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About This Content

The 2S14 Zhalo-S is an experimental light, highly mobile, Soviet self-propelled gun from the 1980s. It is armed with an 85mm cannon on a BTR-70 wheeled chassis. Despite its unusually low caliber, the gun was very capable of defeating older vehicles, but it lacked the penetration of 125mm guns, a fact that ultimately doomed the project. The surviving prototype is currently located in the Kubinka Tank Museum.

In Armored Warfare, it's one of the deadliest Tier 4 vehicles when driven by an experienced commander. Its gun has a rather low caliber for its Tier, but it more than makes up for it with its rate of fire and penetration power. The Zhalo-S can stay hidden for extended periods of time thanks to its excellent camouflage factor and, with a bit of luck, is capable of taking out entire squads of enemies on its own.

Title: Armored Warfare - 2S14 Black Eagle
Genre: Action, Casual, Free to Play, Massively Multiplayer, Simulation, Strategy
Developer:
Obsidian Entertainment, MY.GAMES
Publisher:
MY.GAMES
Franchise:
Armored Warfare
Release Date: 30 Apr, 2018

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Minimum:

OS: Windows 7/8/10 (x32), Windows 7/8/10 (x64)

Processor: Intel(R) Core2Duo CPU 6700 @ 2.66GHz (2 CPUs), ~2.7GHz or equivalent

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 9500 GT 512 MB or equivalent

DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 4 GB available space

Sound Card: DirectX compatible sound card

English,French,German,Polish



What I Saw From Above

One day I took a scooter to get to the Grand Canyon near Pai.

The road was quite exciting—with every turn a new vista. They called it the Grand Canyon probably to appeal to those who liked the Great Canyon in the US, but the two were nothing alike. Lush and green, the mountains around me felt alive, vibrant.

After an hour trip, I parked my vehicle.

Annoyed

Annoyed

STRESS

FATIGUE



Morning

Thu, 14 Feb

฿125,346



PAI



I recommend buying the K4 as soon as you get Horseshoe Curve. Looking at it alone looks amazing, but having it is even cooler. This marvel of the Pennsy is just a fine and overall nice loco to have in game, wherever you run it. My only problem is that it seems underpowered (or its just me) and that it doesnt come with anything else. Im not saying thats a bad thing, but it would be cool to see something else with it. The soundsV looks are amazing and in conjunction with the map, its amazing and historical.. Though fun for a bit, the level of variety is way too low. Enemy types are few, and powerups are limited. The game is inexpensive, but that just does not justify how small of a game it really is underneath its pretty graphics and initially fun playthroughs. In addition, it isn't like most modern roguelikes in that you don't get small progressions between runs, such as skill trees or new items. This makes each run feel pretty meaningless, especially with how shallow enemy types and items are.. Front Office Football is and has been the best football simulator on the market for years now. If you want to put together your own dynasty, get in there, draft your future superstars and free agents and get on the gridiron. The game is not easy though, you'll have to earn every win against an AI that's been refined over several versions. I'd strongly recommend this game!. First impressions: <http://www.cublikefoot.com/the-memory-of-eldurim-first-impressions/>

Oh man, I had a lot of fun playing around in The Memory of Eldurim. Even in it's early access state, the game is fun. There may be plenty of room for improvement, but the game seems to be heading in the right direction and I can't wait to see what happens with it.

Currently, there are plenty of flaws. I was able to slaughter all of the peasants in the spawn town, some even right in front of guards, who obviously didn't care for the town's citizens. I found that quite amusing, but hope that it will eventually be a bit more realistic. It's also a bit unfair, in a way. You're able to spawn right after dying, which doesn't set back time at all (like most RPGs, that load from save states). With this in mind, I was able to continually go after the same guy several times until he died.

Graphically, the game looks fantastic. The Memory of Eldurim makes use of the CryEngine, the first indie title I've ever seen using the engine. I really enjoy the game, but it's going to need a lot of improvement before it's ready to see the light of day. I can recommend it in its current state, but don't expect too much content-wise. Hopefully we'll see some updates in the future.

