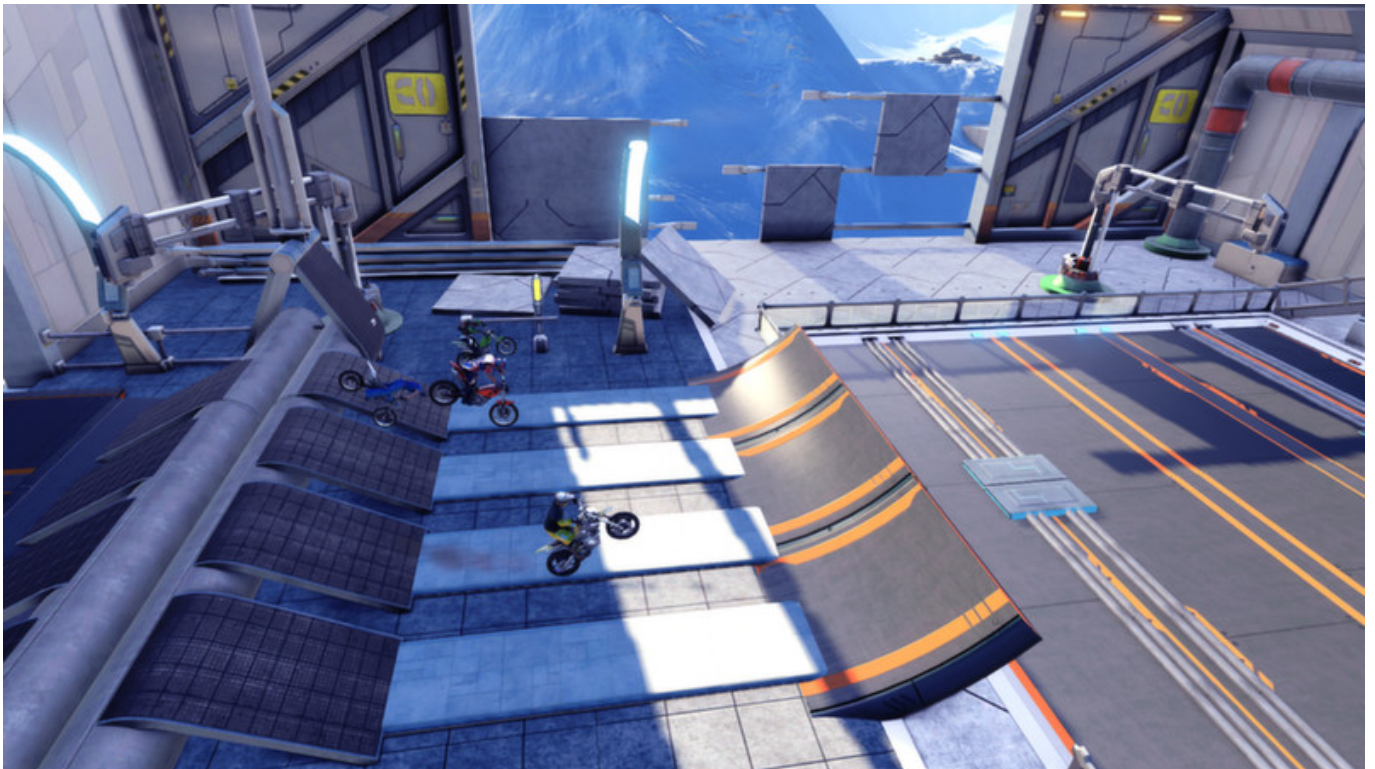

Autumn Night 3D Shooter Full Crack [PC]



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About This Game

First and foremost, this game is an experiment in coding a software renderer. It's an engine that renders the image via CPU, without involving the graphics adapter, much like the 90's games did. I wanted to find out if it's possible to code an engine like that from scratch nowadays, and if it can run at 60 FPS on a modern PC. It was a self-imposed challenge.

Once I finished the engine, I thought I could make a game with it, an FPS like the early shooters from the 90's. I have to say I was quite impressed with them back in the day, and I've been looking to recreate them for a long time. Thus, this game is a 90's FPS. A simplistic story takes a backseat to pure run-and-gun gameplay.

