
Project Genom - Silver Avalon Pack Download For Windows 7



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About This Content

Silver Avalonian bundle is available for purchase only in the period of Early Access.

If you have the Silver Founder title, do not purchase this bundle. In a short time, you will get it for free as it is included in your founder bundle. You can purchase other DLC bundles and get the listed bonuses.

Bonuses will be distributed as soon as the corresponding game mechanics are introduced:

Bundle includes:

- Premium currency to the amount of \$50;
- Box with unique items;
- Forum and game title: Silver Avalonian Bundle;
- 3 additional slots in your inventory;
- Personal teleporter to a peaceful area with 30 min cooldown;
- 5 unique personal cabin decor elements;

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- 5 unique hangar decor elements;
 - Unique pet-drone;
 - Unique quad bike skin;
 - Unique wings skin;
 - Unique buggy skin.

Title: Project Genom - Silver Avalon Pack
Genre: Action, Massively Multiplayer, RPG
Developer:
NeuronHaze
Publisher:
NeuronHaze
Release Date: 12 Oct, 2016

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Minimum:

OS: Windows 7,8,10 (64-bit only)

Processor: 2 GHz quad-core Intel or AMD

Memory: 4 GB RAM

Graphics: GeForce GTX 460 or equivalent

DirectX: Version 10

Network: Broadband Internet connection

Storage: 11 GB available space

English,Russian







If you're of that age where you watched Tron on the big screen and marvelled at the visual style, then you've come to the right place.

Of all the Tron-related games and sequel movies (and I include Tron 2.0 in this!), I think this game comes the closest to replicating the "feel" of the world of the first Tron movie. The only thing missing are the discs and the clank-clank as you walk around (which Tron 2.0 got so so right for me)..

So, what is Tank Universal? Well, it's a Tron-homage-labour-of-love. It's clearly an indie game. The lack of voice-overs, and very simplistic animation marks it out as a small-team (one man?) effort. Also, the story is very similar to Tron (Bad Guy taking over the system, User logs in to kick\u2665\u2665\u2665\u2665\u2665 and all other programs are amazed at how the User has more skills and powers)..

Tank Universal packs so much in. There's a little bit of wandering-around on foot, and a lot of time spent in a tank. While in the tank, you can traverse mazes, explore the beautiful world they created, play domination, and so on. Everything under the 'umbrella' of being a good dude fighting in a world of bad dudes, and needing to travel around it to stay ahead of the 'bad dudes', while getting closer to the 'big bad dude' for the final fight... There's really quite a lot of variety, and stuff isn't repeated to death, like they would be in a AAA game, where they have to milk every last cent out of an expensive asset (for example).

I was impressed by pretty much everything in this game. The ship\tank models are lush. The world design is stunning. The sounds\music are very very close to Tron, and the visuals are 100% spot-on (They even replicate the irregular 'flashing' of the poor rotoscoping in the movie by pulsing the brightness.. So ingenious..).

Is there anything which makes me unhappy? That the game ended. Playing domination was great fun (I was playing in easy mode, which may explain it).

So, if you love Tron, and want to play a tron-like classic good vs. evil game, and aren't too hung up over spoken voiceovers, or FMV, then this game is for you!

Highly Recommended

. Verdict Guilty is a basic 2D fighting game with a nonsensical story mode that teaches you the playstyle of each character, an arcade mode to test your skills and verses mode to play against other players locally.

The only problems I see is that the AI is not that smart, the roster feels small (Mortal Kombat 1 size of small) and that you can see everything the game can offer in less 3 hours, but other than that it's an ok game for the asking price tag.. And just like that, a genre is born.. If you let the dissidents out, bad things happen.

. This game's got an awesome premise with the painting idea, but I feel it lacks a lot of basic "tools" or w/e, giving a feeling of being limited on what you can do.

Even then it's possible to execute the paintings in a 'satisfactory enough' way; just keep in mind that unless you've got those drawing tablets you'll be doing everything by using the mouse, which is far from ideal (imho at least).

I'd nitpick and complain about the absence of other art forms\medium but then I remembered the game's title lol

Now talking about the game's pacing and 'eventfulness' it's honestly a bit repetitive (given the limited access to tools and options), with the same characters doing the same noises etc...

The coolest part about this "gameplay" aspect of it is, imho, how differently the story goes depending on your choices\style\deals (I'll not elaborate further on this for spoilers-sake), a nice implementation that adds a lot of re-playability value to the game.

I sincerely recommend this for most people. It's always pleasant to just launch this game and chill, painting whatever comes to mind. And remember: there are no mistakes! only happy accidents!

This one has the same concept and dynamics as the previous version. Move a ball to a specific platform and hit next.

The need of hitting the next button (using the mouse) is quite annoying - this could be improved making "space" or any other key be the trigger. However, I have pretty much the same review:

- Wrong hitboxes
- Bad controls
- Not difficult

- Annoying dynamics. This is the most disgusting thing I have ever seen in my life. Just started playing after having this on the PC for a while and well impressed .

Environment / graphics very good . Controls took a bit of learning but I was probably rushing in without looking (game did warn me to look them up too).

Good range of Dinos/enemies and weapons . Been running round in the short time I have been playing with Lysteria and Dysentery (shame I couldn't throw that at the droids) but overall very impressive .

Worth the money for whats there already .. I'm a VR artist, but I've been wanting to learn to bartend for a while. I heard of this game a few weeks ago and I've been pumped for it ever since. I got it the moment it was released and I'm not disappointed in the slightest! It's exactly what I wanted it to be. I'd like to be the world's first VR-trained bartender. I doubt the position has yet been filled.

Couple notes,

-if a drink is on fire and you throw it, it should toootally expolde. sad that it didnt.

-the bottles come back when you throw them or put them in the trash, but the soda fountain does not. Problem.

-there should eventually be an accuracy mode where the drinks actually spill when tipped. But only as an option because i can also see the merit in the way it is now.

-When I adjust the x/y position andVor height, it doesn't always stay that way. sometimes changing one slider will reset the others and sometimes going back to the menu will reset them.

-There should also be a mode for "just whiskey drinks" or "just drinks with lemon juice," "just drinks in a martini glass" etc, to help those who are using this to learn.

That's all the problems I've found so far, very very solid game and I look forward to the day that I can walk into a bar, ask for a job, and say that I was trained entirely in VR.

Absolutely worth the money.. I would call this a "Search & Click" game. Enjoyable at first, especially when you realize that you don't know what the said object even looks like because it's the first time you have ever encountered it. Great diversion but lacking it really hooking me in for the finish.. What an amazing breath of fresh air, this puzzle game is. Amongst all of the similar platformers and shooters and everything in between, this game somehow manages to bring back that hilarity that we so enjoyed on a snow day at a friend's house. It can be played alone, but the game really does shine when you are playing with others. If you can't do local or friends (which is preferred, you won't want to miss those moments), you can still play with others online, and it is simply a blast. The characters are lovable and zany, and the story completely out of left field, as to be expected from indie publishers. The game has a few kinks that need to be ironed out, and the story is quite short, but the challenges and extra modes don't get old when you play with friends - it's an overall very positive experience. 8V10

P.S: Beat the Jules mode to get the best achievement to ever grace our mortal kind!. Great game - really good fun. I like the Dogeball addition. Nice that you can change views, I like the behind the bar view best. Looking forward to playing against friends :-)- buy this game!!!

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