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About This Content

Ulm is a quaint, idyllic German city best known as the birthplace of physicist Albert Einstein. Despite its' small size, Ulm requires the updated and encompassing transportation network its' citizens deserve. In this condensed environment, careful planning and slow expansion are the keys to success. Are you up to the challenge?

The Ulm expansion includes a new city with an additional scenario and a unique landmark from this fascinatingly iconic German landscape.

Key Features:

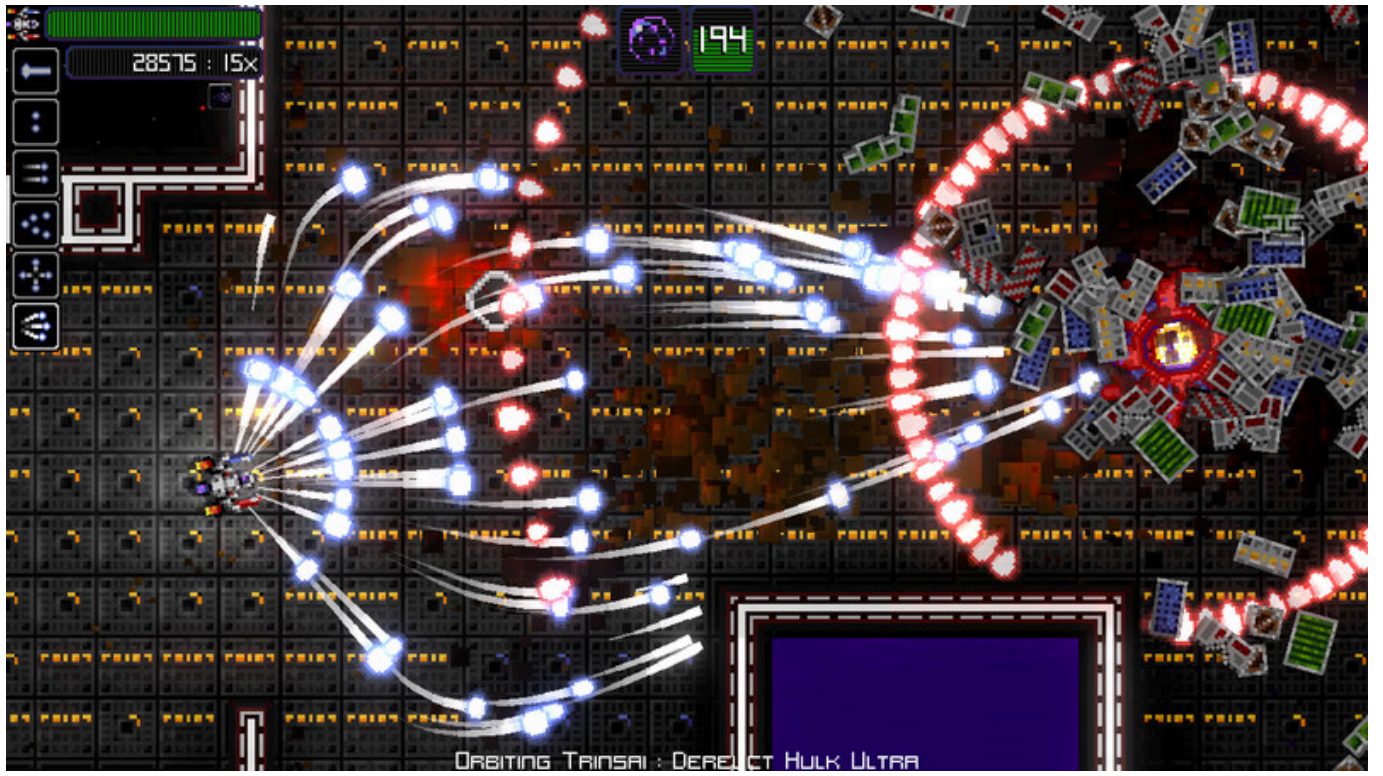
- Explore Ulm as you have never seen it before
- Ulm is the next city as chosen by our fans!
- Build your mass transit empire in the sandbox set from 1970's to 2030
- Experience a real-time city and traffic simulator as each location's bustling population commutes between their homes, jobs, and leisure sites

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- Feel the new mood of the visuals and music

Title: Cities in Motion: Ulm
Genre: Simulation
Developer:
Colossal Order Ltd.
Publisher:
Paradox Interactive
Release Date: 12 Apr, 2012

