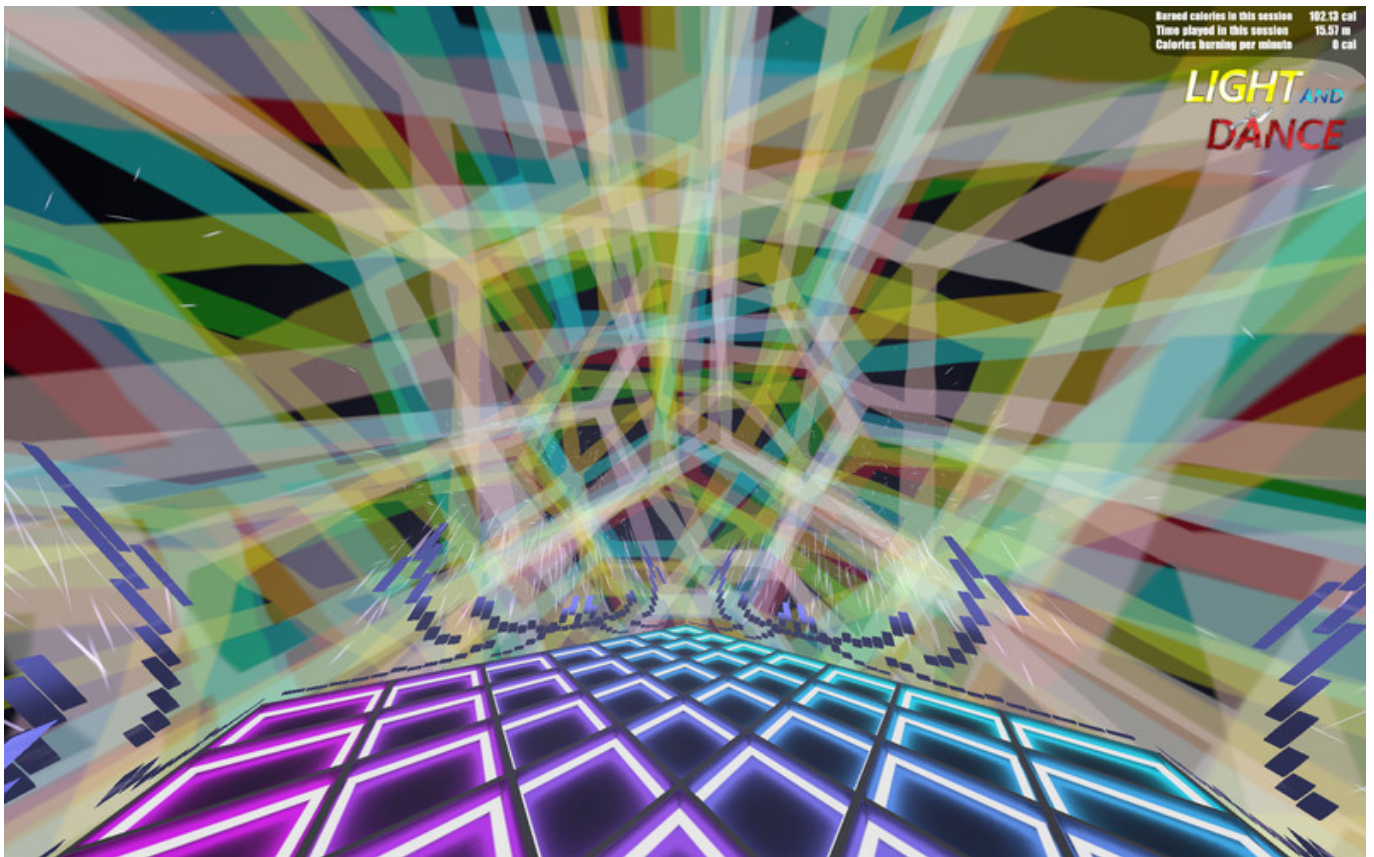

Bejeweled 2 Deluxe Download With License Key



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Title: Bejeweled 2 Deluxe
Genre: Casual
Developer:
PopCap Games, Inc.
Publisher:
PopCap Games, Inc.
Release Date: 30 Aug, 2006

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English,French,German,Italian



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so djmax but with chinese vocaloid. Fun game. easy to play. recommended.. I love this game I just wish it was multiplayer and I could be fighting with a friend not just me.. Lots of fun and accessible. Great if you like games like Thief Town and Hidden in Plain Sight.. It's a 20 minute political thriller. Yeah it's short, but this is a free game! For the price (again, of nothing) the story was great. Short and sweet. It's obviously worth the price, but the bigger point is that it is worth your time as well. Played it on a WMR device and it worked just fine.. A classic RTS, its major distinction being the nearly unattainable 8000 unit capacity. Map options are quite versatile, as are the nations to choose from. The one downside is that MOD1, which brings many improvements, is unavailable for the Steam version. Nevertheless, Cossacks is an excellent game.

The DLC adds to the base game. If you like GC3 it's a must buy.. I can't use the plane but awesome game would rate 2/10 for the 10 mins I could actually play. The puzzles are OK. The story is really boring, the acting is mediocre, there are glaring plot holes.. super fun great for a bunch of ppl playing at the same time. As an ice breaker for meeting new people, this game is practically global warming.. Strategy game that really does its own thing, A.I. sucks after a while, but well it's an older game. Would recommend playing this with people after you get to know the game.

