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About This Content

Begin your adventures in Survaium with the **Best for Newcomers** pack. An essential package that no Survivor should be without!

Includes

The Unique SKS "Arrow Head" in Steam Camo

A sniper rifle for all occasions. Light-weight, incredible stopping power and decent size magazine, this weapon will provide you with years of reliable and deadly service.

Bonuses of this item include:

- All weapon slots unlocked
- ?? Random modifier
- ?? Random modifier
- ?? Random modifier

-
- **+25%** Silver gain

3 Days of Premium

Advance your character. Gain extra experience, silver, faction reputation, and spare parts!

Bonuses of this item include:

- +50%** Silver
- +50%** Reputation
- +50%** Experience
- +50%** Spare Parts

An Animal Skull Decal

Place this anywhere on your character's jacket or pants.

Title: Survarium - Steam Starter Pack
Genre: Action, Free to Play, Massively Multiplayer, RPG
Developer:
Vostok Games
Publisher:
Vostok Games
Release Date: 23 Mar, 2016

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Minimum:

OS:

Processor:

Memory: 4 GB RAM

Graphics:

DirectX: Version 10

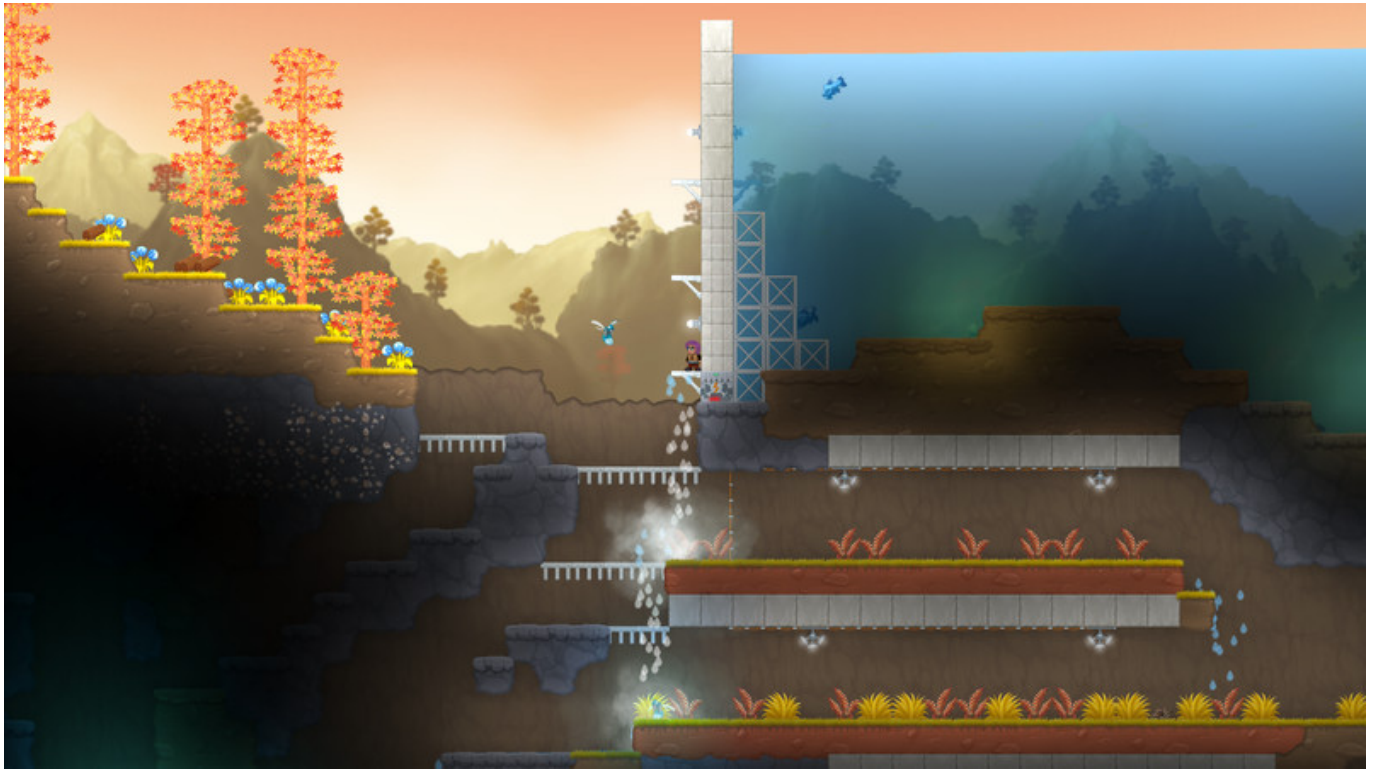
Storage: 11 GB available space

Additional Notes:

English, German, Polish, Russian, Ukrainian, French







Enjoyed the game. Short but well done.

