
Expansion - Crusader Kings II: Horse Lords Activation Code [serial Number]



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About This Content

Crusader Kings II: Horse Lords is the ninth expansion for the best-selling strategy RPG Crusader Kings II, and offers expanded gameplay based around the dynamic and vibrant nomadic cultures of the Eurasian steppes.

Introducing new systems and game mechanics such as a new government form as well as the possibility of having tributary states, this expansion will also provide you with the opportunity to saddle up and build your empire from horseback.

Expanding and controlling trade on the ancient Silk Road in order to finance your conquests is an option - but beware - others will also try to gain control of these lucrative routes, and enemy raiders may try to destroy your trade posts if you don't guard them well.

Can you build a Pax Mongolica and dominate Eurasia, connecting East and West under your rule and creating a new era of prosperity? Or will you be the terrible sword that swats down what others have built, crushing all in your path?

The time has come to take the reins of history and become the Great Khan!

Main features:

- New Central Asian cultures: Tarim Basin and large parts of Mongolia added to map.
- Nomadic government available for steppe cultures. These function in a radically different way from sedentary societies - you manage populations instead of holdings, and armies are raised based on population size. Also, the ruler's power must be balanced against the interests of the various Clans within the realm (Clans are not normal vassals, but rather distinct

families and factions within the nomad group).

- Over a hundred new events add extra color and flair to the Steppes and Central Asia.
- Non-nomadic rulers will have special options for combating nomads, such as constructing forts in wild enemy lands.
- The Silk Road, with corresponding dynamic trade mechanics and conflicts.
- New nomad mercenaries. Send your unruly sons or brothers away as soldiers of fortune.
- Landless raiding adventurers may appear and harass a region for a time or try to conquer land and settle.
- New diplomacy option: Tributary States.

Title: Expansion - Crusader Kings II: Horse Lords

Genre: RPG, Simulation, Strategy

Developer:

Paradox Development Studio

Publisher:

Paradox Interactive

Release Date: 14 Jul, 2015

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English,French,German

Construct PRO



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1ForTestingEngineSou...



1HelloSherlok



1TestEngineLongBolt



1TestSoundWheels



1TrailerModel



Bolt+Engine



Motor										
Build										
Test										

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welcome to answer the question, see how many points you can get!  
to quit just press enter before you answer a question  
question 70 + 53 =? 123  
you get +1 point!  
you have 1 point  
question 57 + 28 =? 93  
you get -1 point  
YOU HAVE 0 POINTS  
question 30 + 77 =? 102  
you get -1 point  
YOU HAVE -1 POINTS  
question 1 + 76 =? 77  
you get +1 point!  
you have 0 point  
question 81 + 70 =? 151  
you get +1 point!  
you have 1 point  
question 4 + 41 =? 45  
you get +1 point!  
you have 2 point  
question 86 + 79 =?
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some super mario SFX?. It is a drifting game, so yeah.

I recommend you download and try it for urself, IT IS FREE!. Legend of the Beast is fairly well priced, considering it only adds three levels to the campaign which all reuse assets from The First Encounter.

I would say well priced since I bought it for 99 cents. Anything above that it's really not worth it.. It starts with me not knowing the menu because the screen isnt meant for max settings, so I had to guess tapping around to get into the settings menu to see there arent a lot of settings, no problem. I can play not lets get to the good stuff!

This is a highly detailed "door opening" simulator. I do not know about you guys, but I love opening doors, especially when every last one of them looks identical. It adds to the mystery of the game. Did they buy all these doors at Home Depot and they aged exactly the same? No additional moisture near the wash rooms that would cause some sort of additional erosion or wear and tear over time?

You can the development team really poured a lot of effort into this.

It will be 2.99 in no time, wait for it :). You have to activate it in Uplay. Use the serial number steam provides on start up, and redem it in uplay.. Game kept crashing in mission 2 (autosave 03) in one of loading screens. Rondomedia support was not usefull, reinstalling different drivers. We have Win 7 32-bit and more than enough horsepower in machine.

