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About This Content

GameGuru Cold War Pack

If your game levels require a bunker-dwelling cold war feel, then look no further than this pack! You get a great selection of large bunker tiles to assemble in many various ways to create maps with a truly dark and unique feel. You will also find objects you can place to add further definition to your scenes. With these assets, you can create a wide variety of room layouts to create mazes, military compounds or refugee centres that require the player to explore their environment, one corner at a time.

Containing over 200 items, this pack includes:

- 40 Varied Bunker Sections
- 9 Atmospheric Decals
- 78 Furniture Items
- 63 Ladder Variants
- 24 Environmental Light Sources

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- 16 Pipes
 - 11 Signs

All assets are fully PBR textured, complete with correct material and collision assignments and ready to drop into your next game making project.

To use this pack, when you run GameGuru and click on Add New Entity in the Library you will see a category called "Cold War Pack". Click on this to start browsing through your new game assets. All the assets in this pack are royalty-free, meaning any game you make with them can be legally sold by you.

Title: GameGuru - Cold War Pack

Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Game Development

Developer:

The Game Creators

Publisher:

The Game Creators

Release Date: 12 Dec, 2018

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Minimum:

OS: 7, 8, 10

Processor: Intel Dual-Core 2GHz or AMD Dual-Core 2GHz

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 2GB Video Card (Minimum Shader Model 5.0)

Storage: 2 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

English





Super Dank Tracks. Get the same melting image syndrome that guitar hero gives. Slightly difficult, which just adds to the enjoyment really. Made me giggle with joy.. Worth the sale price bought it to support Shadow Legend. So in that sense it's a pretty good way to keep busy for what looks like about 9 hours.. Great value for money, if your looking for a railtour engine, all scenario's work. Quick Drive, is fantastic, on Western Line of Scotland if you own that DLC. Also, has a cold start function, so plenty of in cab thngs to do. Layout is well done as well.

Is it value for money at list price? Yes, I would say so. Please note there is no passenger view from the train. I personally don't find this an issue, though some users do like\prefer passenger view.

Sound is good as well. I use this engine regular, I bought it on an offer with 50% off, so I consider this purchase to have been extremely good value for money.. Surprisingly addicting for a 2D game with only one input button per player. Lots of fun!. The is the fourth 2d space game that Just1337 released in the last year or so and I have to say that they are improving dramatically with every new installment.

Survive in Space is actually worth checking out, especially if you find it on sale and is actually a lot more polished than their previous games.

- +responsive controls
- +various difficulty modes
- +fun bullet hole shooter
- +RPG progression
- +tons of upgrades and ships to master

- voice over is so so
- music may not suit the game well
- can get repetitive with time, especially if you've beaten the game

Full review here:

<https://www.youtube.com/watch?v=rWVqTAAq0qk>. Manganoochatrelacanootratreladeb. Okay, so the first time I start it up, it plays in a very small window. I kill a creature or two, find a rock with a cave under it and release these parasites and an egg. I go up to the surface, creature I just released attacks me and kills me in a few shots. Also, the first ability you get you can't use, because your energy is too low. I quit.

I come back a few hours later, start it up, holy\u2665\u2665\u2665\u2665\u2665it's full screen. I kill all the wildlife and enter a hideout. I go in and find an EMP bomb and all the NPC's attack me. Stealing is bad. I kill three and I run outside. I can no longer go back in the cave, it won't let me. I go north and go back under the rock, release the evil things... This time I don't get any XP for releasing them, so I just stunted my own level. I go outside, none of them will attack me. I can't go back in the rock cave. I can't go back to my ship. I can't find a way to leave the small area I am in. Literally nothing to do. Wtf.. For me this is the third best AC game right below AC2 and AC4.

The game is basically an expansion to AC4 with the same mix of naval and on foot action.