On graphics and visuals: I was creating the visuals based on the imagery from my dreams. I tried to convey the mood and atmosphere of my dreams through level design. I feel like I did a particularly good job on this aspect. I'd be happy to hear some feedback from you on my humble little game!

Title: Autumn Night 3D Shooter
Genre: Action, Indie
Developer:
Sergey Bobrov
Publisher:
Sergey Bobrov
Release Date: 9 May, 2017

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Minimum:

OS: Windows XP 32bit

Processor: 1.5 GHz single core CPU

Memory: 512 MB RAM

Graphics: any

Storage: 110 MB available space

English





BACK



piano key scarf for sale. fractal 3d dubai. soul searching holidays. caramba cape town. super magical achievement guide. barbarian 5e giger. wifi accelerator software windows 7. rise of venice gold edition cheat engine. bubble sort em java. long night 1947. labyrinth singapore. maid cafe nederland. laser cut signs. the tower free game. tricky towers 39. rrr shooting. the master of disguise full movie youtube. raceland e46. citizen of rome dynasty ascendant. tyre installment malaysia

this game is great, I played job simulator and albeit the few issues it had it was still great, the devs took everything wrong about job simulator and made it great, really outdid themselves here, if you have a VR buy this game. What you're paying a buck for isn't for a game you can beat in an hour, but an unforgettable experience with an important life lesson.. creepy fun for 50 cents. Very simple and good game, i enjoy play in it but the game need to be improved. I mean maybe you should make option to recruit for soldiers in land of countries that you totally conquered? It'll makes the game less annoying when you have a very large amount of lands...

I want to add now why Russia have only one region where it can recruit soldiers but other countries have around 3-2 even if they much smaller? In addition will you add multiplayer between players in the future?. Needs updates. sadly my computer crashes every time i try to play this.i remember the game and so wanted to play but you live and lean more money down the pan. Overall fun game, I would recomment using a controler for playing this game as it is not too easy to use a keyboard for these controls. Very unique, my only complaint is that the multiplayer is lackluster. But the BB Discord channel is great for that. Making a private lobby with your friends is fast and fun. I definately recomment this to people who have a lot of free time, because it will eat it all up. Straight omg memories, remember worms, I sure do.

- ✔️ Was really surprised when this went on sale for as little as \$3.
 - ✔️ The voices are still funny relating. "Shaken not stirred." as a James bond refernce.
 - ✔️ I personally enjoy the 3d world.
 - ✖️ Story is literally a joke, it's a worms game.
 - ✖️ You will put this down over time as multiplayer is dead in 2018.
 - ✖️ Buy on sale.
- [+65% \[discord.gg\]](#)
. Recommend, there's alot of replay value

great game i love all the funny bug's like once i use a save point item and when i got back into the game it gave a me smg. My "no" isn't a strong one. A big part of this is because the game is apparently continually adding stuff. While some see this as a positive, I see it somewhat as a negative BECAUSE the game should feel like a full, complete, polished product. THEN the idea of constantly adding stuff becomes a positive because it's like... hey, free updates! Cool! But this almost feels like an Early Access. Which would be fine *if it were advertised as such*. Perhaps I'll revisit this game in like a year and update my review then. Perhaps. I have a lot of games in my backlog, so who knows if I'll remember this.

The other big part of this is the existence of two other games on steam: Game Dev Tycoon and Mad Games Tycoon. Now, normally I don't subscribe to the idea of putting down a game simply because another like it exists already. So long as a game finds new, interesting things to do with the idea I am fine with playing another iteration. Hell, I've already played those other two games and felt the need to buy this one. So I'm definitely down for another game dev sim. What Game Dev Studio adds to the concept doesn't really do much for me. So I'll break down why the other two work briefly before I dissect this one.

Game Dev Tycoon is the most basic, bare bones of the three games. If you want the most casual, brisk experience then that one is for you. It's easy, clean, simple, and the default mode is almost like a fun history lesson... or... quiz. IE if you know about the rise and fall of consoles and have a good knowledge of general games stuff (like making an♥♥♥♥♥load of cash off the Game Boy and avoiding the Virtual Boy like the plague), you can put that knowledge to good use.

Mad Games Tycoon (despite its name sounding like a crappy, Russian knock-off brand) is a much more full-blooded, legit sim experience. You have to manage office space, production, distribution, take things off the market, make sales and bundles, etc. If you want to do waaaay more stuff, Mad Games is best.

