
Euro Truck Simulator 2 - Viking Legends Download Low Mb



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Feel like a Viking god with a choice of 6 powerful paint jobs!

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

Title: Euro Truck Simulator 2 - Viking Legends

Genre: Indie, Simulation

Developer:

SCS Software

Publisher:

SCS Software

Release Date: 6 May, 2015

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Minimum:

OS: Windows 7

Processor: Dual core CPU 2.4 GHz

Memory: 4 GB RAM

Graphics: GeForce GTS 450-class

DirectX®: 10

Hard Drive: 40 MB available space

Sound: DirectX compatible

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







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When I first loaded the game up, I saw the warning about the lights and stuff. Was a little scared. But as I played the game I slowly fell into a comatose state. Not in a bad way, but in a good way. This game makes me feel like I'm on acid and I love it. Very addicting, Would definitely recommend. Please don't play if you have epilepsy. Again, play this game.. Love the vision of Alex Thomas and team but being just under 2 hour mark I'm still not sure if I'm enjoying it.

It'll take you around 20-30 mins to get the hang of the core mechanics which I enjoyed working out for myself. However, it will be at points deeply frustrating (and defo some ai bugs). Although I'm starting to get past a learning curve I'm not sure I'm finding depth behind it but a clunkiness not that forgivable in modern game design. That said even though I'm tempted to return as under the 2hour mark feel like this is an earnest attempt at something interesting and may reward my patience (and money) in time. Fingers crossed.

Some suggestions, some may be obvious, that helped.

- Don't buy too many characters, your gold debt stacks up pretty fast
- Go for the small wins (don't try to rob every house straight off the bat)
- On the map you can and should send multiple thieves off to do lots of different things: pub for morale - random missions for group xp, a few off to pilfer some for much needed xp, focused much more on the xp than the gold at first sometimes sticking to just the first or second floors of houses. Eavesdrop if you have the patience lets you loot the first floors with relative ease.
- Stockpile character experience points until you can start getting new major abilities at 5 points (after leveling up about twice).
- Pawn specific stolen loot at the relevant fence to turn your booty into gold but watch out for the fences upkeep cost. Gold debt fun.

May be obvious but once I had those things top of mind started feeling the thieving and da killin a bit.. Great game.Hard but rewarding.Fast-paced 2-D goodness. PS:Sequel ASAP!!!!!!!!!!!!!! :) Since you asked me I would like that the sequel would be little more action based and a little more fast-paced action to contribute to it's already fast gameplay.I would like more customization to the weapons and dinosaurs(that means that I would like more weapons and dinosaurs) but that the core gameplay stays the same. PS:Thanks for the awesome game :). I usually don't like point & click games but I bought this as soon as it came out. And today was the day I finally decided to play it. It was amazing. I love the story and the characters so far and the music blew me away. The game is also very beautifully drawn, but I expected nothing less from my favourite artists. Can't wait for more chapters to come out!. A good detective/puzzle game that's worth the price. Has a few jump scares. The first one I encountered made me jump out of my skin; even my cat freaked out (It was really funny). I found the puzzles a bit difficult but not impossible to figure out. There was a few times where I was stumped or didn't know what to do next; but, eventually I figured it out. I am also impressed that only 1 person made this. The longer I played this game, the more I felt creeped out. Not a whole lot of horror games do that to me. I really I wish I could have explored upstairs, and open dresser droors and cupboards. I still don't understand what the secret symbols were about and were not needed to finish the game.. This is the answer to, "What if GalCon Fusion was turn-based?" I like it, because I'm an old turn-based kind-of-guy. It's not terribly deep gameplay, but if you want a quick diversion that doesn't require a huge commitment, this is nice.. Boring. Unfun. Dumb.

really bad framerates, nearly unplayable. Reallyy funny and cool. I hesitated to play it in demo because it looked like a simple game. As soon as I learned it was a horror game, more likely a gore. So I though it wouldn't make me jump but I was actually wrong...

being wrong.

And I love the glitches/bugs (not that they're real, it was on purpose by developer).

And breaking the 4th wall too!

. Game is very addicting even if it has some optimization issues and lack of things to do sometimes...it's still very nice game. Keep it up devs!. Wow what a great game. So fun trying to beat your previous score from the last round.. Great indie game. An obvious mobile port that handles quite terribly on PC. controller was never meant to be used for this, as evidenced by the mini games which clearly indicate it was intended for a touchscreen.

also adding to the fact that if you hit any key on your KB while using a controller in a mini game, the game freezes up. refunded promptly.

these aslo arent even ducks, these are chicks.. The niche is just too small; MANOS/MST3k fans need only apply. But even there it doesn't deliver a solid experience. All funny or clever references are very early. Then the gimmick wears away more and more with each cheap death after cheap death. You just end up with an unforgiving poor platforming game that is a test of your will more than anything else. Sure my will held and I conquered it, but by that point it felt more like luck than anything. Mix in controller support issues when keyboard controls are extremely unsatisfying?

And yes, sadly I cannot recommend it at nearly any price. Which does indeed sadden me because I am that niche. I am the target audience. I appreciated the effort but its a firm no from me.

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