Started to play with Unity's command line arguments seems that in our case problem solved with "-force-opengl" after the exe

you can make an bat-file

```
cd\  
cd X:\Program Files\Steam\SteamApps\common\Firefighters 2014\  
Firefighters2014-x86.exe -force-opengl
```

X is the driveletter where your program files are located

Now that it is working, son loves the game. The only positive thing about this game is mc ♥♥♥♥er's album.

like i'm doing a kebab delivery and the damn car tires just go under the car because of a ♥♥♥♥ing 20 km/h crash, screwing the

ability to even steer the car properly.. Simple platformer game, for the most part ok controls and hitboxes, I recommend keeping the sound off\extremely low because it's blaring loud and repetitive. If you want it, wait- and get it on sale.. car and gun noises are Russian men doing sound effects

-MS Paint textures

-weird characters

-odd jokes

10/10

waste of money. Why is it ok that people are upvoting terrible game with no redeeming quality on steam just because they think it is funny? Don't they realise that reviews were made for potential new players that are thinking about picking up the game? Sorry, but I refuse to be a part of the herd since SAMOLIOTIK is a terrible product and there are thousand of similar titles on as flash games for free.

SAMOLIOTIK is a lot of things, but sadly it is not a good game. When you start the game you are thrown into action without any explanation or guidance but everything is easy to pick up.

Your only goal is to hold down left mouse button while moving your plane to shoot down enemies. After certain point amount you are going to face level boss – basically a stationary huge square with no abilities that is blocking half of the screen – and after you kill it you move into next level that is exactly the same thing with different background and look on enemies. There are five levels in total and in each one of them you can pick a power up that lets you shoot three bullets at once, one that speeds you up for and blurry your vision and one that makes two salvo of bullets for you.

When it comes other things that should be mentioned I have to say that soundtrack is more or less decent for the first time but it repeats itself extremely quickly. Game has zero to non replay value since there is never anything new and you get will get bored with it rather quickly. Only reason I see to pick this game is to get another “Perfect game” score with 100% achievements, since that can be done in less than 10 minutes.

Overall I have to say that SAMOLIOTIK is played and feels like a student’s project and should had been published as a free flash game.

. Braveland is fun. It's also quite short. While there are some reasons to replay it, namely achievements (if you are into that sort of thing) you may have missed, you can pretty do everything in around 3 hours, or less if you rushed it. It's a fairly simple strategy game. What it lacks in complexity it make up for in fun. That's twice I mentioned fun in quite short succession. On that note I will keep this review short. If a casual turn based strategy game interests you then this is worth picking up. Its fun, and I recommend it.. Don't play it at its current state. It has potential, but right now there is nothing to do. Not even the sandbox tool is fun because the game runs at 10 fps. I would recommend waiting a few months until the combat system has been implemented.. You play as the british love child of Albert Einstein and Willy Wonka. After presumably having taken a copious amount of recreational drugs you, your two gun loving buddies and your chicken come up with the greatest idea of all time. " Let's get inside a hollow cannonball with a limited amount of oxygen and fire ourselves straight into the moon, I bet we'll find some gnarly moon people" said the chicken. And it was so.

I'm incredibly invested in the narrative so far and the intense gameplay made for an incredible experience not to mention the otherworldly brilliance of the graphics and sound design. I give this a 10/10. I can't wait for the upcoming sequel that was announced at this year's E3, there's been rumours that you'll finally be able to play as the chicken in the DLC.. The short version is, this game is an adorable and humorous visual novel with some "dice"-based gameplay and time management puzzles. The game's freehand drawing art style is complemented by a speech bubble text box version of visual novel dialogue, which makes it feel like reading a full-color manga.

You're the archmage Domino in charge of training Aria and Kaya, the two "worst" apprentices in Hogwa- I mean "Grimoire" Magical Academy, and are banished to an abandoned Dark Tower to do it because you mouthed off to your superiors. Aria is a brash, reckless duke's daughter who exemplifies all the stereotypes of The Wizard's Apprentice of trying to steal magic books and cast spells she's not strong enough to control and whose spells routinely backfire upon her. For reasons that aren't explained, Kaya, an orphaned outcast from a magical tribe, is lumped in with her in spite of being shy to the point of meek, obedient, diligent, talented, and earnestly seeking her teacher/foster parent's approval in all things. That is to say, she's an ideal student, and nobody ever explains why she'd be called a "worst" one, and she essentially only gets in trouble because Aria dragged her into it or Domino's being ludicrously lax in his oversight of the application of combat magic again. (In fact, Aria and Kaya seem to do everything in the game on their own, to the point that it's a constant question to ask "What is Domino DOING with all his time he's not teaching?!" He certainly doesn't seem to have any other projects that would excuse his absence...)

