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## About This Game

## SURVIVOR RANK

Survivor ranks are earned by completing objectives in the game. The rank you are in will determine the amount of XP you receive for completing objectives. The rank you are in will also determine the amount of XP you receive for completing objectives.



## CLASS RANK

Class ranks are earned by completing objectives in the game. The rank you are in will determine the amount of XP you receive for completing objectives. The rank you are in will also determine the amount of XP you receive for completing objectives.



## BANK

Bank is used to store items that you do not want to use. You can deposit items into your bank and withdraw them when you need them.



## WEAPON CUSTOMIZE

Weapon customization allows you to modify your weapons to suit your play style. You can change the appearance of your weapons and add attachments.



## ECONOMY

The economy system allows you to buy and sell items. You can use in-game currency to purchase items from other players or the game store.



## CLASS

Classes are the different types of characters you can play as. Each class has unique abilities and weapons.

Medic: The Medic class is responsible for keeping the team alive. They can heal themselves and other players.

Engineer: The Engineer class is responsible for setting traps and repairing the team's equipment.

Demolition: The Demolition class is responsible for destroying the enemy's objectives.

Support: The Support class is responsible for providing the team with supplies and equipment.





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Title: Rebirth  
Genre: Action, Adventure, Massively Multiplayer, RPG, Early Access  
Developer:  
Pandora Entertainment  
Publisher:  
Pandora Entertainment  
Release Date: 26 Feb, 2019

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**Minimum:**

**OS:** Windows 7 or Newer

**Processor:** 2.4 GHz Dual core

**Memory:** 4 GB RAM

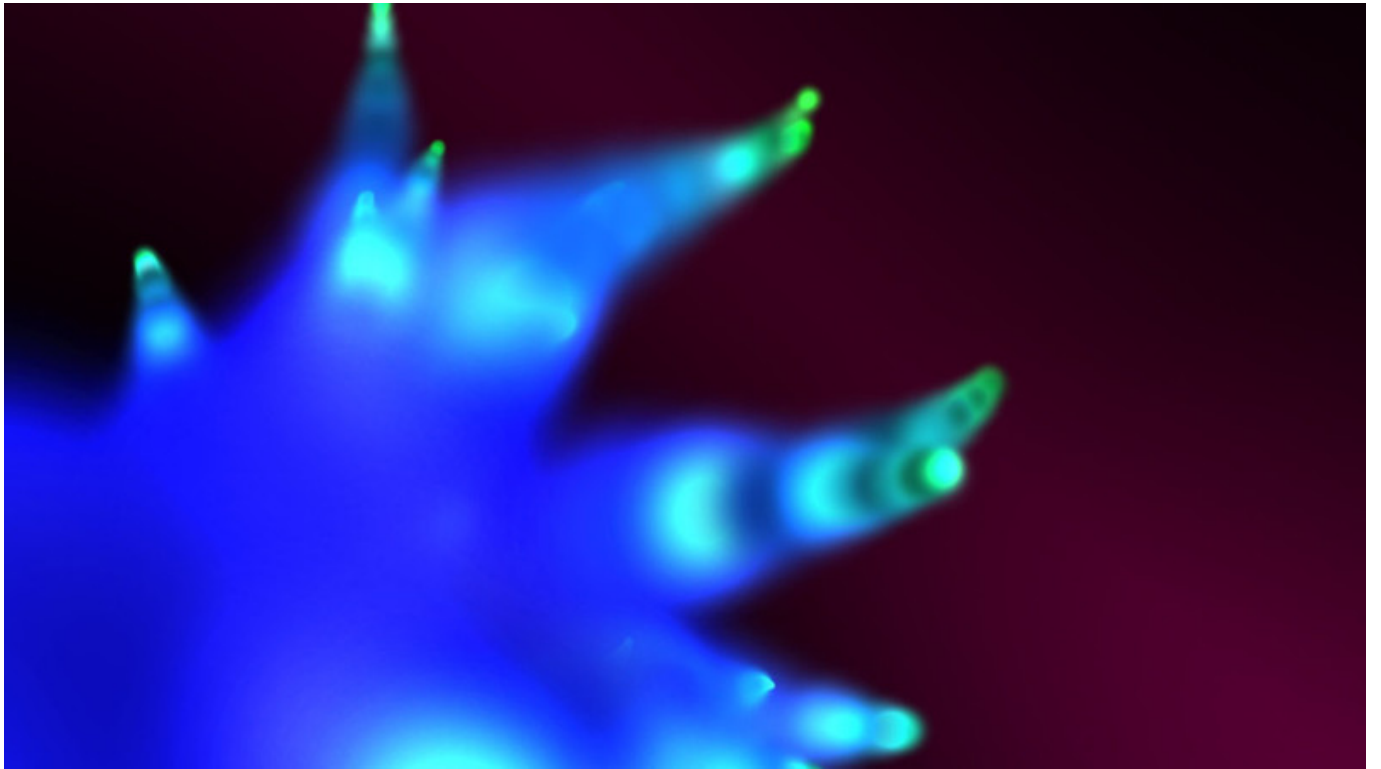
**Graphics:** Nvidia GeForce GT 635, AMD Radeon HD 5670