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English,French,German



01 Ambitious Decampment	[Main Theme]	15 Launchpad (Version)*	[Center Theme/Battle Track]
02 Launchpad	[Center Theme]	16 Hyper-Matrix (Version)*	[EndTech/Battle Track]
03 Hyper-Matrix	[EndTech Theme]	17 Contaminated To The Core (Version)*	[Industrials/Battle Track]
04 Contaminated To The Core	[Industrials Theme]	18 Atmospheric Entry (Version)*	[General Track 2/Battle Track]
05 Atmospheric Entry	[General Track 2]	19 Rules Of Thumb (Version)*	[LowTech/Battle Track]
06 Rules Of Thumb	[LowTech Theme]	20 Making Contact (Version)*	[Civilians/Battle Track]
07 Making Contact	[Civilian Theme]	21 You're Hacked! (Version)*	[AI/Battle Track]
08 You're Hacked!	[AI Theme]	22 Creedy Scorners (Version)*	[Contempter/Battle Track]
09 Creedy Scorners	[Contempter Theme]	23 Kingdom Of Clouds (Version)*	[Floatoid/Battle Track]
10 Kingdom Of Clouds	[Floatoid Theme]	24 We came In Peace (Version)*	[Whales/Battle Track]
11 We came In Peace	[Whale Theme / Fraction X]	25 The Edge Of Known Space (Version)*	[Edge Of .../Battle Track]
12 The Edge Of Known Space	[Edge Of Known Space Theme]	26 Exoplanetary Low-Flight (Version)*	General Track 1/Battle Track]
13 Exoplanetary Low-Flight	[General Track 1]		
14 Successfully Failed Venture (HDogs Edit)	[Boss Theme]		

* these tracks are the original mixes from the game and exclusive to the download via Steam



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Eschalon: Book One reminded me of the old PC games I grew up playing. It's a pretty simple game once you do a few test runs (hence my 40 hour play time it shouldn't take that long to beat). Once I figured out the ideal character build, the game was much easier. Trust me, the game is weighted toward a certain playstyle (my suggestion, make sure you have lockpicking and archery you'll thank me later). I didn't try magic but it seemed underwhelming in this game Melee and archery are definitely the go to skills on this one. Overall, it was a fun experience mixed with a bit of frustration and boredom, but I definitely recommend buying and trying it out.

PROS:

- ↳ Old school feel (and to a degree, difficulty)
- ↳ Graphics create a good atmosphere
- ↳ Every character has a unique portrait (take some tips Wasteland 2)
- ↳ Good music and sound effects
- ↳ Satisfying character progression
- ↳ Story is good enough to keep you interested
- ↳ Fairly open ended (you can go wherever you want and there are different results for some quests)

CONS:

- ↳ Walking is very slow (there is fast travel but it isn't always the most direct)
- ↳ Large empty areas
- ↳ Randomized loot chests (change on reload)
- ↳ Quite a few spelling errors
- ↳ Cheap fighting tactics required: Most fights, you'll be running in circles to make space then taking cheap shots (which miss frequently, even with high dexterity and archery). If you don't keep space, enemies will rip you to shreds and there are some enemies that permanently destroy your items if you melee them.
- ↳ Needing copious amounts of healing potions or hours of rest after most fights gets tedious.

. I bought the game just based on the name alone. Wasn't too sure what I was getting into. This is the best mistake I have ever made.

Relive the day of the "big race" and get to the egg before someone else does!

This game is a great little game. Get it. This game is great! Especially if you enjoy a challenging and rewarding platformer. It tests your skills very well, and has a fun theme to it.. Because I have ran out of space for my review, I have posted it in the forums.

Here is the link - [fall of light review](#). Only played a little, it's alright. I don't normally do reviews, but feel I must for Smile Game Builder. This game building engine is quite unique in the no scripting necessary game making engine world. It has really come into its own with updates over the last several months and continual updates that add features. If you have any interest in creating a game, but do not have any scripting knowledge you should get this. If you have used any of the RPG Maker series, but always felt 2D environments were a serious limitation, you should get this.

You are able to make relatively complex games with Smile Game Builder without scripting. The software isn't without some limitations that still need improving, but they are becoming fewer and fewer as time passes.

To the developers: You are doing great work for a small team I really appreciate your attentiveness to your customers. I will echo that more complexity should be added for battles and skills, creation of classes, etc. Would like to see that be closer to RPGM. Otherwise the maker is spot on and leaps and bounds ahead of others. I am simply amazed at how easy it was for me to create a time system (I say easy because it is, but it is tedious), then use it to make dynamic NPC schedules based on time of day, Day/Night cycle, Resource harvests and replenishment, and enemy spawns and respawns... Without coding!

Seriously amazing job! Look forward to more DLCs, and updates!. its a broken game. quote;Total War games are historically authentic, not historically accurate — if having female units upsets you that much you can either mod them out or just not play.”

Any game that skews history and changes facts to fit their political correctness and CULTURAL MARXIST world view should be boycotted. What used to be an excellent and somewhat historically accurate empire building strategy game has been taken over by the same leftist tech loons that are rife on Twitter and Facebook skewing history in order to fit their political agenda.

