
TS Marketplace: Laaeks 553 Wagon Pack Download Exe File



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About This Content

The Laaeks 553 is a car carrier typically used across the German network and beyond for transporting new vehicles between ports and depots. The Laaeks designation denotes that it is a special class of flat wagon (L) coupled in double formation with a total of 4 axles (aa) with decks for transporting cars (e) up to a maximum load of 20 tonnes (k).

The Laaeks 553 for Train Simulator is finished in red-brown and includes empty versions and versions loaded with red, white, blue, black and mixed cars.

Title: TS Marketplace: Laaeks 553 Wagon Pack

Genre: Simulation

Developer:

Skyhook Games

Publisher:

Dovetail Games

Franchise:

Train Simulator

Release Date: 29 Oct, 2015

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Minimum:

OS:Windows® Vista / 7 / 8

Processor:Processor: 2.8 GHz Core 2 Duo (3.2 GHz Core 2 Duo recommended), AMD Athlon MP (multiprocessor variant or comparable processors)

Memory:2 GB RAM

Graphics:512 MB with Pixel Shader 3.0 (AGP PCIe only)

DirectX®:9.0c

Hard Drive:6 GB HD space

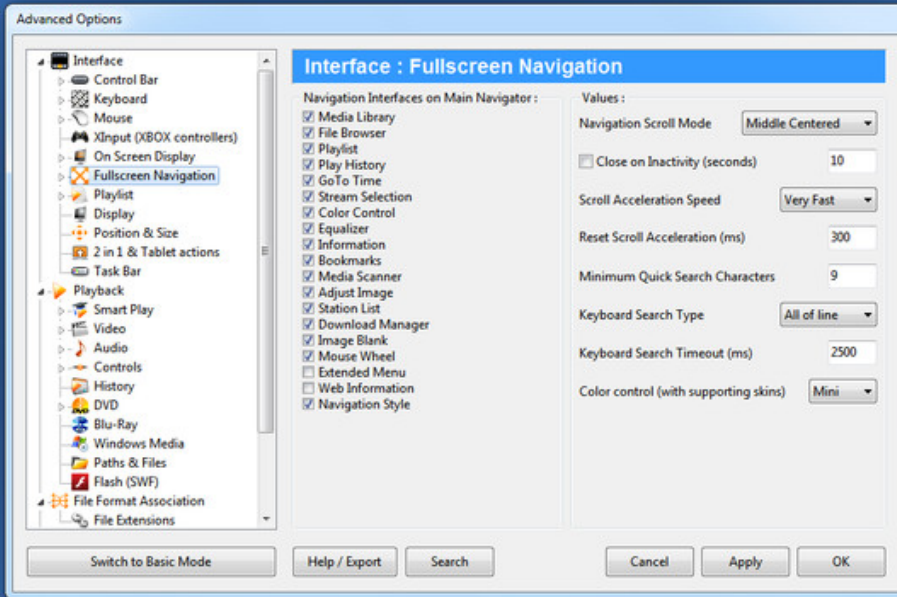
Sound:Direct X 9.0c compatible











Other Requirements:Broadband Internet connection

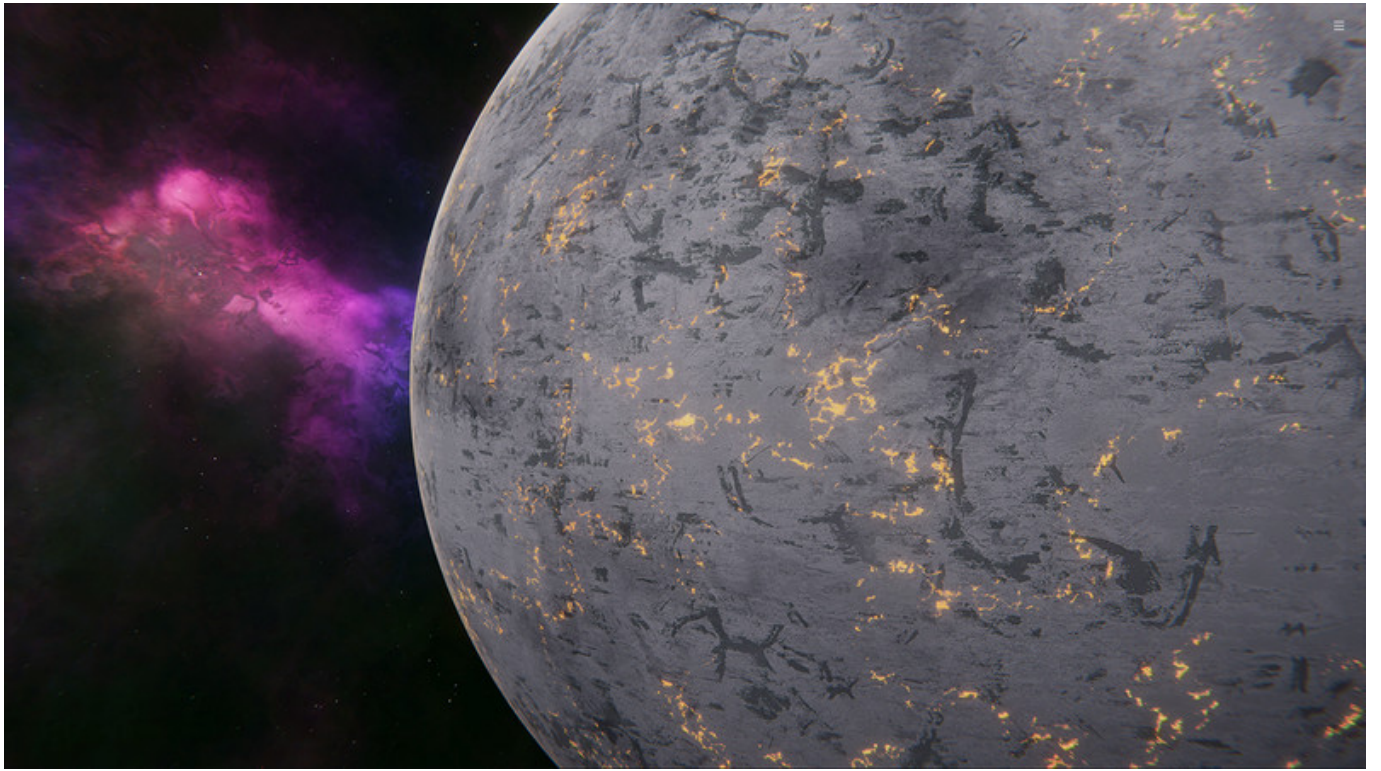
Additional:Quicktime Player is required for playing the videos

English

Advanced Options



ALECHEMY INGREDIENTS & POTIONS			ALECHEMY INGREDIENTS & POTIONS									
PICTURE	NAME	DESCRIPTION	VITALITY	ACCURACY	WILLPOWER	STRENGTH	MANA	HP	DURATION	POTION	DAMAGE	OTHER
	Bear Fat	It will still restore 1600 of your Health Points.	---	---	---	---	---	+1,600	---	---	---	---
	Black Eye's Large Intestine	If anyone knows about toxic substances, it's the Black Eye undead, who eat and drink them on a daily basis. No wonder, then, that their large intestine has the ability to remove the toxic effect of poisons!	---	---	---	---	---	---	---	---	---	Antidote
	Black Eye's Roaring Tongue	Woe, ye who never knew the pleasure of being a dentist to the undead! Yes, the tongue of the Black Eye is hardly pleasant to touch, but if you do bear the nausea and tear it out, you will find it can extend the duration of an effect by 120 seconds.	---	---	---	---	---	---	120 sec.	---	---	spell duration increased
