
Euro Truck Simulator 2 - Viking Legends License



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About This Content

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

- Freya's Blessing
- Loki's Cunning
- Njord's Resilience
- Odin's Wisdom
- Thor's Fury
- Tyr's Wrath

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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The best Farcry by Far. its well worth the monry and effort. I wish the game was a bit longer.....what the heck i want to replay it anyways..... This game caught my eye at first ... so i bought it 4.99 cheap as... i like supporting indie game's like this one... sweet concept on the game i can fly a rc copter without paying alot for a descent toy fly around my back yard...

review the game... well if your into trying to control a rc copter with back to front controls ... a xbox 360 has 12 buttons and yet the buttons are useless and there no way to remap the controls....

so im in free fly mode to get some practice and OMG battery starts at 45% and last 4minutes

i think i should go buy a \u2665\u2665\u2665\u2665\u2665 toy copter wait 8hours for it to charge and use it for 5minutes...

i realise this game is new...

so my honest opinion for this game is dont buy it watch youtube videos of games before wasting 5\$.

im going to keep this game for the fact that the developers need input and more ideas....

Number one on the list is increase battery level to not restric users to 4 minutes of flight....

Number two o the list should be a feature to allow customization and a bigger battery clearer controls. Take Clash Royale and make it 10x better :). Like many early virtual pinball tables, Worms Pinball showed promise. All the classic pinball elements which you'd expect are there. An interesting table layout, a couple of multiballs, various modes with different objectives, nice ramp and orbit shots. Unfortunately, pinball emulation in 1998 was just not that sophisticated and that is ultimately what lets Worms Pinball down. The flippers are slow to respond, the physics are totally inaccurate and the visuals are just not very pretty. It's a shame because the theme is executed perfectly and if it were a real table it would be a blast to play. The callouts and sounds are great, the dot matrix animations are well done and the playfield design is cool. Disappointingly, that doesn't make up for the poor pinball simulation, which is what a game with pinball in the title should really be about.

P.S. Stern, please make this game.. Doing really well, all of a sudden you get silenced and slowed, the only thing on your mind is "Go away!" So yea, it's a fun game. (This part was an early access review)

EDIT: After looking back on this game I can only see missed potential, by all means it should be like a medieval Risk of Rain with more rpg elements, but in the end it just sucks. With out playing with other people it is extremely hard to make it through one world without dying, and I can only do that with one character Rainer (Not to mention beat the game without dying). The difficulty curve on this game is like a roller coaster, it goes up, it goes down, then it goes up again! And at the end it is painfully easy as you are monstrously op compared to all of the monsters. This game has flaws that can't be ignored.

Pro:

Graphics are a well done pixelated style

Music is pretty good, but you do get tired of it quickly

Many characters to play

Rpg element equipment

Con:

Gameplay is either strangely hard or do nothing easy

Music is pretty good, but you do get tired of it quickly

all of the characters are pointless except for one

Rpg element equipment. Audience: *

Attempt To Recite Your ABCs

Older Children

Teens

Adults

Everyone (The appropriateness of this title largely if not entirely is dependant on the other players and what they draw in response to the prompts provided. Given you have some half-decent players moral wise I don't see why this shouldn't be suitable

for all audiences.)

* Difficulty: *

- Could Be Played On Guitar Hero Controller
- Easy
- Casual (Creativity and slight art skills.)
- Moderate Difficulty
- Difficult
- (?????) ———

* Gameplay: *

- Rubbish
- Decent
- Good
- Very Good
- Addictive

* Story: *

- Non-existent
- Better Than Twilight
- A'ight
- Good
- Great
- Step Away Shakespeare

* Play Time: *

- About Enough For A Tea Break
- Short
- Average (Rounds last aprox. 20 minutes, yet the game is built around massive replay value.)
- Long
- A Trip To A Nearby Galaxy
- Milliways Anyone?
- Endless

* Graphics: *

- A Brown Starchy Vegetable
- MS Paint Compatible (Pun-intended. Hey, it depends on your art skills!)
- Decent
- Good
- Great
- Beautiful
- Wonderous
- Oh Hey Van Gogh

* What's It Worth: *

- SHUT UP AND TAKE MY MONEY!
- Full Price
- Wait For Sale (At the time of writing this review the sale-price is about five dollars, if you can get it on sale- I reccommend

it!)

Don't Touch it With A 10-Foot Pole

* Additional Quips: *

Drawful is a fun, potentially hilarious multiplayer game that flexes the creativity (and.. seldom art abilities) of all participating players. It can be played locally or on a stream-typed platform by having all party members not wielding the game (download) to enter the game-code at [Jackbox.tv](https://jackbox.tv). From there, you can draw an avatar and join in the game! I highly recommend this, i've had more than a few hours of enjoyment out of it with friends.

Horribly difficult but still a great little game.. Decent side-scroller for a couple hours of entertainment. It's a little too easy, though.. This game is a great rogue like game that looks good and runs smoothly.

Theres lot of secrets to uncover, explosions, weapons and in general lot of funny stuff to explore.

I played it on normal and i died really fast, maybe its my skills - who knows :)

I made a gameplay review, please check it out: <https://www.youtube.com/watch?v=B2VOMkFr1HE&feature=youtu.be>. Even though Aria is kind of dense sometimes and the Aria/Melody thing frustrated me to no end, the choices are great and the way the story evolves from the many different choices really feel like we as the player are molding the world. Great art, great characters (i love Melody!), great discovery and great endings!. Very Very Very Boring. Nothing like AOE.. Best 9.99 eur spend long time now, great music, great plane dynamics, only startet playing it and love it!!!. A little average trading game. The graphics are poor, but adecuate for the genre. Not has any bugs, but it should have an option to accelerate action sometimes. Plot is simple: player rules a merchant caravan and trade from place to place. The mechanics is the topical of genre: buy cheap and sell expensive; but in this title is very easy, because prices are fixed. There are systems for bargain and combat based on a very easy microgame.

The originality of this title is the own concept of caravan. On it can travel 6 main characters with 6 different jobs and skills each, like combat or bargain. Every character can hold up to 6 minor characters or animals: minor characters upgrades skills and animals upgrade the cargo hold of entire caravan. Everybody consumes water at travel, according distance and caravan size. All cities sells water, different tradable items of different kinds, and special items for characters: each can hold one.

The map is small, set in old Arabia, with no more of 30 places, and there are random events in the paths, but are very repetitive. Complete a campaign with 85% of achievements takes only about 21 hours. No replay value. Its very recommendable for children and newbies in the genre, but never for veterans. To buy with a high discount or in bundle. If designers do a sequel with a bigger map, sandbox mode, a difficult mechanics and with a lof of random events, it could be great.. an overall decent game, decent story and decent combat, it does have a timer (much like Zelda Majoras mask) which was a bummer for me and some may like it, the game expects you to play through more than once as u wont get the true ending on your first playthrough but has NG+

its a little hard recomending it at its current price \$84.95 AUD but deffinity worth getting when theres a sale on (that's what i did). This was amazing. My wife and I were blown away by the immersion, special effects, and graphics. I am running on a gtx 1080 i5 4690k 16 GB ram

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