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 25 GB available space

English, Turkish







Process for creating the hotel. This location was meant to serve as a warm and cozy place for the Detective and players to return to after a long day's work. Except, of course, the Detective couldn't enjoy any of it because of his nightmares. Picking cues from my favorite games, the players can also dress up and customize the Detective's clothing in his motel room.

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Nutshell version: 2 hours of content only, no matter how slow you try to take it. Either get it for free or pass. What there was of it, was fun, though.

Level 1 was a lot of fun. Do the arena first, btw. It is the tutorial and there's no indication that that's what you should do. So like I said, level 1 was fun. So was 2 and so on. My son and I had a blast debating which guy we should upgrade first. Thing is, 2 hours into it and we did every level plus the arena and finished every bit of content possible. We were both looking at the screen and saying, well, good thing we got it for (basically) free in the bundle on the christmas sale.

. I personally liked it, and I think that anyone who loves medieval warfare would be very engaged the whole by the close quarters combat information given out by the documentary for about an hour.

Also, I was at first dissuaded by the fact that the trailer only showed them talking in Czech with English subtitles, but it turns out the actual English version has voice overs by some kingdom come actors. (And it turned out pretty nice, the voices are very fitting to whom they represent). I also think that the ionic KCD music was a good touch as well.. This game is by far the worst setup then the Nintendo version and you would be wasting money on this and all the dlc it includes I strongly recommed avoiding this game.. The game is sooooo long that you need to play in accelerate mode. It is just so slow.... Precursor: I love this game and when it came to steam, I bought it the first day that I had the money to.

cons:

- With few players online, the servers are generally vastly unpopulated.
- Omgeladon's team almost always loses due to the inability for the environmentalist team to fight attackers effectively.

Pros:

- Fun and interesting gameplay

Conclusion: I cannot recommend this game because due to a dying community, you won't find populated servers.. if it were in 1999 maybe a good review would be considered. ove in 3 min... didnt do anything but click two books and was done. worth .50 at most

. Not a fan, I feel like developers are trying to combine too many things into one game, and it falls short at the end. The gameplay is no longer click and go like the previous series, you utilize AWS/D to move around, yet you have to constantly change the view of the camera with the right mouse button to avoid running into walls.

The combat system is very messy on the eye, a lot of things are happening at the same time, and you have to quickly select a



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skill to use on the target while the NPCs are attacking you continuously.

The menu is a mess too, and the tutorial pages is too messy to understand. For the loots inside houses, you can't even tell if you can loot the item or not because there's no special indications like a glow to indicate what you can and cannot loot. You pretty much have to go into all the rooms, and try clicking on everything. Meanwhile, because the camera view is a mess, and you have to awkwardly jump around and running into furnitures inside these small buildings, it's really a pain in the\u2665\u2665\u2665\u2665\u2665to even go inside the buildings.

The short animation in between scenes are very long, and you cannot speed it up. The slow dialogues is also the same for "...." team chat. Every once in awhile you can click on "...." and your teammates will have a conversation, and there's absolutely no way to speed it up, so it takes over a minutes to read one line. It's horrible. I also don't like how the animations are, there are no expressions on the characters, their mouth moves ever so slightly to indicate they are indeed talking\whispering, but that's it. It's uncomfortable to watch them talk, like you can hear the emotions from the voice actors, but the characters are absolutely emotionless. Seriously. I got really motion sick after trying it out for 20 minutes. The camera moves way too much, and it's not fun.

I don't recommend this game.. good.

my review is better.

