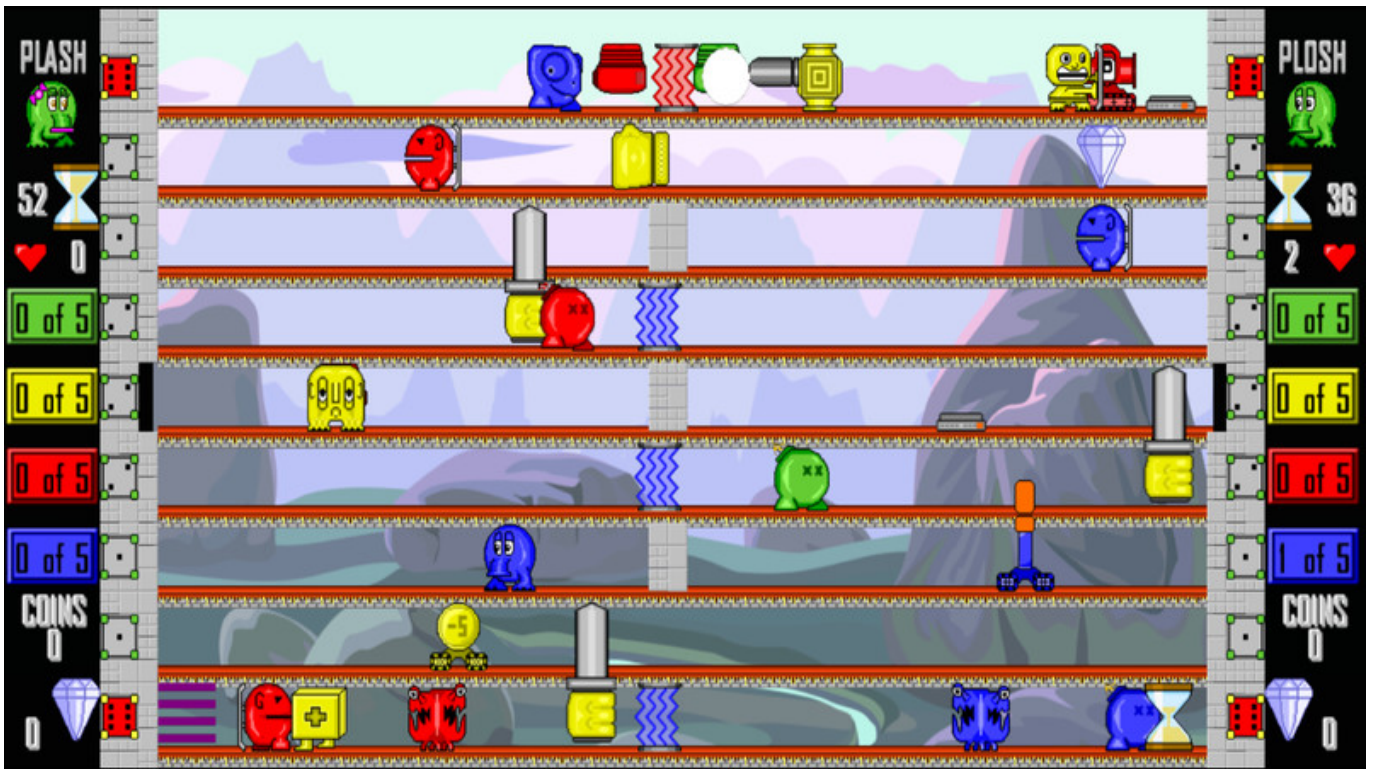


Euro Truck Simulator 2 - Slovak Paint Jobs Pack Cheat



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About This Content

Customize your truck with your country flag! A choice of four unique paint jobs will come handy if you feel you need to show your affiliation...

