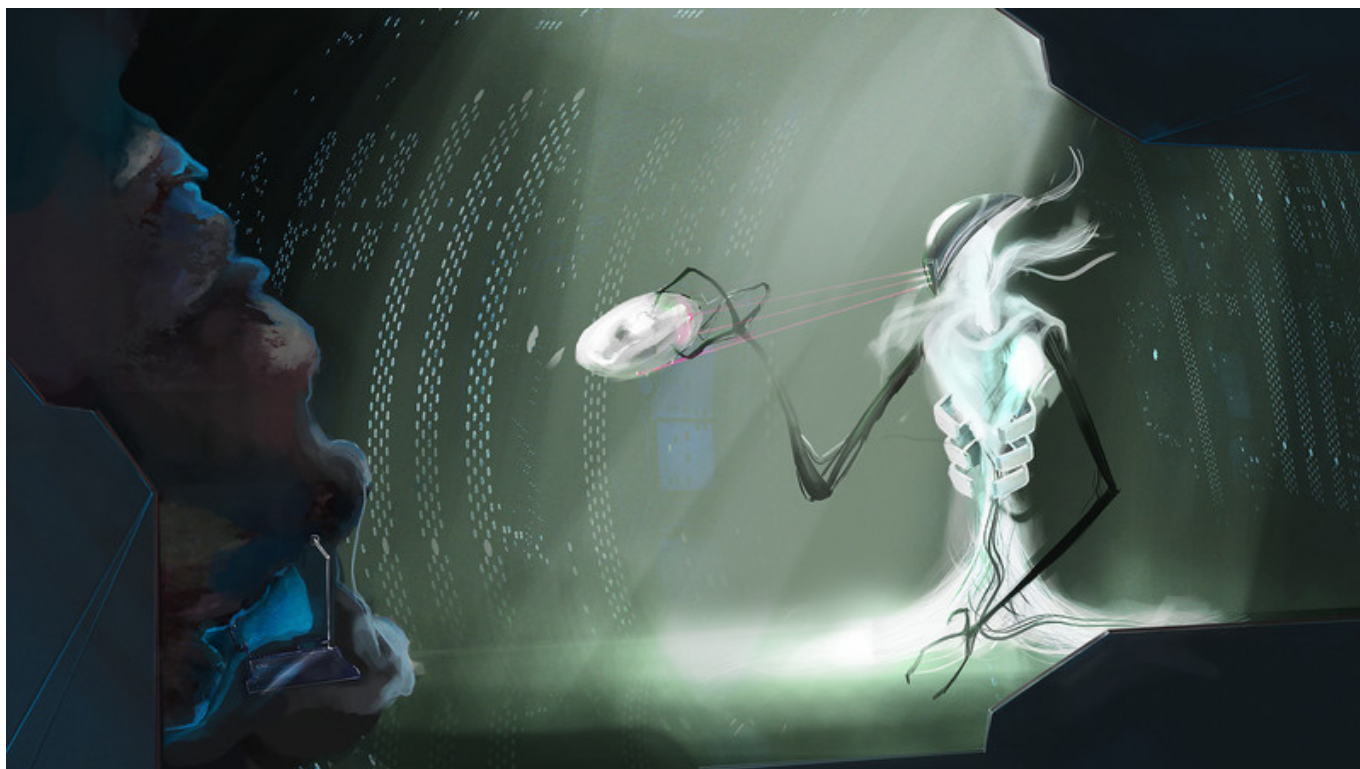

MahJong Ativador Download [Xforce Keygen]



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About This Game

MahJong generates random tile arrangements that gives you infinite game possibilities for this Chinese-inspired favorite. Featuring 10 different tile and table sets, each tile is a delightful, hand-designed work of art, showcased in a 3D view with board rotation and zoom to capture every angle. Select and match pairs of open tiles to remove them from the board, exposing layers of tiles below for more matching. The goal is to match every pair to fully clear the board. Outstanding music completes the experience that will transport you eastward.