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It's a nice little game. Imagine that you are some kind of Robinson Crusoe in the future, and you have to survive by gathering resources and experimenting. The only shortcoming Breached has is that it is very short, it feels like it is a tech demo for a bigger game. So I wouldn't advice buying it for full price, wait when it is on sale. Then you certainly won't regret it.. Really nice game, better playable than the first part.. Should be in the min game as unlockable.. A really great story-based game. It has a lot of fun mechanics and really cool artwork that immerses you in the world. Your choices matter and for the most part you can play the game however you want. One complaint I have is that one decision you make early in the second game can prevent you from winning the game and you don't really know that it's important which leads to a lot of tedious rewinding.. This is a fast paced bullet hell with a REALLY sick soundtrack. The characters are really cute and lovable and there is a lot of choice in playstyle in terms of bullets and powerups you want to use. Clearing a stage has never felt so satisfying through this difficult yet rewarding game.

There is a lot of replayability as there are different missions to complete and lots of unlockables in the in-game store. However, I can not exaggerate how well the music goes along with this unique bullethell experience. Touhou fans alike should find themselves picking up this game.

5/5 A great addition to your Steam library

. Two thumbs up !

**Some mysteries should remain forgotten:**

Add the game to your wishlist and stay updated!. **Announcing Zoom Player v12.7:**  
Hi Everyone,

I am very pleased to announce the final release of Zoom Player version 12.7.

The small version bump from v12.6 to v12.7 doesn't quite tell the whole story behind the enhancements and fixes in this point release.

This release represents a massive undertaking by the entire team to optimize the code, clean up long standing usability issues, enhance the media library, simplify the process of backing-up/restoring your favorite Zoom Player settings and the introduction of initial YouTube integration.

Highlights:

- Streaming playback of YouTube links.
- Media library category thumbnail view with enhanced filtering.
- New Movies & TV Shows media library category types.
- Settings, configuration & profiles export/import to ZIP.
- Station Manager usability enhancements.
- Smart Play source filter support for URL based media streaming.
- Significant key functionality optimizations, leading to faster startup and overall operation.
- Many bug fixes.

The complete change list since version 12.6:

[http://inmatrix.com/files/zoomplayer\\_whatsnew.shtml](http://inmatrix.com/files/zoomplayer_whatsnew.shtml)

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In case you missed a version, check out the change list archive:

[http://inmatrix.com/files/zoomplayer\\_whatsnew\\_archive.shtml](http://inmatrix.com/files/zoomplayer_whatsnew_archive.shtml)

The Future, Version 13:

Hopefully, we have done a great job on this version and there are no lingering bugs, paving the way for the next major release, version 13. In this upcoming version, I plan to open up the media library with a new Plug-in API that will allow 3rd party developers to add custom content. To demonstrate the new API capabilities, I will create an open-source plug-in integrating YouTube channels as Media Library video categories. Please help me make this a reality.

Support us on Patreon:

If you would like to help create great new features a reality sooner rather than later, please sign up to support Zoom Player on Patreon. As a patron you will receive access to unique & exclusive content and input on the future of development of Zoom Player.

<https://www.patreon.com/zoomplayer>

We appreciate you!

We would truly appreciate your purchase, without your support, Zoom Player development will cease to exist.. **(Journal Patch UPLOADED!) Localisation and Journal Update:**

The Journal Patch is now Live!. **Up to 63% off the Heavy Fire Series and Reload During the Steam Halloween Sale!:**

# STEAM SALE

EXPLOSIVE SAVINGS! • UP TO 63% OFF!



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**MASTIFF**

The Steam Halloween Sale is currently underway and Mastiff is dishing out treats for all the good little boils and ghouls!

During the Halloween Sale you can save up to 63% off titles like Reload, Heavy Fire: Shattered Spear, Heavy Fire: Afghanistan, and the Heavy Fire + Reload Triple Pack, which contains all three titles for one ridiculously low price!

Don't wait, because this sale ends on November 1 at 10:00am PST!

Heavy Fire: Shattered Spear: <http://store.steampowered.com/app/385600/>

Heavy Fire: Afghanistan: <http://store.steampowered.com/app/305980/>

Reload: <http://store.steampowered.com/app/330370/>

Score the best Halloween treat by adding the Triple Pack to your cart:

[Heavy Fire: Afghanistan + Heavy Fire: Reload + Reload](#)

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If you are reading this announcement and have previously purchased any of these titles Mastiff would like to say thank you for your support! Please share the sale news with friends via Twitter, Facebook, Reddit, or whatever other social media platforms you frequent. And if you haven't already, please consider taking a minute to leave a Steam review. The reviews help tremendously!