So then we get to Game Dev Studio. What it does is tries to be like Mad Games Tycoon by adding a ton of complexity. It also tries to remove certain pieces of complexity in exchange for its own ideas: employees level up and need vacations, raises and paid company activities; other game companies form rivalries and try to ruin your business; objectives. None of these things really make the game better.

Having to micromanage employees is a hassle because you can have like a hundred of them (I think my highest count was around 40, the first real campaign wants you to get up to 60!) so you just constantly get spammed out. So much so that the game comes with auto-management features to remove the clutter. There doesn't seem to be any tactical reason to hold off on any of these things, so it's better to just use the auto-feature. Any time the best way to enjoy a feature is to automate or ignore it means that that feature is BAD.

The rivalries is probably the most fun idea, but lacks the depth to really be interesting. It seems like the other companies are like Gandhi from Civ: they just want to destroy all opposition with endless fiery rage. But I could be wrong. Unfortunately this is the one feature that I saw the least of during my game time.

Objectives are the addition that fell flat the most. A lot of this has to do with the fact that the game is very upfront with the idea of "campaigns." See, campaigns could have been interesting... maybe. There have been other sim games to do this idea. Personally it's not that appealing to me; I'd rather just go straight into freeplay. BUT if you wanted to put some kind of story or single-player "experience" into a sim game, this would be the way to do it. Unfortunately all I've seen from this game for campaigns is to give the player simple objectives. Get 60 employees, makes X amount of money, get Y amount of fans. So this idea does absolutely nothing for me because I inherently want to make it big anyway!

Furthermore, this really puts a damper on starting the game. I completed the tutorial and what I wanted to do was keep playing. But the game would prefer if you leave that game and start one of the campaigns. I thought about just continuing to play the same map but the world seemed to become stagnant. So... that's boring.

Lastly I should really mention the nonsensical manner in which games are successful or failures. In the other two games, you're supposed to find genre-topic match combos and then allocate the correct amount of priority to features based on the type of game. Making an action game? Focus on gameplay. Making an RPG? Focus on story. Pretty simple idea to gamify. Here, you just put priority up to max and it always seems to be a good idea. I made a Medieval game with "realistic firearms" and that pleased the audience. WAT?

Ultimately I found myself dreading opening the game up again. It just didn't hold my interest. Compare that to the other two

game dev sims I mentioned, and those became like addictive problems. I'd look up and be like, "Oh, god! The sun is up!" because I would get so sucked into it. Suffice it to say, this genre and topic combo is usually an easy win with me.

The real shame is that there still is a version of a game dev sim that I really want out there that doesn't exist. What I really want is more focus on the CREATIVE aspect of making a game. In all three of these games, all you can really do is name the game and pick the genre and setting. That's it. I can't make the box art, write a blurb for the story, or make a dozen other tiny decisions that would help each game feel like something I actually ... uh... "made". I realize that kinda thing is stupid because it never actually affects the success or failure of the game. It's just dumb fun. Hell, there was this movie sim game I played called Hollywood Mogul 3 that allowed you to make acceptance speeches at the Oscars. Holy hell was it fun to go on a drunken, never-ending ramble on NPC's. And don't even get me started on The Movies. Agh! So fun.. At its stage right now is not very good its controls are stupid how it reloads is confuseing i spamed r for like 1 min releaseng that it does it on its own and the enemys..... when you shoot them it takes a whole clip to kill them then they stand there and they just fall over. Same with the main character.

3V10 RN ITS IN EARLY ACCESS so i will try it again once they update it more. I recommend this game (in single player mode).

It's free-to-play, has a reasonable amount of depth, decent amount of immersion owing to IRL player names and even though it's odd seeing most teams playing the same 4-2-3-1 formation game-in, game-out and it's not exactly feature-rich, it is worth a play. The addition of micro-transactions means that, if you so wish, you can speed up some of the in-game experiences such as upgrades and scouting, etc. But there ARE some Soccer Dollars (as I call them) available for achieving certain tasks and reaching milestones, meaning that it isn't necessary to dip into your IRL wallet in order to enjoy this game.

