Euro Truck Simulator 2 - Turkish Paint Jobs Pack License

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About This Content

Customize your truck with your country flag! A choice of four unique paint jobs will come handy if you feel you need to show your affiliation...

- Magic Pattern

- Istanbul Sunset

- Turkish Flag Metallic

- Turkish Flag Decal

All of these themes are applicable to any in-game truck except for 8x4 chassis configurations.

Title: Euro Truck Simulator 2 - Turkish Paint Jobs Pack
Genre: Indie, Simulation
Developer:
SCS Software
Publisher:
SCS Software
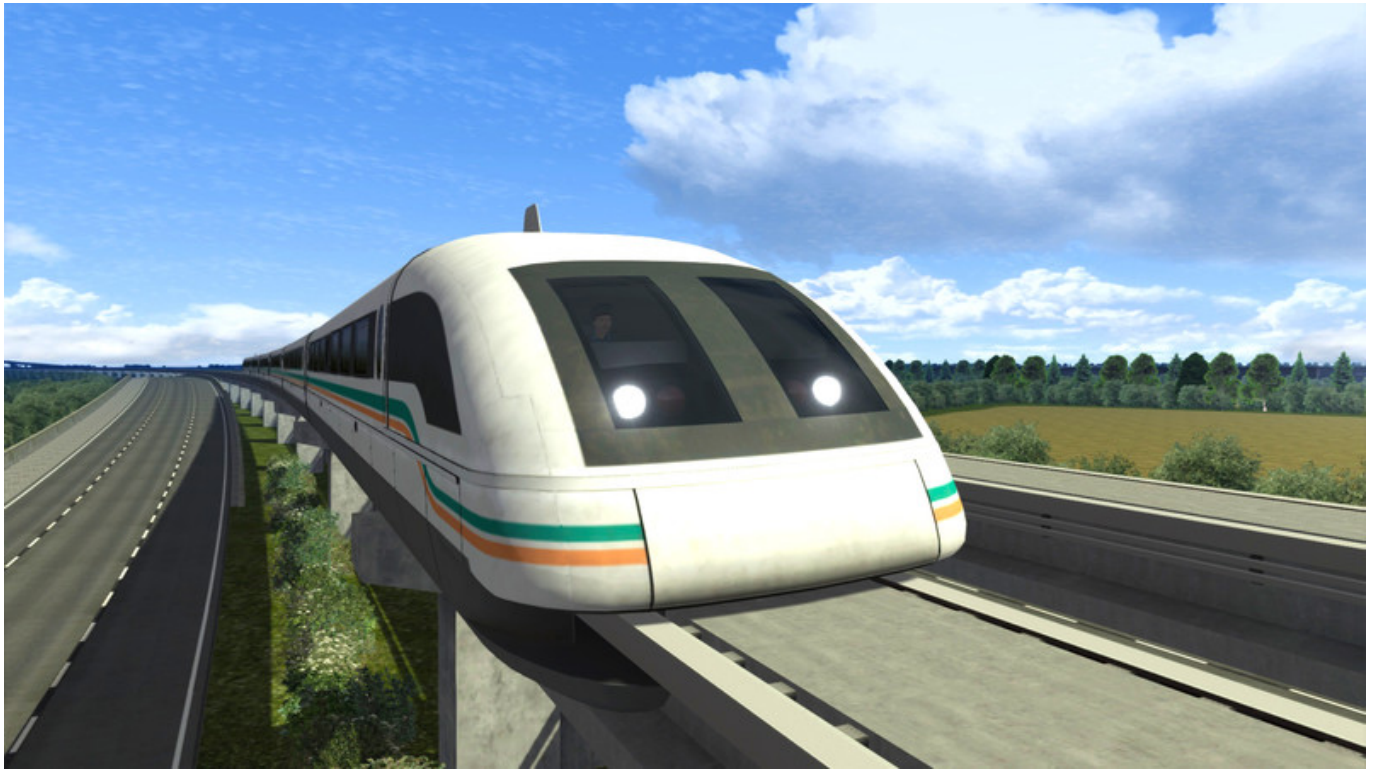Release Date: 19 Apr, 2016

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Minimum:

OS: Windows 7

Processor: Dual core CPU 2.4 GHz

Memory: 4 GB RAM

Graphics: GeForce GTS 450-class (Intel HD 4000)

Hard Drive: 3 GB available space

English,German,French,Italian,Korean,Simplified Chinese,Russian,Japanese,Portuguese,Polish,Danish,Dutch,Finnish,Norwegian,Swedish,Hungarian,Czech,Romanian,Turkish,Bulgarian,Greek

THALIA

FROM THE GAME "QUEEN OF THIEVES"

https:\/\/www.youtube.com\/watch?v=OseGxN_NspQ

\tGuild Commander is a Sim game of controlling a guild and sending out heroes
that feels more like a time management game, a happy dream of an accountant.
The game provides a large variety of tutorials that can help you as you go through
the game.
\tThe game has a time system, and you earn income by sending your heroes
out on quests. Gold is spent rapidly on rooms you can add to your guild, and
your gold is depleted daily in order to maintain those rooms you have added.
The longer the heroes are gone stay in the guild, the less gold is earned daily, and the longer they are in the guild, the more
money and resources they drain from you. The game
fails in its base management, and can get boring as you watch your heroes come
and go, but have no control over the individual money spent. It becomes more
about getting your heroes out of the guild hall ASAP, so they don't bankrupt
you.
\tThere is no management over what actions your heroes take; there is no
way to cancel their quest and call them back, and despite putting them in
precarious positions, I have yet to experience a hero dying. There is no
personalization of the characters, which takes away from immersion into the
game. You don't feel like your character is growing and improving; they
become more of an impersonal number.