Title: MahJong
Genre: Casual, Indie, Simulation
Developer:
baKno Games
Publisher:
baKno Games
Release Date: 20 Dec, 2008

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Minimum:

Requires a 64-bit processor and operating system

OS: XP

Processor: Intel Single Core

Memory: 1 GB RAM

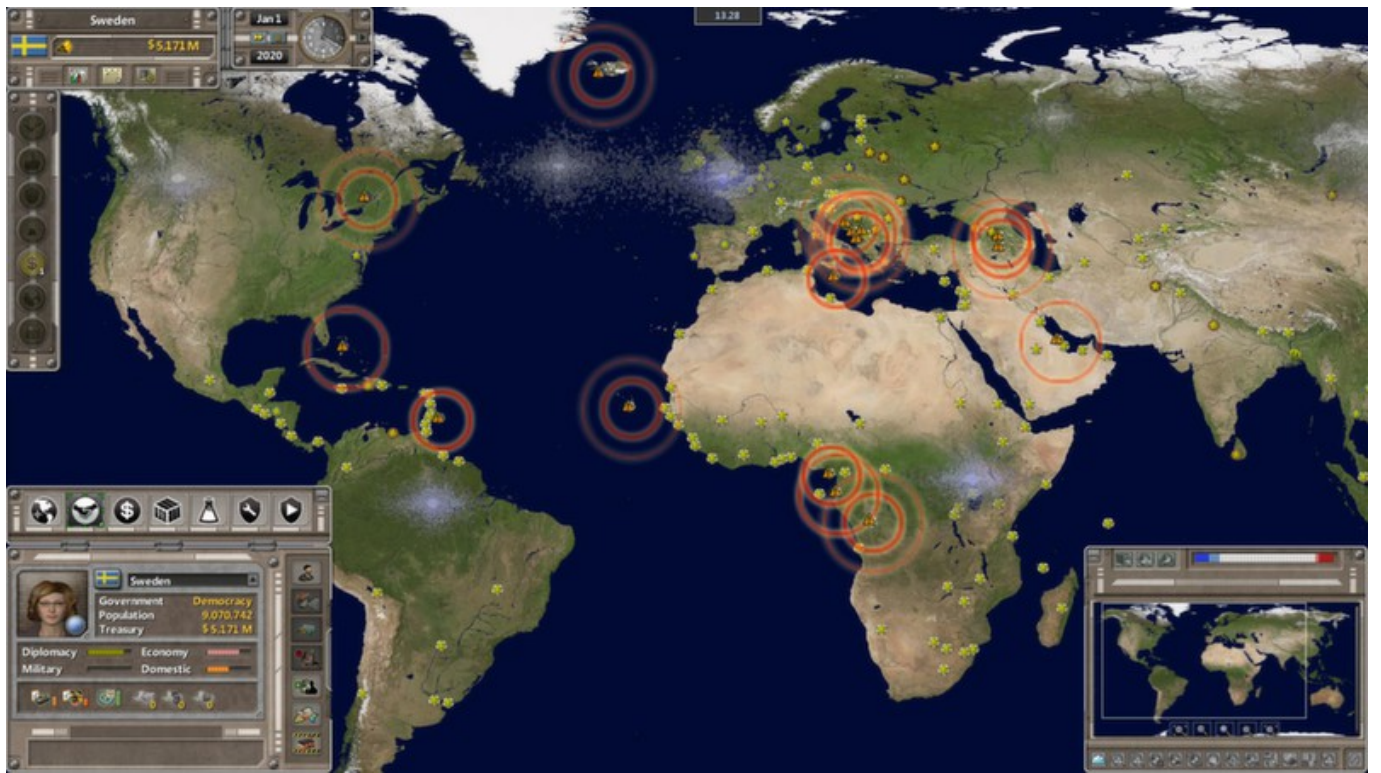
Graphics: 2004 GPU

Storage: 200 MB available space

English,French,Italian,German,Arabic,Japanese,Korean,Portuguese,Russian,Simplified Chinese







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this much less a strategy game and more a coding game.

unable to run in fullscreen had to run in windowed.

terrible menu UI, in game UI not great but it seems to be more akin to a coding game as i said.

bottom line only buy if you are into coding games.. This is a modern clone of Ghosts 'n' Goblins. Kudos to the developers for not choosing a retro pixel approach. Unfortunately that's the only redeeming decision.