The game takes place over three years in-game, with the player getting to manage the time once per week. (With 52 weeks in a year, so 156 turns in a game.) "Lessons" are the main gameplay mode, where you try to generate "spirit" the girls need to learn spells through a dice-based minigame. "Learning" spends spirit to learn a spell, which also takes a whole week, but comes along with its own vignette with the girl learning or what they do immediately after learning a spell - I.E. after learning the ice-making glacies spell, Aria uses it to make ice-based treats until she gets a stomachache. "Quests" are requests from one of the adult side characters that are just visual novel dialogues that are automatically successful if you have the required spells already learned.

The only "challenge" in them is a time limit to complete them, meaning that you have to manage your time well to keep gaining enough spirit to learn spells before you actually need them.

The Learning minigame may be dice-based, but it's hardly just luck. You can "bump" dice once they've landed to force the die to land on the face you click. Since you can only see 3 of the 6 faces of the die at a time, this may require repeated "bumping" to flip a die completely over, and you have a limited number of "bumps" per session, but generally, it's not THAT difficult to get everything you want. Contrary to what you might expect, the luck tends to come in after the dice, with the spells themselves. Some have effects of making an object blow through the field and generating spirit whenever they touch a die, but where they appear is random and can totally miss the dice, while others make objects appear that give you more spirit or even more dice if dice bump into them... but require dice to actually bump into them. Spells like Auctus Herba are really useful in that it makes extra dice, but when Aria takes all of Kaya's dice, you're forced to reset to get another shot.

There are 5 different types of Spirit you need, from gloves (representing "hands-on experience" apparently), to crowns (representing "wisdom"), to gems (representing "intuition") that come on the die faces. There is also a moon-shaped face that is a sort of wild card that generates several points of random spirit types, but which doesn't appear on many dice. The girls have dice that only have four kinds of spirit, and switching tutor and classroom change the faces of the dice. (I.E. the Library has half its die covered with books.)

It would be a simple matter of just getting as many moons as possible were it not for the fact that spells have an effect on the dice game. If you get certain combinations, the spells trigger and give you bonuses. One of your first spells gives +5 spirit for whatever you roll on a die... and you start with just 1 spirit for whatever you roll, so that's a pretty immediate and insane jump in power. As soon as you have any spells at all, the game becomes about planning out the proper order of spellcasting you need to obtain the spirit you need for your next batch of spells to learn and repeatedly bumping until you get all the spells you want, and the notion that this is "luck" just because it involves dice goes flying out the window.

The visual novel parts are general comedic anime fare, essentially somewhere between "slice of life" in a medieval-ish fantasy setting with worldbuilding, and a goofy "another world" setting. In spite of being what we are assured are nobody terribly important (nevermind the fact that the main character is established as one of only a handful of archmages in the world teaching a duke's daughter) living in a forgotten ruin, you quickly have a roll call of fantasy bigwigs knocking on your gates, from the princess of the country with her catgirl slav- maid, an I-Can't-Believe-It's-Not-Catholicism church-sanction saint and her paladin bodyguard, an angel in an outfit that would make a succubus blush, the foremost genius architect/engineer of the realm, a mighty witch who's also Aria's ancest- I mean "youthful big sister", an elven ranger adventuring buddy of Domino's, a champion gladiatrix/assassin, the queen of fairies, and an ancient ghost guardian of the ruins. All of them but the ghost just so happen to be beautiful women with an interest in the main character. Other male characters exist, but are much more marginal in the story, even Domino's supposed best friend fellow wizard. So, yeah, it's anime, but it's one of THOSE anime.

As several other reviewers harp upon, this is a "censored" version of a previously "mature" game, which was something I didn't realize upon first seeing this game. (I mean, it didn't really LOOK like the sort of game that would be "mature"....) Looking into it, this involves adding swimsuits when characters go bathing, and removing sex scenes outright. Fortunately, there are plenty of adult characters besides the child apprentices that seem to be the focus of the sexual content, but even this version of the game has most of its hints at sexuality being flashed underwear of Aria and Kaya, as well as Sepha (an angel no less) wearing something on the skimpy side of being a bikini.

What really gets me is how unnecessary it all is. If they'd never put in the sexualization to begin with, without too many other modifications, they could easily have made what is basically an anime plot that could have appealed to either gender/sexual preference on the basis of the cuteness, alone, and there wouldn't be large number of people who can't get into the game thanks to being unwilling or unable to put off the sense that you're meant to be sexualizing the child characters. (And yes, Aria and Kaya are definitely children. When Princess Fianna first arrives she makes a comment assuming that they are the main character's daughters, not apprentices, although Domino himself is supposedly young and around his late twenties, himself.)