Although the Arctic sea and New York are not quite as nice of a location as the Caribbean the game makes up for it with a genuinely interesting story that shows the conflict between templars and assassins in a far more even manner. The main character is also really likeable and interesting.

It is worth noting that the game is rather short for an AC game but I did not mind because it means that the game does not overstay it's welcome.. Great rig. It does pretty much resemble the SD-45 with looks and the features like doors and windows opening and the Gyra light. Sounds are good but what you expect from DTG. There is a slight glare on the 2,4,8 & 10 o'clock postions on the speedo being a white back. It may be hard to see the speedo. The other thing that I don't like to muc but not a big deal is the "Class" lights only light up in white and don't have the option for red which is good when it's a rear DPU. Engine seens a bit low in volume but maybe it's just my speakers. Number lights have a individual switch

for the front and rear.

It's a fantastic train but honestly it's pretty much a SD-45 with some slight differences. I would recommend this. I would recommend this even more if you get it when it's on sale.. The art style of this game is very pleasing to the eye. The pixlated animations are beautiful and the game is very "cute." However, with the game in its current state I can't really recommend it. There is no explanation of the level up system in game. When jumping in the game it's very hit or miss quite a bit of the time. Also, the story is very hard to follow. Some girl is transported into another world and now has to fight stuff? It's hard for me to follow. But maybe that's all a part of the plan. I will keep looking out for updates on the game and I hope that it develops into something great. Another critique I have is that the english isn't spot on. There are a lot of gramatical errors. Normally, I wouldn't mind this, but a few of the dialogues in game were hard to comprehend.

If you can afford it, buy it. Great game!

The story is... odd...

But even with the strange story it's a really good game! I really like the art style and love the puzzles. My only problem with the game is the "meow" sound. Most of them are good, but there are a couple that really sound fake. Over all, Great game!. Good game for noobs in programistic. Okay, I saw the trailers and this game really looked like something that could be special. But my god is this the most early access game that I've ever played. The tutorials lagged. The animations are hardly finished. In my short time with the game I played 2 skirmish matches and both of which crashed due to an assault glitch. The controls are \u2665\u2665\u2665\u2665ed and feel like they should be on a controller and not on a mouse and keyboard. But I still see potential, with some more bug fixes and polishing this game could very easily win my back. Yet as it stands right now I can't even recommend it on sale, even more so when there are so many other 40k turn based games out there.. If I give you more money, will you keep updating the game?. It's a fun Texas hold'em type poker game. With side flavor of town management, which is kinda neat.

Hardcore poker players should find something better. This game is more geared to novice players and people just looking for a time killer.

Good as a before bed type wind-down casual game.. After my now 16 Hours into this Game, 13 of them on 3 days!, i would like to rate this Game.

I don't get why ppl write bad reviews with the point that the Visuals are not good. A Good Game is never about Style, it is about the Gameplay. Not 1 Game in 2019 with good Graphic makes fun cuz the Gameplay is normally rly \u2665\u2665\u2665\u2665. Orbus is the First and only MMORPG for VR and it is doing a great job. Think about it like Runescape - low graphic and the Game makes loads of fun.

Sure, the Gameplay infight itself is kind of simple and straight - but it is VR. You can't put 15 action buttons in a VR Game. It's no good for the Gameplay itself.

So please, before you write a bad comment, think about that OrbusVR is the first and only one of its kind and every Genre needs to start somewhere.

I want to thank the OrbusVR Staff for doing a real good job with updates. The Game makes loads of fun and my 16 Hours are only the Start!. In China, people can find this OST on the internet easily and many people do that. They get it for free. However, have you ever think of the possibility of they never know about steam or the other way to buy it? For me, I think the game is excellent. (I had played the Narcissu 1, 2 and 3 from the internet long before I bought this on steam.) So, when I first found it on steam, I decided to pay for it. I mean, it really worth the price and I'd like to see the Narcissu 3 to be put on steam (especially in Chinese). At that time, I'd like to share it with my friends.

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