	Digested Grass	Who are we to judge the eating habits of others? If the rebels like cake, let them eat cake. If devils like grass, let them eat grass. What matters in the end is that a handful of the Digested Grass can extend the duration of an effect by 53 seconds.	---	---	---	---	---	---	---	+53 Sec.	---	---
	Duck Egg	"But why a duck?", a wise man asked once. "But why not a duck", you could answer - especially when its egg has the ability to allow you to walk on water for a limited time. Now this find makes crossing the sea to get to the other side simple!	---	---	---	---	---	---	---	---	---	Walk over Water
	Elemental's Soul	Some will say that only human beings have souls - others will disagree. Many interesting theological debates took place in Antioch over this matter, but what now seems to be a given is that the ancient Elementals do indeed have something that qualifies as a soul, too - and that it will temporarily add 25 points to your Willpower.	---	---	+25	---	---	---	60 sec.	---	---	---
	Fox Lung	As the saying goes, the quick brown fox may easily jump over the lazy, no-good wren, but it probably won't get far, once you find out that its lungs can temporarily add 15 points to your Vitality. Still, do try to have mercy on the furry critter...	+15	---	---	---	---	---	---	---	---	---
	Hare's Heart	The hards may sing of "winning her heart", but in Antioch, it's sometimes the Hare Heart that proves to be a safer target, as it temporarily adds 20 points to your Dexterity - and it won't even make you hopping mad.	---	+20	---	---	750	---	---	---	---	---
	Mrengal Grasper	Looking at these overgrown grasshoppers, you probably wouldn't expect them or their carcasses to be of much use - and yet, as the research of the esteemed Dr. Ananya of Vostigca University established beyond doubt, a grasper of a slaughtered Mrengal can enhance the effect of a potion by 20%.	---	---	---	---	---	---	---	+20%	---	---
	Olorum's Amblyopic Eye	You always knew that there was something special in those bright, bloodshot eyes of the Olorum. The way they looked at you fondly, as they charged you, granting and brandishing their weapons... Good times! What's even better is the fact that their eyes are not only bright, but useful, too - they can turn you invisible for a limited time.	---	---	---	---	---	---	90 sec.	---	---	transitory invisibility