It isn't without its flaws: I personally had a bug where, having upgraded my stadium a couple of times, it was no longer possible to upgrade it (even though there were several upgrade stages remaining, the board had for some reason decided that there was no longer a need to do stadium upgrades and, strangely, my upgraded capacity was only available during non-domestic games). I contacted the SM admin and they told me that it was an error unique to my save game so unfortunately there was nothing that could be done to rectify it, which kinda sucked as I had banked (no pun intended) on those extra few millions in gate receipts etc . But they did promise they would look into it, so hopefully it's been sorted and doesn't cause issues for others. Apart from this my only other gripe is that it can get a little tedious (but that's probably just the nature of the beast, so to speak): having played through a few seasons I had to take break - the fact that you only get one save slot means you can't mix things up by managing different teams, which would help to keep things interesting. But having said that, you can pay a few quid to upgrade to 'VIP' status which, along with a few other benefits, grants you two extra save game slots (this is something I'm considering, as £3 for what is a decent football management game is still a steal and I don't want to delete my current data - despite the bug - but would like to manage lower league/European teams as well).

One other recurring bug I noticed was the absence of ratings for players who had been brought on as substitutes. Even when they'd come on at half-time. Also, I'm not quite sure why it's necessary to pay Soccer Dollars to reveal the Potential ratings of players who are already on the books, given that the scouts seem to be able to give at least a somewhat accurate Potential rating when they've been assigned a scouting assignment. For players of other clubs? Sure. But not for your own players. Perhaps after they've been with your club for a period of time (3 months, or w/e) you get a report about their Potential. You shouldn't have to pay Soccer Dollars for that... maybe a special fee to the scouting team (using in-game currency)... that would be more understandable, but not Soccer Dollars.

I do enjoy playing this game but I'd like to see more information made available, especially more in-depth historic data (previous season's match details etc). The ability to scout for new members off staff would be nice as well (I'd get my current Assistant Manager scouting for his own replacement, just to be a c* lol). Also, more scouting options for the scouts - so things like an age range, multiple positions (for searching out players who have multi-role abilities), ratings range (including being able to instruct the scout to only report back with players who meet a specified minimum Potential rating, etc). And also, more in-depth match reports, including entire match narratives and individual player reports for each game (not just the overall details you get access to in your 'office').

Overall, this game is worth a play and I think its large player base is testament to that. I've read unflattering things about the multiplier aspect (it sounds like it needs some adjustments made to make it fairer on newcomers) but I haven't accessed this aspect of the game and can only give my opinion, therefore, on the single player campaign which is, despite a few bugs, well worth the asking price - £0.

My story:

I played through as the team I have been a fan of since a youth - Chelsea.

My first job as manager was to put John Terry on the transfer list (it was so cathartic, but I kinda regretted being a c* to him given his legend status at the club, but he was a bit of a d*head sooo...). He got picked up by Southampton (an ironic location, given his previous misgivings). Along with him for the ride was Costa, for whom I collected £53m+. Pedro also left, but for Spurs.

I brought in Stones, Coman and Koke (who all made more-than-fitting replacements) along with Kante and Meyer, to bolster the squad.

My first season was probably my most enjoyable. Despite only finishing 5th in the league, I'd managed to steer the club to League Cup success and, more impressively, Champions League winner's medals having seen off Barcelona (1-0, 1-0) in the Quarters; Bayern Munich (4-1, 4-0) in the Semis; and Real Madrid (2-1) in the Final. I couldn't believe it! I still remember those games: shutting out the most offensive team on the planet; outplaying the most efficient; and outshining football's brightest stars on Europe's biggest stage to top it all off. I had to take a breather after that :)

I came back the following season to pick up another League Cup, and this time added a Premier League title but couldn't add another Champions League, having been beaten at my own game by a well drilled PSG in the quarters (I forget the exact scores, but they were close, something like 1-1, 0-1).

On my third outing, I picked up only a League title owing to some really awful displays culminating in early exits in all of the other competitions... ugh ¬_¬

Seasons played: 3

League titles: 2

League cups: 2

English cups: 0

Europa Leagues: 0

Champions Leagues: 1

\o/

For my next challenge I think I'll take on a role at Accrington Stanley.

"Who are they?" I hear you ask....

Exactly.

10/10

Would transfer list John Terry again.. It is a reasonable good looking game! It is a nice game! And it was also nice if you can play with a gamepad!

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