Erasing "white men" from games and replacing them with "women of color" to suit your agenda like Total War has done is nothing more than a means to technologically commit genocide. This kind of thing should be illegal.. no more update, no more server...dead.... In general, if you enjoyed VERSUS: The Lost Ones, you are bound to enjoy this one even further. The continuation develops on itself quite neatly and the author's gain in experience is shown in the game's more intricate nature - gameplay and story wise.

That being said, VERSUS: The Elite Trails is an amazing story, still one of the best from the Choice of Games platform, and it explores the universe imagined by Zachary Sergi quite well, deepening on its lore and creating new relationships with new characters. However, it can be lackluster, depending on what you are looking for.

Following the trend on most Choice of Games titles (as opposed to some of the greatest Hosted Games titles), this game still attempts, and expands on, putting players in labeled boxes, trying to fit them on criterias instead of allowing their personality to flow. Taking further steps in the Mastery and Growth concepts utilized in the first book, you now have more stat variants and more goals to focus on, which, while they give you plenty of *replayability*, they also complicate your freedom of choice, since if you want to actually succeed and thrive in the game's world and score systems, you need to follow a role, an idea, a specific path which the author believes most closely matches with a personality type.

Instead of giving you choices with consequences, the game gives you specific paths to follow, and while it allows you to diverge on those paths at any point in time, it also doesn't let you thrive if you do so. Most times, those paths are not even clear enough to the player, as even your choice of food may affect your stats, your character's personality and power, and this may generate apprehension as the player must wonder whether his choice falls in lign with whatever path he was forced to choose or not, or even fight against his intuition and desire to choose an option he feels is right for his character, but the game disagrees.

It is disappointing to see a CoG game at this stage still being so limited in this matter, especially taking into account how experient Zachary is, having released more than 5 books in the platform already.

Combat, while we are still on the matter of gameplay, is short, predefined, and generally speaking, weak. If you like to engage on combat as much as possible, you'll not only be disappointed with the lack of variety, you'll also be disappointed by how weak your character seems, being so near of ever-powerful beings. Though that might just be the circumstances you find yourself at in this story.

As to the story itself, without bringing any margin for spoilers to the table, it expands on the VERSUS universe, ties some loose ends, creates more loose ends, the main story unfurls wonderfully and continuously, and leaves you wanting more. Exactly what you'd expect from one of Zachary's games. If I have any critiques about the game's story, they are those:

First, if you are a heterosexual male, your romance options fall short. As in, they fall into an abyss. The game seems to give a lot more attention, detail and focus to homosexual, agendered and non-binary players and characters. If you are a heterosexual player, your options pale in comparison, giving the sensation that they were rushed and undeveloped. To keep it short, romance is not a strong suit in this VERSUS book, as it where in the Heroes Rise original trilogy.

Secondly, this game - as in others written by Zachary - tries and introduces his imagination of societal concepts to the reader, and these new concepts are often well introduced, being part of the game's world and provoking emotional responses within the player through events. In this game, the author attempts to do the same with even more concepts in a much grander scale, and the experience may cause the player to feel disconnected by how abstract the descriptions are, how unconnected to the main story they seem, and especially, by how the emotional responses are provoked (more like forced) into the player's character, instead of the human reading the story. Breaking the main story to introduce politics many times over actually detracts from the experience.

Finally, the game leaves a lot more room for the development of the story. So much so that I can't really feel it will be over in the next book in the series... Hopefully that's an indication that more than one will come, and that we will have plenty more of the planet Versus to explore.

Ultimately, VERSUS: The Elite Trials feels like an experiment. First and foremost, the continuation to the story presented in book one, but an experiment into something new nonetheless. Some features worked well, others, not as much, and we can only hope that the next title will have thoroughly learned with its predecessor so we'll all have an even grander experience in the next to come.

If you are already a fan of Zachary's games, or the Choice of Games platform, this is one of the gems worth taking. If you are looking for a feature not commonly found in a CoG title, or which goes against what I described in this review, then you are probably better off looking for a Hosted Games title instead.

I love how simple yet aggravating this work of art is. From outrunning dogs on a constantly deteriorating plains, to fighting off wolves and ice trolls with a campfire. Roguelikes like HyperRogue complete me.. Not recommended anymore since the developers abandoned ship.... The art and music works great for the game and its style. It's the perfect game to play with friends, and truly a game made by passionate people.. Pretty similar to the last game, but they added a little more. Its still a walking simulator, but its a bigger area thats also a little more interesting. Also has more things to collect and kinda has a goal to get to for the end, kinda.

For how cheap it is, the trading cards, and the easy achievements, its pretty worth it in my opinion!

Here is a video I did on it

<https://www.youtube.com/watch?v=EJaaYVdbL38>. I had a lot of fun playing this game.. It's a Fun Game with a card system that is easy to learn & quite enjoyable in small bites though the "rubbing" is what some players came here for it does get grindy after a while.

the story was ok could be better but it was fine as is.

it's great game to play in small burts & i think was ment for it.

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