A bit more in depth:

In Perimeter the most important thing is your main building, to which your first energy nodes have to be connected, and energy. you build an energy network by building energy nodes, which will collect energy(only resource in the game) for you and allows you to build other buildings in an area around that node. Every energy node has to be connected to your main building or another energy node that is connected to your network. If a piece of your base becomes unconnected it loses power and all buildings and nodes in that area become unpowered(neutral) this allows you to steal portions of your eachother's base. Energy management is key to this game, because almost every action will cost somewhere between a bit and a lot of energy. Luckily you can also create a rainy day fund by building energy storing buildings.

Terraforming is the next important thing in the game. Sadly you can't build your own worlds. But if you want to build somewhere in Perimeter you need to make that area to "zero layer" (flat) ground. The closer the non-terraformed land is to zero-layer the faster it goes. You also can't extract energy from non-terraformed ground. You get 5 units that can terraform OR build. which gives you the choice for faster terraforming or building. Terraformed land can be destroyed again by any sort of explosive which leaves a crater that will slowly destroy any buildings on the now non-terraformed land, which could cause your building to blow up and leave another crater, which could cause buildings around it to be destroyed (and a chain reaction if you built all your buildings next to eachother).

In Perimeter you don't just build units and attack. The focus lies more in attack with your base, by building your network towards eachother and start firing some howitzer turrets to destroy eachother's base and land. attacking weak spots of the enemy with units or just sending wave after wave on a spot you know is not going to hold forever. You also get some special units, like an unit that can steal energy from the other, one that makes your units (except the unit himself) invisible or a few that can ruin terraformed land in a few ways. Units fill more a support role or raiding role in this game for me, Turrets are your main way of attacking\defending. and the two factions each get a special turret (bit superweapon-ish but not OP, also costs a lot of energy to charge)

Another important thing about units is they can transform into other units. How does this work? you have 3 basic units in the game: The soldier, the officer and the engineer. all other units are composed of a combination of these 3 units, example: 6 soldiers, 3 officers, 0 engineers. This allows your units to transform on the fly if the need arises(although it leaves your units exposed while the transformation happens). Or change the units later into something else when you have better laboratories set up.

If all hells breaks loose and an area needs just that few extra seconds for your turrets to finish building and your force to arrive, you can throw up your Perimeter shield. The shield is indestructable but it drains your energy. Every energy node has the ability to throw up the Perimeter shield around the area of effect of the node and it will protect all buildings in that area of effect. Connected nodes will connect their shields. You can activate the shield individually per node or press Enter to activate all.

You win the game by destroying or capturing your enemy's main building.

NOTE: it took me a while to know how to capture a base. Some campaign missions ask for it and they don't tell you how to do it in game. you have to build an energy node right next to the enemy's base and let his main building take off in the air. (destroy the ground under it so it takes damage) It's a bit annoying but you'll find out :P)

Awesome Game for being something different even after 10 years. 10/10. My friend and I were playing as Wulfrik and Throgg (I was playing as Throgg) and both got attacked by faction leaders after ending our turns (both attacks happened during the AI's turns). We both won our respective battles and both killed the relative faction leaders.

Problem is, when I chose to confederate with them, my mate ended up with the territory and army. My mate selected the same

option for the faction he defeated (his was Skaeling and mine was the one you start at war with), and their territories and armies ended up being given to me.

TL;DR confederation mechanic broken in multiplayer. In the Dead of Night is a fairly generic and somewhat uninspired TD. The RTS elements are extremely minimal as you manage a group of villagers to gather various resources, build towers and construct them. The towers are very limited and suffer from a lack of creativity as the first three traps are simply different spike traps built from the three resources in the game. The game play can feel slow and repetitive even after only the first day of a level.

From a technical stand point this game suffers from a few glaring issues. The most basic of them is that the graphics will wow no one who has played a game made after 2000 yet despite what should be a very very low demand engine the optimization appears non-existent as the game will stutter and lag during fairly small enemy waves; long story short if my rig can handle Cry engine there is no way this game should lag.

The possibly most offending part of this game is the pure lack of polish to the menu\playing interface. Many click boxes do not line up to their respective buttons or appear to be missing completely, with basically 3 interface interaction between start to finish on placing a tower that means you have to deal with 3 menus\interfaces each of which is full of missing or misplaced click boxes, it's tedious and frustrating.

The story idea is interesting but I've played better built free flash games than this mess.. I loved Raven Shield and Rainbow six earlier games, so it saddens me to say how much of a let down this game is. The best way to explain how this game relates to its predecessors is by calling it a dollar store version, its as if they sucked the budget out of the game. Do not purchase this game and support shoddy game development. This game has some elements earlier games which I like, such as the realism/fragility of life, tactics etc., but spend a dollar to make a decent game, a disgrace to Mr. Clancy. There are a number of reasons to give a game a bad review, but perhaps the worst is to call it unfinished, where its creators mailed it in.

Simply put,

Rating

2/10

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