Took me 70 minutes. Worth the money.. I bought this DLC to support the Devs since it is a free game after all, and the hair styles are pret... You know what, I'm not gonna kid myself, I just wanted the Cat Ears for my Waifu.... I wish I could recommend this game, from the bottom of my heart. I grew up on 3D platformers and love one-man dev team games. There is just too much that is broken about this game to like. Even after getting all 150 red pigcoins, all green coins, along with all cubes in the first two levels I somehow managed to miss a screw. Getting one in the third world, I backtracked to the second to unlock the catapult and can now no longer progress in the third world because I fall off the gravity ring and need the now broken catapult. Note, I didn't miss an important power, just one measly screw in one past level that has kept me from moving on at all in the further level. They don't give you a counter for total screws per level either, so where might it be? Who knows. The hit detection on the bosses are bad, and the final boss is the worst offender. There are physics glitches, including you "Wall sliding" down the air above a platform you're trying to grab the lip of. My favorite happened today when I jumped on a normal moving platform, the game thought it was a spring, and sent me up so high I got to skip the next two platforming puzzles.

There are great things about this game. The music is splendid, the art is wonderful, and the jokes have charm. The first half of the admittedly short experience, I raved about it on high and recommended it to as many people as possible as a true return to form for 3D platforming. For those who bought it at my recommendation, I'm sorry. Take a pass on this one, at least until some patches are released and some things are reconsidered.. Before i start off my review i'd like to note i have never flown a helicopter outside of the simulator so i have no idea on if the flightmodel is realistic, that said i'll start my review.

The R44 presented in here including all the details shown above are all there, their is indeed a checklist, animated pilot/passangers and a heck of a lot of liverys. At first it was pretty hard to controle as the helicopter seems to be nose-heavy so you have to apply a lot of cyclic to keep her level. When it comes to flight characteristics i have to say i enjoy it very much, as i said i have no experience with real helicopters so i can't say the accuracy is or isn't there compared to the real R44 but that being said it seems that the helicopter acts likes a normal helicopter would and not like the default rotorwing aircraft such as the default R22. Overall i found this to be my favorite helicopter in my hanger and the speed and good handling makes it for a enjoyable sightseeing helicopter.. Now that I'm up to Level 85 I figured it was time to give this game a review.

This is a criminally underrated Match 3 game! Pleasant, polished, and extremely relaxing.

Highly recommended and well worth its price.. Check out the full review @ <https://vivereport.com/V2016/09/V27/carpe-lucem-vr-a-steam-punk-puzzle-paradise/>

" This game is sensory heaven \u2013 the visuals and the music just melt into each other like butter on fresh toast."

Your goal is to manipulate different colors of light that flow from suspended vials. You have to direct the stream toward mechanical flowers of the same color. Tools consist of mirrors, separators, converters and mixers, which all look straight out of a mad scientist\u2019s lab from the Industrial Revolution \u2013 brass cogs, gears, coils. You get the idea. Once all color streams are matched to flowers, you move on to the next puzzle. What\u2019s great is that the light spectrum combinations are actually spot-on.

is not too bad but game needs to fix bug. I found Frame drops occurs during the point is make me feel bad
i love game Career mode

but I don't recommend to buy for now. I hope game is better.. I bought this tool in order to get into glsl and have to say: it works and it is worth it! The node based system will make it very easy to create even complex shaders and parameterize it.. Great game, with diverse strategy elements.. I'm pretty upset I bought this game instead of a box of crackers. short but fun worth 2\$. First Winter is nicely done, the atmosphere is oppressing and scary. The moving maze gameplay is interesting. A fine little game.

Also, you'll need to do some research on the Internet to get to the second ending which will inevitably spoil it. The companion game was sort of an innovative idea that came out as bad. The second ending is not very interesting anyway so you might as well skip it since after the first ending the opposite ending is obvious and there is no surprise.

I bought it on sale for an euro and a half so it was totally worth it, but I am unsure that I'll recommend it for the full price since it is quite short.

Technical stuff:

There is no azerty key bindings so I had to change my regional settings which is always annoying.

The steam achievements popups doesn't do well with the immersion.. Developer never updates.. a little slow but still a fun game none the less

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