The game is simply too difficult to follow, lacking any kind of sense in the design department!

I was really hoping for this one, but since you cannot see the world map in a single window...

A waste of money and a lesson on HOW NOT design the interface for a game.. Have only played a few minutes but what you see is what you get. Basically, a day at the range. You stand still while the creatures attack. You have a few weapons to use and some defensive actions, as well. For \$5 bucks it works very well with my Samsung Odyssey. No problems loading or playing. It's very colorful, better than average graphics, and fast-paced. Very enjoyable and well worth the 5\$!. Its a really great relaxing exploration experience. I played it on Android when it first came out, it has certainly come a long way since then. Very cute and fun to eat everything. Love the look and feel of it.. Pretty fun go play it. Map lag as hell but it is detailed in several places and aeroport looks beautiful. Bus is well made.. Lets be honest, we all got this game for the achievements... Asdivine Hearts looks like a charming reincarnation of the old 2D JRPGs from the 16V32Bit era. It kind of reminds me of games like Lunar, Grandia and Phantasy Star. We've had quite a few games of this type released over the last few years, but as a true fan of the genre, I was a bit disappointed with many of them, since they felt a bit dull, as if being 2D JRPGs with turn-based battles and a semi-decent story was supposed to be enough to make them good games. I've only just begun playing Asdivine Hearts (1h+), so it might be just wishful thinking on my part, but I am getting a different, refreshing vibe from it, which I didn't get from other such recent games.

As for the game itself, there's nothing really fancy about it for me to write about. The graphics are decent (anime style) and the music is fun to listen to. No voice-acting, though. Movement control is a little limited and awkward (I'm playing with a XBox360 controller), but otherwise, everything is straight-forward and intuitive. If you've ever played a JRPG before, you'll feel right at home. The battles are classic turn-based JRPG style. There seem to be plenty of skills and abilities, using a Rubix/Jewels system, which is new to me, but seems flexible and easy enough to learn and use. More about that to come after I've played some more.

The best part, so far, seems to be the story. It feels funny and interesting just enough to carry the game, without giving you the feeling that the developers tried too hard to make you laugh (a feeling I've been getting too often for my taste, recently). Also, I'm not sure if it means anything, but at least so far, this game has no achievements and no trading cards. At first I thought it was a disadvantage (a minor one, at that), but the more I thought about it, the more it felt like this game might be good enough on its own to keep me interested, regardless.

Anyway, I've been bothering with a relatively long review, considering I've only been playing for an hour or so, because this game does feel different. I hope I can explain it better after I've played some more. If and when I do, I'll be sure to update this review.

EDIT (Feb/12/2016, 12h):

After moving farther along in the game (12 hours total), my impressions haven't changed much since my initial review.

The akward control remains the only significant negative issue I have with this game. The story and characters seem to be decent, at the very least, as they keep me curious enough to continue playing. The battle system is very well balanced, as it manages to be simple and intuitive without getting too repetitive. The Jewels system sure adds a nice twist. What I like about it the most, is that it allows you to change jewels any time. It means that if, for example, you encounter a boss that uses poison attacks often, before the battle you can equip more poison resistance jewels on the expense of other things. It's surely a useful tactical advantage for those who choose to use it.

This is a cute and simple JRPG. While not a masterpiece, it sure is fun to play!. Since this is a Pay To Win, i dislike it. Have an amazing future! Oh yeah Refund is still possible.

The hell is that?. I am surprised that there are so few reviews for this VG text hybrid adventure game (mostly visual novel). For achievement hunters it's a really good game to get 100% on and in one playthrough!

I am used to other type of VNs on steam which requires tons of playthroughs to get every weird combination for achievements, thankfully not here. If you look at the achievements first they are very easy to figure out in game, for a couple you do have to find in game clues first before triggering said activity to be able to get them.