Voice acting is terrible - controller support is mismatched and incomplete.

It's just not fun and doesn't compare well to the other 2D platformers in a horribly oversaturated market.. Quite a simple relaxing game full of beautiful art and fun gameplay.

Pros:

- Nice graphics and artwork
- Sound and music is incredible and relaxing
- Tower defense is mechanic is really fun
- Combat is simple but enjoyable
- Price was nice on sale at 6.79 CAD! (Worth it!)

Cons:

- Fight, stuff breaks quick... go build it and get it broken again....
- Repetitive aspects
- Kinda rough when picking up items or going through doors as it takes a min for it to process (Not really a con just kinda me picking on something that mildly bothers me personally)

Bottom line.... if you can get it on a bit of a sale or really love viking folklore, art, fun gameplay and beautiful ambient music get it.

FYI the art for the one character sure looks like Stoick the Vast... which is worth it for \$7 alone ha ha. Performance runs smooth and gameplay is fluid. Have yet to play multiplayer but my hopes are high!. I do not believe I have seen a crappier game then this in a while. For the love of god steam, why do you keep accepting mobile ports? Especially when said mobile ports are free on mobile, and ironically, even work less on them, then on a PC.

Victory at Sea put you in command of your very own fleet of warships, from the puny Clemson all the way up to a mighty Iowa Battleship. In terms of represented navies the biggest ones are all there, Kriegsmarine(Germany), USN(US), RN(UK), IJN(Japan) RM(Italy) and both Free and Vichy French navies.

I agree with the previously stated that it is similar to Mount and Blade series. With an overall world map and moving from fight to fight. building a naval squadron, losing said naval squadron and doing things like repair and support other captains. Though however simplified in the sense you do not have to repair the ships yourself or replenish any aircrew or aircraft.

From personal experience, the tactical fight takes place in a setting similar to Navyfield and the naval action of Patrician IV. Sporting a tactical map for bigger decisions and the ability to control a single or all ships, it's weaponry and targeting. In terms of combat it's fairly straight forward, and comes supplied with some, dubious quality videos to show you how its done. It gets you the basics.

Other than that, a typical destroyer battle plays out like heading straight for the enemy, cross the T and then launch a salvo of torpedoes and hope to higher powers they won't miss.

So for a diehard naval combatant, this game is really easy until you come up against something way outside of your class of ship (destroyers vs. Heavy cruisers for instance) Or the game casually puts your carrier right next to the enemy battleship. Close enough for crew to actually board. (And how it got that close to begin with is one massive miracle) Then watch your carrier be blasted to bits. Goodbye ridiculous amount of saving money! A way to pre-deploy would be nice (And if the function is there, I have missed it and blame only myself).

25.08 edit: Most of the glaring errors previously mentioned were fixed.

Reason I recommend this game, is because it is isn't in itself Bad. Or otherwise so buggy it ends up unplayable. It can become a gem with quite a bit of polish to it. It is an interesting concept, and naval action has been sorely missed for my part.