<https://www.youtube.com/watch?v=bgpaRBMbqhc>. I've played many 8 bit games in my day and I'm surprised on how well this one plays and handles with my controller. The music has that 8 bit Capcom feel to it when they designed their games. The objectives in the game are fairly simple to accomplish but there are portions of the game that may frustrate you. Kind of cool at the beginning too that you have to press on a button to blow on the cartridge to make it work, and also the reference to TV star Jimmy Fallon in the game.

Graphically , yes it's retro but it's easily worth the X amount of dollars paid for , and even more so when its on sale. I just wish the activation mechanism was taken away as it's not easy to deauthorize a game without customer support these days :(You don't need this DLC at all to get the morninglight story and the items in it don't help you out in the game at all since they are just cosmetic fun stuff. If you like the game enough that you are considering purchasing the DLC do it and support SWL. If you don't want to pay full price (most of the DLC is over priced for what it gets you) wait for a sale.. Quite fun to create your own aircrafts and cars, it's great for being creative and it is also great to test it out on a public game. I found it to be a very great game for a while, you get bored after some time but it's still worth it.

Fun game, recommend with friends. Amazing game, the controls and graphics are so good.. Edit (8V2V17): After some discussion with the kind developer, I feel obligated to point out that, while I stand by the following review from an adult's perspective, children might get more enjoyment out of the game for some of the reasons I dislike it. If you are unsure if you or a child you have in mind would enjoy the game, try the demo.

PROS:

*Performance is fine

CONS:

*Tedious

*Simplistic

*Unrewarding

*No new mechanics or development over time

*Seemingly absent difficulty curve: levels in area 5 may as well be levels in area 1 and vice versa, with only very rare exceptions outside the DLC

*Too small a variety of minigames, given how simple they all are

*One minigame is buggy

*Overpriced

GAME LENGTH:

The base game can be completed to perfection in around 6 hours. The \$4 DLC pack adds another 5 levels, some of which are "extra large," so expect to play another 3-5 hours.

SCORE:

1V10

That score may seem harsh, but this has been one of the most joyless experiences in my years of gaming. Since most of the game does require the player's attention, I can't even really treat it as something to do while I'm watching TV.

Puzzle Box features 6 minigames, some of which are initially "locked." This design choice is a bit strange, since they are all unlocked somewhere around the third area, leaving no rewards for the rest of the game. I will address the minigames in order:

- 1.) Color-coordinated block dropping on a still screen with a timer
- 2.) Color-coordinated block dropping on a side-scrolling screen with a timer
- 3.) Destroying a block shape with bombs
- 4.) A platformer in which the player must collect butterflies, avoid enemies, and get a dog to food
- 5.) A runner/platformer in which the player must collect 10 coins
- 6.) Collecting coins with a floating vending machine claw while avoiding flying gears

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The block-dropping minigames are pretty much the same except for the increased chance of failure in the side-scrolling version. The player gets up to 4 colors of blocks (assigned to WASD or accessible through mouse scrolling) to drop in the right order. Perfecting these levels for achievements and coins to unlock new areas simply requires accuracy. Each area of the game features 2-8 of these games, so they make up the bulk of the gameplay.

The problems:

These minigames just aren't very fun to play, especially when the levels don't ever present any new mechanics or increase in difficulty much--at least not consistently.* It is very difficult to fail them and even to fail to perfect them, as the game is rather forgiving about mistakes. On top of being tedious, easy, and undeveloped, sometimes two or three of the colors that the player is given are very similar, which can cause some frustration.

*Starting at area 11 (DLC levels only), extra large areas are introduced for the first kind of minigame. I suppose that this adds some difficulty, but the requirements for a perfect score are also made more lenient, so the two changes cancel each other out.

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The bomb-dropping minigame is exactly how it sounds: the player is given 3-4 bombs to drop from above some shape made of blocks. The player is rewarded with coins corresponding to the percentage of blocks he sends off screen. Perfection requires eliminating all of them.

The problems:

As with the first set of minigames, no new mechanics are ever introduced and the difficulty never increases. These games are literally over in seconds. Additionally, since it's probably impossible to actually eliminate all of the blocks, the game seems to grant 100% completion as soon as the player reaches 80%.

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The platformer minigame is probably the best part of the entire game, but it would still be a terrible standalone experience, even below the quality of many free platformers. The goal here is to navigate a stage and collect butterflies. Perfection requires collecting all of them, completing the stage within a par time (seems to be around 3 minutes across the board), and getting a dog first to some food, then to the exit.