I haven't played the original lifestream, but this ended up being really engaging with not only the story but with traditional aspects of point n click adventure gaming re using items in inventory and reading journal/items you pick up for clues. Also in remembering when you are moving to different places what is at each place, so you can go back to it later (there is a map which helps but it's not a transporter map.)

There are two different modes of play easy and normal. So you can have the option of help -objectives, hints and even a tutorial or none at all which should please everyone. There is even a w\ which the devs have posted in forum if you get stuck at any part.

It does take a while to get used to how everything works and while most things you get the hang of things quickly, using inventory items is a bit awkward. Sometimes I didn't think I could use an item only to realise I wasn't at the exact text page it wanted me to be at.

If you only like straight text games and hate adventure games then I would suggest you try the demo for this which I saw at the publisher's website as it may just surprise you!

Now I am used to the interface, I much prefer this style of game compared to straight VNs and being an adventure player I enjoy the journal/inventory side and trying to get max points like old school type adventure games. Thankfully you don't have to get max points for achievement purposes!

I think I picked this game up in a bundle but at such a low price I'd have been very happy paying full price, with trading cards, achievements, good engaging story, decent length, I am happy to recommend this game.

Can't wait for Shady brook to be greenlighted as I'll be buying that.. Around 50 hours of additional content for the excellent, addictive game LOGistical!

Highly recommended, particularly if you live in Florida.. Quite entertaining wave shooter - the amount of unlockable content (new maps/weapons) always brings me back.

By the way a very good game to demonstrate VR.. You play as a nymph servant named Pumpkin and your goal is to find ingredients to make a love potion to seduce your Mistress, Mrs Amethyst. Not a lot to do in this one... Don't bother with this VN unless it's on sale and only if you are a big fan of this kind of schlock. I would rate this a 4/10 (consider it a 3/10 if you hate VN and a 5/10 if you love them).

Cons:

- It's too short, even for a visual novel. Expect to complete it 100% in 1 hour then to let it open a couple more hours for the cards and then to never play it again (good for achievement hunters I guess).
- The music is generic as hell. It uses at least one very recognizable public domain earworm. It's lazy and boring.
- Very few choices, extremely predictable story and basically every endings are the same.
- Not a lot of wanking material (only one scenario results in a sex scene and the writing is not erotic at all).
- Characters are bland clichés and the writing is uninspired.

Pros:

- The art is charming and good at least. It deserves to be in a better game.
- You don't need an adult patch to see naked boobs. You only need to go to the "galleries", press TAB then type the word "code" and voilà! It's still very tame though.

Neutrals:

- The tongue-in-cheek humor is charming but too seldom used. A lot of waste potential storywise.

- The interface is ok. The skip button work like a charm, but it's not a good sign when you pass 75% of the time playing in skipping mode.. The bugs...so many bugs.

My friends and I would play this, and we'd enjoy it for a bit, but after a while we noticed some balance issues, and graphic glitches that would cause the game to crash, and more often than not the AI would just sit there and do nothing.

Shame too, because this held so much promise, but the Devs abandoned, without fixing the bugs. Game breaking bugs.

Enjoy it for what it is, but don't expect to get too many hours of enjoyment before you get tired of doing the same thing over and over again.. A highly detailed sim but a flawed experience that shows it's age a bit too much.

Great fun if you are a spreadsheet management fan but likely similar to watching paint dry if you are an action / arcade sports fan.

Me, I liked this game and will return to it in time but it needs a few more roster options, editor/scenario options etc so one can more easily play the game to their liking.

There exist other detailed management sims where I can play or DL rosters from any decade and play from the historical start point I choose, I can't here.

Trades and roster flexibility are sometimes questionable with an overly cautious and inactive AI, (an AI being obstinate or refusing to engage is not a challenge and often lessens the experience, sometimes just for curiosity I would offer 2 first rounders for a mediocre middle aged talent and still get no bites - being that sleepy this is just bad AI).

Game day tactics and player use options are plentiful, here the AI does a much better job giving you a challenge.

Lot's of fun trying to maintain a dynasty or rebuild a bottom team can be had

Fans of genre: 9/ 10

General sports fans: 6.5/ 10

General gamers (sorry) 3/ 10. Finally, a no-nonsense game, which gives you a REAL sense of adventure, which provides a CHALLENGE, and set in an EXOTIC location.

For me this is the best game since Thimbleweed Park. Great puzzles, integrated with the story; great pace, great atmospheric setting, gives you a real sense of adventure; not linear; not too verbose; not too easy; the amount of animation is impressive. There is a general sense of balance that can really be felt. 10V10.

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