P.S. Check out some of our other titles currently on sale by clicking [HERE](#)

Happy Halloween!. **Empires in Ruins - Beta FAQs:**  
[https://www.youtube.com/watch?v=PDZeHL\\_hvUM](https://www.youtube.com/watch?v=PDZeHL_hvUM)

Hello guys,

first of all, thanks to everyone that did play our beta, you guys are providing us an awesome feedback, mostly through the Discord Channel. While we are listing up the bugs reported (luckily very few of them and mostly minor), we are also getting a lot of questions on how to and where to and when to.

In these FAQs, I did summarize some of the most asked questions, and I hope that you can find them useful. The game in its current stage can be a bit overwhelming given the high amount of features unlocked right away, so yes, undeniably some of those questions are absolutely reasonable to ask, and we think reasonable to answers as well!

You can find the beta at each of these links

<https://sgth.itch.io/empires-in-ruins>

[Download from GameJolt](#)[gamejolt.com]

[Download from IndieDB](#)

## FAQ

### 1) Which is an ideal starting setup for the battle beta?

I usually like to begin a battle with a scout tower near the castle, two guards and one catapult towers covering more or less the main access paths. Later on I do expand my defenses a bit more far from the castle in order to avoid area damage and to distribute a bit better the killing.

### 2) Should I start by building resources building?

I strongly advice against that. In the beginning it is more important to have towers and defenses. I usually start with a Lumberjack around wave 4-5 and then i follow up with an Iron Mine in 1-2 waves. Resources are important for higher level upgrades, but defenses are more vital at first. Usually by the end of a map I have 2 lumberjacks, 2 iron mines and 1 quarry built.

### 3) I am always low on gold, how do I make more?

The gold is made by killing enemies and skipping waiting time between waves. Using the cool down ability "Loot the corpses" (icons on the lower left, the first one of the second row) you temporarily increase the amount of gold you get from killing the enemies

The Temple (the 1st upgrade of the shrine) has a special ability (to be bought manually) that increases by 50% the gold made with kills in the area around it.

### 4) Ballista and Repeating Ballista towers are quite inefficient, how do I use them?

These towers can deal really high amounts of damage, but need to be used in a quite technical way otherwise they can be very inefficient. Place them at the end of a long straight leg of the path. Upgrade their range and set a fixed shooting point in front of them, at some point of the straight path. This way they will not waste time shooting enemies in other directions and whenever enemies line up on the killing line, they will damage A LOT of them with a single shot.

### 5) I hate the Sappers, how should I deal with them?

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Sappers are only dangerous if they get close to your towers, and they are mostly dangerous against base towers made of wood (Scouts, Guards and Catapults). They shoot fiery bombs and when killed cause fire damage all around. The best way to deal with them is through stone-made Crossbow towers (and their upgrades, Repeating Crossbow and Sniper) or through the use of smartly placed artilleries (also catapults) that takes advantage of the towers long range.

### 6) Flying enemies are causing a lot of damage to my towers and castle when I kill them, what should I do?

Don't build your defenses too tightly. Flying enemies arrive for the first time after quite a few waves, take advantage of the scout tower in order to see from where, and build some archery towers along those paths. They will also be useful against ground enemies in their spare time. All the archery towers are good against fliers, but the best compromise quality/price is probably the Composite Bow towers with the ability Aim High (+75% damage to flying enemies) unlocked.

### 7) Can I win the battle without deploying ground soldiers?

Yes, you can, but I think that if you do deploy them, specially in the surrounding of the castle, you will have a much higher chance of winning, and also a much higher chance of winning with a perfect score. Each soldier can engage up to 3 ground enemies (beside the Hussar and Tank that are not stoppable) and while their damage is quite low, they are fairly resistant to the enemies attack, providing nearby towers time to kill the invaders.

Cheers and hope to hear you soon from you guys!

Dr.H - Lead Dev H&R Games. **The Official Soundtrack is coming, and here's a free track:**

Heaven's Vault is releasing very soon, and for the first time, we'll be releasing a soundtrack as well. And here's a free track to get you started!

[https://soundcloud.com/laurence\\_chapman/before-the-fall-heavens-vault-promo-track](https://soundcloud.com/laurence_chapman/before-the-fall-heavens-vault-promo-track)

The music is by Laurence Chapman, who composed the soundtrack for 80 Days and Sorcery!, and we love it. Enjoy.. **Update 10:**



We are glad to announce that we're back to the development of Defendion and going to bring it to release as soon as possible!

What's new in the update:

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