The problems:

Only one new mechanic is ever introduced (bombs), but it shows up inconsistently and doesn't add much to the experience. These levels are generally easy, but very rarely a butterfly will be put in a dangerous location that requires an unusual degree of precision and timing to reach without being touched by an enemy. This feels inappropriate for the game, as the character handling is somewhat imprecise (floaty) and user-unfriendly (the player is often unable to look below to see if he is going to land on an enemy). Furthermore, I'm not sure what the additional requirement of feeding the dog adds to the game, since it can be saved until the end of the level, when the player is rewarded with invincibility and the timer stops.

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The runner minigame is one of the simplest: the player simply chooses when to jump (up to 5 times before landing) to keep moving and to collect coins. I have never failed one of these levels, but missing a few jumps in a row would presumably lead to death. In any case, the player gets to run the "track" two times, giving him a second chance to collect any coins he missed the first time.

The problems:

As usual: no new mechanics and no difficulty scaling. Additionally, the second lap seems pointless when the levels are so short (and so easily replayable) and the coins are so easy to collect. At the very least, the developers should have coded the level to end after the first lap if the player collects all the coins the first time around.

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The claw minigame is possibly the most tedious and frustrating of the group. The player is given a long stage and must collect 6 coins distributed across the ground with a claw and return them to "goals" while avoiding floating, sometimes moving gears that cause instant death. Perfection requires completing the level within the par time (seems to be 3 minutes across the board) and never dying.

The problems:

The claw is incredibly jerky and gets damaged even by touching walls, which is often unavoidable because of coin distribution and the terrible handling. Consequently, it is just about impossible to navigate *through the small spaces between gears, so the player either must (1) fly above them or (2) pick up the gears themselves and move them elsewhere. Both options are tedious and the second is somewhat unpredictable. Worse, both the player and the coins may bug out: the player may get stuck in the ground or*

ceiling and the coins may fly around, getting stuck in crevices. These are my least favorite levels by far.

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With such dreadful gameplay, I probably wouldn't give the game a much higher score even if it had amazing music or visuals. Still, it's worth mentioning that the music is repetitive and even sometimes obnoxious and the visuals, which you can see for yourself, are nothing impressive.

Additionally, the level select screen is unpleasant to navigate because of mouse acceleration issues and I'm a bit annoyed that the game's title deceptively suggests that it contains puzzles.

If I am totally honest, I would not have played this game for free if I had known exactly what I was getting, nor would I even recommend it to children, so \$10 (and another \$4 for 5 more stages) is a ridiculous asking price. I only play it now because I was well past the refund deadline by the time I started it and I don't value my time as much as I should. For its lack of any enjoyable gameplay, I give Puzzle Box a 1 out of 10. the game is very poetic and difficult, but I advise those who are not afraid of these difficulties!. Causes a terrible issue to system32 folder in Windows 10. Only the third boot will offer you the solution, but just don't risk it. DON'T EVEN BUY IT!. perfect game for wasting time and money crashed!. I bought the game last week, game wasn't properly published (thus unplayable) until I had a chat with Steam Support. That said, here's the review after the game became playable.

The Return Home is a game about a rabbit thrown out of its home by lizards for an inexplicable reason and now the rabbit's after revenge.

From the time I've spent playing the game, I'd say you can beat this game in about 20 minutes or less. The first half of the game is you just running around on a fetch quest, the second half is a sketchy FPS against the shoddy AI lizards you spent the first half running away from, after which the game just ends out of the blue.

The graphics are okay and it's always neat to see some cel-shading. However, several problems arise with broken lighting and other visual effects, causing significant performance lag, especially on the second half of the game.

The in-game music is mostly just a semi-repetitive beat akin to certain tracks from the Serious Sam games. The cutscene music is excessively loud in comparison. You can't skip the cutscenes and the options only become available after entering the game itself.

In short, despite its low price tag, the game is not currently in a state you'd get much bang for your buck. It'd probably last you longer than a candy bar, but the aftertaste isn't as pleasant. Don't get it.

Also, what's up with that completely empty "About" button in the main menu?

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