The game's vignettes are highly random, as well, which can lead to sharp breaks in tone. I can teach Aria a spell in a week, have the VN part where Aria's spell backfires on her again in a comedic vignette, then fade to black and all of a sudden, the catgirl's in heat.

In total, if you enjoy manga or anime featuring cute girls doing cute things, you'll probably enjoy this if you can get past the fact (or relish it, I suppose) that there's a sexual undercurrent.. Friend suggested the game, said it was only 2 dollars, so what the heck.

Damn, this is actually a really good game.

I love the console theme and the visuals. The soundtrack fits the game and is good in it's own right. The customization options are insane, you really can do a different crazy ship every time, tons of ways to change up the gameplay.

As for the negatives, one game environment and limited enemy variety. There is also a lot of visual clutter (but I think that's part of the charm.) It may also be a bit too easy? I was able to escape on my first build.

You can get a lot of mileage with two dollars if you buy this game. Even with my two hours so far, I feel it was worth the purchase.. When games are using Asset Flips, doesn't mean that the game is immediately bad. Like a DEV can have a vision of a game concept but lacks in creating original designs and wants to do it all by him\herself. It is also a good way to learn how to make games and this one might be one of his\her's first...

Yet, it is not promising a unique concept, so for the world, this game is boring. Could have been nice, because it's genre is from a popular style. But in this one, it's just failing. Thus put aside.

IF this game was better optimized for good controls with keyboard & mouse or even with a controller, that the character is moving better through the map, that looking around doesn't feel that you are stuck in a big ball of jelly, then you would have enough fun for what this game stands for. Just plain old school, deactivate your braincells (send them on vacation) and just waste some of your time.

Several maps to go through, kill the preset amount of enemies and be victorious.

I get stuck at certain assets in the map, she can jump, but it's poorly. Like I can jump over rock number 1 but I cannot jump over rock number 2, which is even lower then number 1 and looks exactly the same. And sometimes you have to stand at a certain position to be able to kill the enemy, which is not always responsive to your gunfire.

There are nice things too, like some of your maps are very nicely designed or should I say "set up" - Like with several levitations. Played too many bad games where everything is just placed on flat land, no imagination, not even a slightest effort of making something good, just having the desillusion of being a developer if you compile a game together just like that. It's like those "singers" at X-Factor, they think they are the bomb, incredible talent while in reality, they just can't sing at all. Desillusion... Makes you think, should I give my spouse the compliment she\he wants to hear, or what she\he deserves or just for being nice? We see the results because of that...

I am not going to recommend a game that plays bad. I have lots of patience and I give everybody a fair chance, but I cripple myself because of the bad performance of the game. I don't care if the enemy is dumb. I don't care if there are assets used from other games. I don't care about the bad musical score which you can't turn off.

I just want to be able to move myself in a good fashion through a map, no lagg, no stuttering, no sluggish movements, no slow mouse sensitivity.

See a bad review as a learning point, to do better in the future. Do not throw away that dream of becoming a succesfull game developer.. A cool but slightly tedious VR game. Perfect for showing off VR and for the first time playing its pretty scary.

A tl;dr before I head into a grey area where I try to hide spoilers but might give things away.

Great to show and scare people, it has some issues but VR-newbies probably wouldnt notice it (they become most apparant later in the game).

So, a bit less spoilery but still spoilery;

The game does have a lot of issues. You're like a midget in the room (I would have to reach at head level to interact with stuff

on the sink, and I bet no one under 1,50m can actually reach the window).

There are also a lot of physics issues (having to grab a door multiple times to either open it or close it)(the chair becomes uninteractable after used)(the drawers can get stuck and buggy). Then there's the key half that really has some terrible issues (*spoiler*the second half just vanishes after it spawns and I have to rub the first half I have all over the place till it magically hatches onto the other part).

Then the last phase of the escape room is slightly tedious as you've been doing that puzzle already for the WHOLE game, only now you have to search for the objective all over the place while that broken chair can obscure your vision.

The flashlight is also pretty pointless. All in all a cool and terrifying escape room, but there are more props in the room than there are puzzles. Definitely enough entertainment value for the price though.

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