I would personally argue its price does not justify what is contained within at the time of this review. Wait for a priceslash.. Started as nice promising hidden object game that turned into an annoying thing, at least for me. So this is a mobile port and it works fine, no glitching, freezing etc, the only issue i can say it doesnt matter if I put it on HDD or SSD it takes around 30 sec to start then it's fine, I'm guessing it has to do something with windows 10 but who knows.

positives:

- alot of scenes to play on
- objects randomize, change positions
- RPG elements
- limitation on how many times you can explore a region before you deplete your energy and have to wait, this is a good thing forces you to chill and do something else for a change
- extremly long, if you planning on getting everything ingame
- steam achievements
- steam trading cards

negatives:

- replayability NONE, especially when you have to explore the same area/picture so many times in order to progress
- REPETITIVE
- the annoying energy limitation, yeah i said it's positive but at the same time it is annoying
- even with the objects randomizing after a while you see the pattern and you can beat an area in 30 sec
- some pictures are way too dark so the objects are kinda faded in with the background which was annoying
- some minor bugs, when you click on "Go to area" game crashes, happens randomly for no apparent reason

Well got the game during a sale, steam suggestion seemed nice, payed 50 cents for it and that would be the perfect price for it, if you're like me wanting to burn through asap and being held back with having to wait for the recharge, and for me the repetitive part was really annoying. But if you're a person who's gonna play this occassiaonly then you probably would enjoy it more then I did.

4/10

Recommended with a caution.. Game's good, but PLEASE, bring the Tiers back. It'd be quite imbalanced if a guy with full exotic arsenal would play with newbies.. how do i access the dlc. Very buggy, no instruction available for several missions so you have to guess at what you're expected to do. Even if this were free I wouldn't take it because the bugs make it nigh unplayable.. First, just so you know, I have not yet used the equipment gained from the encounter, nor did I yet persue the companion quests for our new friend, thus I don't know how he improves at the end of them. Those won't be featured in this review.

This DLC gives you access to a new mission and a new companion. You get access to the mission after the hierophant mission and the companion after getting him in the Borrow Burrow encounter.

First the companion. He is a young goblin you pick up on your journey who decides to accompany you. In combat he doesn't fight but he is a slippery guy, able to dodge attacks very well. When you activate him in combat he draws the agro of EVERY OPPONENT ON THE FIELD. This is wonderful for getting attackers off your back long enough to pick off specific units (screw you phallanx), or use your artifact, or build your combo meter. Outside of combat, he doesn't do anything with the gambits. Instead, when you interact with him in camp, you can make him recharge one of your bombs (only the bombs) in exchange for him being inactive for 3 turns. This, in my opinion, makes him INVALUABLE for you if you like using bombs, or even if you are scared to waste bombs. He does little enough otherwise that I don't feel to bad about making him inactive so I can see myself using bombs a lot more now that I have him as a safety net. He won't recharge healing objects or damaging objects not labled as a bomb (sorry damaclese), but this is still great.

Now the mission, mapmaker. First, I am not entirely sure where this is suppose to fit chronologically since it seems like it is suppose to take place in the far future. Story asside, this mission has the gimmic where it always follows a certain pattern. It is always a 7 by 4 rectangle, there are towers at both sides of one collum and trees at both sides of one row. A priest statue is always revealed to you when you enter each of its 3 layers. You can pay the statue for riddles that dictate the rules of the map, revealing the aspects of the map that will always be the same no matter what layer you are on or how many encounters you do. The riddles even carry over between runs so you never have to rebuy them. If you buy all the riddles in one run, it will cost 156 gold. In order to get the gold token for the encounter you need to releace the ghost pirate's crew, which is also done at the priest statue. Each of the five members cost 20 gold each, again, pretty doable. \t The final boss in the encounter is admitadly a bit of a pushover, at least for me. The map itself is more dangerous in my opinion. This encounter is servicable, and its predictablility makes it easy to get the gold token and easy to run into encounters if you are trying to collect tokens without the hassle of a difficult mission or uncertain card rng.

All in all, I think 7\$ is fine for this dlc. There is a good amount to enjoy, and as you likely already know, every card made available to you enriches the main game and endless mode, including new equipment, new encounters and in this case a new companion.. This game is EXTREMELY short. The camera angles are buggy and the puzzles are not complicated. This does not feel or look like a finished product at all but supposedly it is. Did not care for it at all.. Played once. Never again.

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