- Bratislava Sights
- Slovak Flag Decal
- Lightning over the Tatras
- Slovak Flag

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

Title: Euro Truck Simulator 2 - Slovak Paint Jobs Pack

Genre: Indie, Simulation

Developer:

SCS Software

Publisher:

SCS Software

Release Date: 4 May, 2016

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Minimum:

OS: Windows 7

Processor: Dual core CPU 2.4 GHz

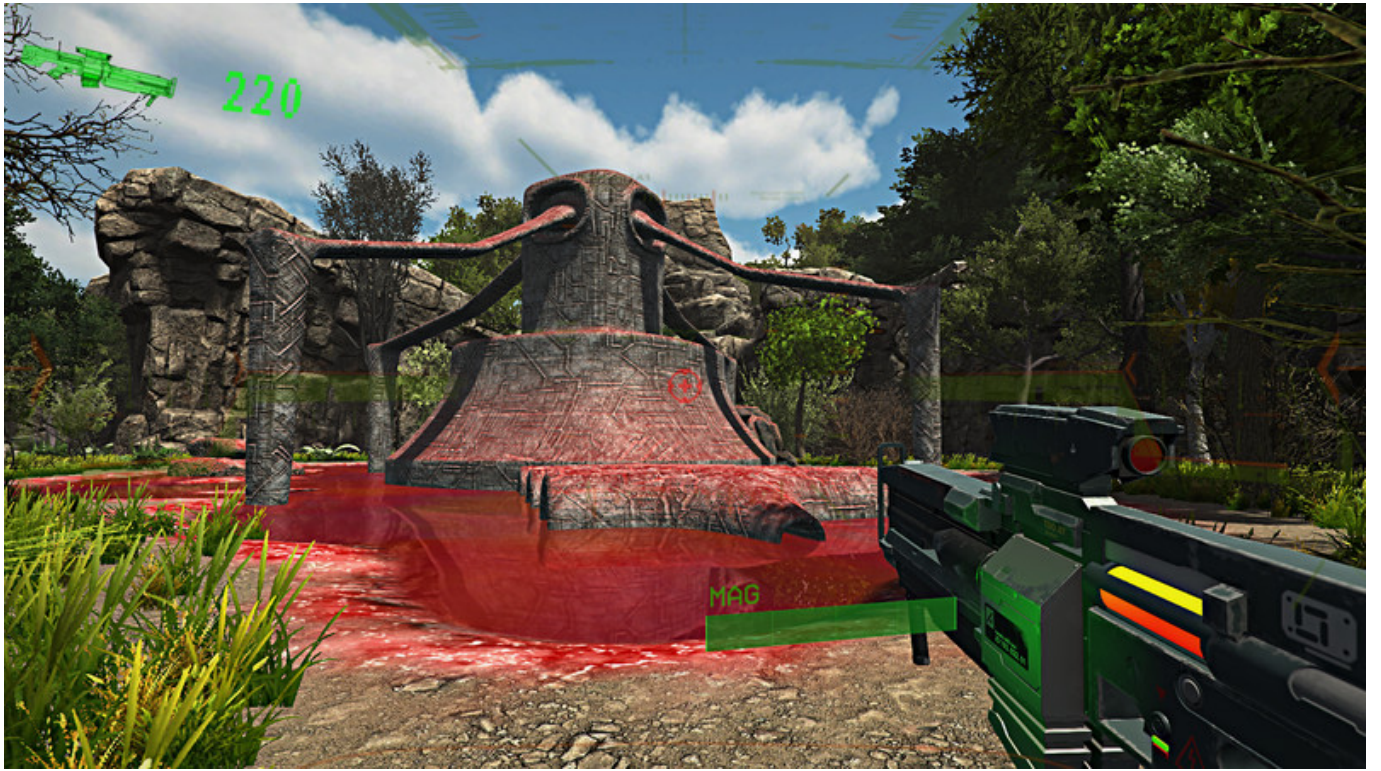
Memory: 4 GB RAM

Graphics: GeForce GTS 450-class (Intel HD 4000)

Hard Drive: 3 GB available space

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







euro truck simulator 2 - slovak paint jobs pack

I like it! Somewhat like a classical arcade.. Relies too much on luck, so that you are forced to use coins to get extra cards and other things that help you finish a level. That should be ok, but the game keeps getting more and more annoying because of that, making me fail many times. The zombie + solitaire idea is great, but the game loves to throw many useless cards at you, sometimes even repeating the previous card (not that rare). As I got this on a bundle, it was no big deal, but I cannot recommend buying this game.. ED. Well if this game wasn't so confusing at times it would be easier, but what's the fun in that.

It has great machines and all that stuff. But its also hard to play when I still have no clue about entering planets/War zones.. Nostradmus?

