pace that fits the setting really well, and is impressive here as it was in Clockwork Tales.

Criteria 3: How well do the various puzzles and object searches meld together to form a coherent whole?

Very well, actually. Emerald Maiden's puzzles are generally environmental in nature - finding items to interact with the world in

concrete ways that all make perfect sense. Every now and then a discrete 'puzzle' pops up, asking the player to solve a game of pipe dreams or move symbols around a board - but they always make sense within their setting, and are never too aggravating. While Emeral Maiden certainly has a fantastical setting - undersea motel and dream machine, all in the year 1980 - but its developers have gone a long way to making sure that it's all internally consistent, and the game works well because of it.

Again, my fondness for this game may have been affected more than a little by my state of inebriation while playing it, but I must say that, beyond some sloppy HOS construction, this a solid and engaging adventure, one that doesn't wear out its welcome across the 3-4 hours it takes to beat. Would it have been nice if the developers had put in a little more work on the hidden object screens? Sure, but that does little to hold back an otherwise stellar adventure.. If you love Risk, you will love this. Wish it has some sort of multiplayer though. :-(. Extremely short gameplay and terrible storyline. Not worth the price tag.

Beautiful game & storyline. I found the puzzles rather easy, but there were many scenes to explore so it still had enough substance to keep me happy.. this game has a bright future

I'm really suprised how few people have picked this up, this has a little of everything

the workshop will totally make this game, thats when some very good user created campaigns will start rollin out

the dev is very active in the forums and the updates keep coming

the game is a blast, grab the demo and give it a try, you'll get hooked. supreme ruler 1936 is a rough gem, i would recommend it to people who love RTT games like command and conquer.

the good;
-extended tech tree with technologies and units that go to around 2150.
-good simple and very functional economy, though it takes a while to understand it.
-good logistics system that may be a little obscure to understand

the bad;
-unit controls, it still suffers badly from a lack of good management option for your units, your battlegroups are overly simplistic and it can take hours to create a functional OOB for a major nation only to see it destroyed within a few days of combat as the units throw themselves away against entrenched defenders one by one.
. The Trilarians unfortunately suck. Not because they're not good. In fact, they have a pair of very useful bonuses (extra speed on both tactical and strategic maps + extra effectiveness on Ocean planets) with zero downsides in terms of racial traits. But that's just it: they're boring. EXTREMELY boring.

How one can make Cthulu-esque fish people boring is kind of amazing actually. They simply need some extra traits that make them genuinely unique. For example, make their beacons act as warp gates, so they can warp around the map ignoring starlanes really early and even into neutral\/enemy territory, but have them cost 1 BC per turn instead of zero. Have extra effects for all Trilarian workers when in any "aquatic" biome (Swamp, Terran, Ocean, or Gaia) but have major penalties when in any non aquatic biome (Volcanic, Desert, Barren, Arid et cetera), thus incentivizing terraforming into aquatic biomes. Let them gain immunity from space monsters . . . something.

As it is, you'll probably get them anyway if you pick up the 3-pack on extra races, which is recommended. But if you're thinking of picking them up individually,don't. They're just . . . lame.. Genre:
Horizontal, bullet hell type of shmup

Introduction:
This is a unique shmup, but not made for everyone. That because of the anime style, some seminudity (removable and NOT needed to enjoy the game, explained later on), fast pace (subjective), and taking a while to getting used to the controls, binding all the many keys to your liking, learning how to use the game features (getting rid of bullets with planeshift, controlling Phase Level), and so on. Once you learn how to play the game properly, it can be really fun, and the online duet revolutionates.

Gameplay: Good
The gameplay is fluid, resposive and satisfying. An issue I do not share, but many people seem to do, is that there are many keys for many functions. Your regular shmup has a fire and bomb key, and sometimes a focus or slow-down and a charge attack key. GundeadliGne has fire, rapid fire, mana shot, bomb, focus or slow down, turn, and even a screenshot key! The best way to play the game seems to be in a controller or an arcade stick. Personally, I have to admit that it took me a while to use all keys properly.
The two initial characters are said to be one for average players, that is Eryth, and one for beginners, Elixirel. Eryth can only shoot straight, is faster than Elixirel and seems to be able to cause much more damage (don't rapid fire too much or her guns will overheat). Elixirel is able to fire to to various places so you shouldn't bother staying in the front of a boss to do damage, but she's slower than Eryth and sometimes it costs you a life. The bosses bring innovative bullet patterns, most of the time, but either they are good or not is subjective. I say they are.
If you're too slow to destroy enemy waves, you'll run out of time and may not be able to finish a mini boss or a boss itself. So the game requires you to go fast, but there's an issue few people might experience. Depending on your computer's hardware, the game may run slower in fullscreen mode and a tad faster in windowed mode. That happened to me, and for some motive I can't get my game to run on fullscreen mode anymore, so I was quite shocked at the difference.
If you're scoring high in the game or pulling out death bombs, you'll raise your Phase Level, making the game harder. If you're not ready for high Phase Levels, try using bombs before being hit or even don't bomb at all. Giving up a few lives to not lose

them all is the key. It's not explained in the game, but there's a manual you can check by right clicking GundeadliGne in your game library, and it's recommended you do so, as many other features are also explained there.

Game Visuals and Music: Moderate
The pixelated graphics are nicely worked. A problem is the seminudity of some of the bosses, that can be hidden editing the .ini file in the game folder. The seminudity turns the game down for some people, making they think that this game is trying to sell with sexual content, but that's NOT the case. In my point of view, It's supposed to add to the chaotic climate of the game, just like in Bayonetta. The characters and other bosses are well designed.
The music quality is subjective. The original music is not the greatest out there, neither the arranged version, but they fit so nicely, it seems they are better than they actually are. I was surprised when listening to the game OST on YouTube, as they didn't feel so awesome as in the game.

Game Storyline: Moderate
Not really the focus of the game (so it's discounted from the overall rating). The story is presented between stages of the game, a screen of text alongside with character art. It's not the most enticing way to tell a story, but the story itself isn't shallow, neither badly written and translated. It's a continuation of the previous game, Gundemonium Collection. If you want to read it, you can check GundeadliGne's TVTropes page.

Game Entertainment: Good
As some people would have trouble adapting to the game's many features, and some people would think bad of this game because of the seminudity, I can't say those people would feel entertained playing GundeadliGne. But if you fit the target demographic of the game, several hours of fun are guaranteed. And even better, if you happen to have a friend that owns the game and lives in the same country as you, both of you can experience the online duet at it's best, that is fantastic. However, if you're playing with someone from other country, you'll have connection issues and the controls are going to be far from responsive.

Overall:
Excellent game for people that are okay with all the items listed in the introduction of this review, and have someone to play the online duet mode properly.

Good game for the standard shmup player, but they might have a bad time adapting to the controls and game features, also if they don't mind the anime style and seminudity.

Moderate game for beginners, people that would give up on trying to understand the controls and game features, and only playing the game to pass some little time, also being or not being slightly triggered by the seminudity.

Bad game for people that dislike the anime style overall, that would like to pilot a ship rather, also that thinks that the controls and game features are unnecessarily complicated and that also thinks that the seminudity is there to "help selling a bad game".. this♥♥♥♥♥♥is hilarious

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