\tThe continual repetition of tasks makes this game boring. It is more
of a money management game than anything else. It feels like it doesn't have
any depth; more like how to manage money dumps. There is no challenge; except
to stay awake while you play it.

This is a summary of my review video, which I encourage you to watch
if you are looking for a more in-depth review.

Thanks for your viewership and support; for more videos click here:
http:\/\/www.youtube.com\/user\/SocioPyscho. I bought this for the zero G mechanic and to experience the earth from a space
station, but it's been severely watered down (there is no transfer of kinetic energy to angular velocity when you touch something
- you just stop!) and they have annoying flaps on each side (helmet I suppose) which restrict peripheral vision.

The FoV is already insufficient on the first gen HMDs and the last thing I want is a further reduction.

I understand some people may need this to avoid motion sickness, but there should be a non-hobbled option for those who wish
to experience a realistic zero G experience, in which one rotates when touching or throwing things, and which may cause the
player to float upside down.

I'll most likely be refunding this one unless I find some redeeming quality that makes it more than just another rails shooter.. it's
boring. First off I really enjoyed the game for the price aswell very good.
Atmosphere was spot on thoguht the puzzles weren't to hard either.

Feel free to check out my gameplay if you have time maybe you have a different opinion.

https://youtu.be/bPA5BcO4pMs. Great game, great story, very takes time 10\/10

nice grapich racing. UPDATE: I have changed my review from negative to positive. I took a break from this to play some other games and have come back to try it again. UNfortunately, it's been long enough that I can't remember how to get back to where the specific crash issues occured, so I'm going to start a fresh game. I still experience the freeze ups just not as often, but am going to attribute these to the possibility of my graphics card not playing nicely even though it should. I've had a couple of other odd experiences outside of this game that may be related. Just remember experiences may vary from one PC to another.

ORIGINAL POST: I only give this a negative recommendation because it suffers from constant fatal errors. If these were corrected I would say it is a fun and challenging game for its style and genre. However, I played the game past level 5 when it starts to make sense and becomes somewhat easier, but it just becomes too much work and less play to be enjoyable. because this is hasn't had any updates for over a year and is stated as Definitive Edition still having these issues is a big detractor.

The developer has stated some of these issues are related to Win 10 and to apply a fix listed in a post. I have done this and the reponse from the fix was there were no issues with my system. I have experienced three types of fatal errors which are likely all the same at the root of it all. The three types of errors I experienced were:

1) Game freeze with no error or debug message which required closing the window and killing the process.;
2) Out of Memory causing the game to close upon clicking OK. I'm not sure what language the game was written in, but I've seen tons of these in programs written in C and C++.
3) Fatal crash with a debug window. I've had this happen twice, one at the entrance to the Lake and in the Goblin Hall.

```
###############################################################################
FATAL ERROR in
action number 1
of Draw Event
for object scr_block:

DoAdd :2: illegal array use
at gml_Script_monsterspecial
###############################################################################
--------------------------------------------------------------------------------
stack frame is
gml_Script_monsterspecial (line 0)
gml_Script_defend
gml_Script_combat
gml_Script_write_monsters
gml_Script_paintwalls
gml_Object_scr_block_Draw_0
```

I really want to like the game more but it has gotten to be a major pain to play. I tried saving often, but when it crashes within 5 minutes (literally) of startup saving every 10 steps, again, is a detractor. I hope Sovereign doesn't have theese issue as I'd like to play it too. I like these type of games.. This is fun, short little experience that I highly reccomend. The only complaints that I have are that it seems that your left hand doesn't work on the computer in the beginning area and I'd like to see more information about the aircraft as they are presented and not just after the fact. Other than that, I found the audio and visuals to be above decent and I look forward to the other segments presented. Maybe something about the evolution of guns? or boats? Regardless, as someone who loves aviation, this was amazing and I will go through the aviaton one at least a few more times because of how exciting it is.. Everytime i start it up, it freezes on checking build id. The Maestros is like if you take an rts and and boil it down to mostly just intense micro gameplay. I was more hooked than I expected. I kept coming for more and more games.

In terms of cons if what you enjoy about RTS's comes from base-building then this is probably not for you. That said, if you want to play an RTS where the fights can start in less than 40 seconds, you have come to the right place. Make sure to try the conductor unit which chains electricity between each unit. The high risk\/high reward gameplay of that unit is really fun.. I had the goofiest bug in the game with this map. At the end, it said I had 14 route cards, when I only had 6. Every computer player was shown as having way more at the end than they really had, with 1 of them listed as having 17. The computer players

hoarded train cards the entire game so we had MANY turns where there were only locomotives available and they got dealt and redealt again and again. And several turns where NO train cards were available.

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