Nostradontwasteyourf**kinmoney. It's very nice game. I selled my wife for play this game. Very good Buy and play it. It's so cheap!. DO NOT BUY this game is pretty much unplayable. No matter what you do this frame rate is horrific. It jumps and sputters around regardless of your computer or settings. Couldn't do a damn thing.. terrible. you can't even customize joystick movement sensitivity. Definitely an amateur using unity or unreal or something of the sorts. the training mission does not save progress. the guide also can't tell the difference between bullets and missiles.. Bugs, glitches and a rather unintuitive UI (no tooltips, or ways to check current objectives) mar this game. It's very clear that this game could've done with a few more weeks of polishing. However, the basic concept is pretty fun. It's very similar to Ghost Master, where you scare the inhabitants and or visitors of your home, except that game is a tad more indepth. Considering this is a first attempt from The Fine Young Capitalists, don't expect any panty droppers... just a simple, fun game where you scare the unsuspecting people looking for a thrill. I think my favorite part of the game is the varied number of characters, their reactions and the character models themselves. A very interesting artstyle to say the least. All in all, it's worth 5 bucks and it makes for a passable first outing. Can't wait to see what else comes from this company. Impressions:

<https://www.youtube.com/watch?v=AoTheNIPOjA>

The beat 'em up style is OK for me.

The main problem is that I bought this game to play online with my friends. In the description it says that there is MULTIPLAYER and LOCAL COOP. B*U*L*L*S*H*I*T.

There is only splitscreen. The multiplayer is only on the same PC. No on-line game and no lan game.

So, I wish I didn't buy it.

Versão BR:

O estilo Beat 'em up é OK pra mim.

O maior problema é que eu comprei o jogo pra jogar online com meus amigos. Na descrição diz que tem MULTIPLAYER e COOP LOCAL. MARMELADA.

Só tem splitscreen. O multiplayer só funciona no mesmo PC. Não tem jogo online e não tem jogo on-lan.

Então, gostaria de não ter comprado.. For what this game is, it had a good combination of difficulty and fun in it, after finally passing the second mission at a time of 16.98 I finally felt relieved that it wasn't as hard as I expected since, I mainly always go to use the wasd keys in any game and not use to using the mouse for movement in any game really. So I would actually recommend using the house and the shift key for the second mission if you're having any problems with passing it. In overall for the price that it is, the game seems to offer quite a bit. I like it a tad more now at least than what I did the other day when I reviewed it.. I only buy Tropico's DLC on sale but even on sale, I regret buying this. This is a grind mission, absolutely the worst I've ever played. Absurdly boring. Do NOT buy this.. To be honest, this is more of an idle game than anything but it costs 4.99. I wouldn't recommend buying it when there are other free titles that offer the same thing, if not better.. I don't understand the bad swinging about this game. It's a cool, relaxing and atmospheric game with no needed foreknowledge, needed low disk space and simply handling plus futuristic music to relaxing after a hard work day.

And folks, regular 0,79€ ... me for a long weekend deal (-30%) 0,55€. I don't need to say any more words ;). Bought it Full-Price to support the Devs cause of their good decision to decline f*cking Epics Exclusivity Offer. Good start against Epics Exclusive! Keep it up!

"The famous quote of "Do unto others as you would have them do unto you" and also "No policy" is something we take very seriously all the time during the development since the early days. Things like pricing \$30 instead of \$29.99, no sales, no micro-transactions, game stability over features, no selling-out to big companies that would use the game as cash grab while destroying the brand [{ *cough cough* EPIC GAMES *cough* }] (we actually declined to negotiate "investment opportunities" like this several times already, no matter what the price would be), the same would be when it would potentially come to any exclusivity deals, which is its own subject..."

Keep it up and #EPIC. This game was short but extremely enjoyable. The storyline was very compelling but, due to the length of the game, remained unresolved (which I found to be the only con to this game) The combat system was ingenious and I enjoyed figuring out the best way for the two protagonists to alter each other's spells to take out a difficult enemy. The artwork for said protagonists and the enemy monsters was unique and nice enough to make up for the rest of the RPG Maker graphics (the different setting designs for each mini-bosses' area of the castle helped too)

Ultimately, because of how short it is, this game feels sort of like the demo to a longer game that I'd really, really love to play.

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