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About This Content

The world is changing, but Albania is not. The covenants of Enver Hoxha are honored with all responsibility and authority. But how long will this last in the world of the end of the Cold War? Albanian Gorbachev, Islamic socialism or still aligned to Hoxha? So many ways... And the choice is in your hands.

- Albania is not waiting for change. Become the herald of the change... or its enemy!

- Hungary can no longer be saved... But maybe You will be a thaumaturge of the country?

- Czechoslovakia is falling apart and reforms cannot stop the merciless rink of change. Are you ready to become the face of its socialism?

Eastern Europe is collapsing. Everyone hid in anticipation of your firm hand. And will.

This DLC will give you three playable countries:

Albania, Hungary, Czechoslovakia.

Title: Ostalgie: Legacy of Hoxha
Genre: Indie, Simulation, Strategy
Developer:
Kremlingames
Release Date: 15 Nov, 2018

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Minimum:
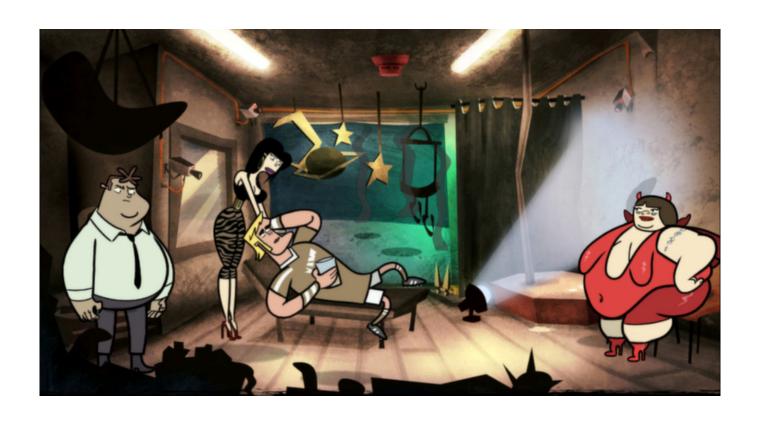
OS: Windows 7 SP1+ (32-bit, 64-bit)

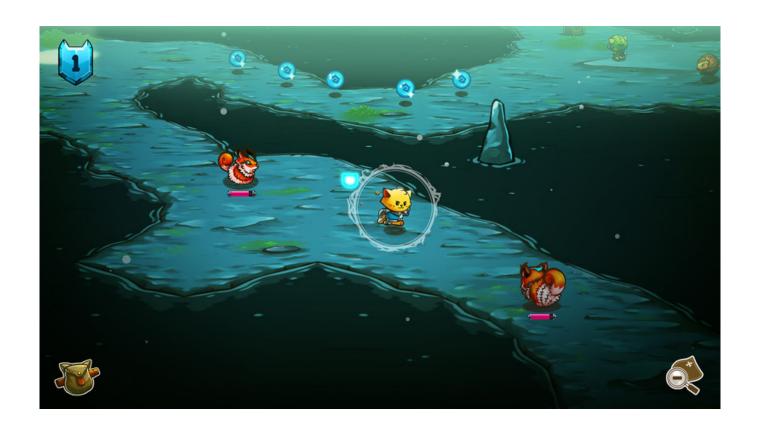**Processor:** SSE2 instruction set support

Memory: 1 GB RAM

Graphics: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities

Storage: 100 MB available space

English,Russian

Meridian: New World is made by one developed, one! and after play the game for some time, the level of quality the game has to offer for the price it's asking is just amazing, the look and feel of the game, and the sound track is just great, it even has a high quality single player campaign with full of voiced characters. I'm not that into and not that good at RTS games, but a know a good one when i play one.

More info at: http:\/\/www.ksalue.com\/main\/2014\/04\/game-shock-meridian-new-world\/

http:\/\/www.youtube.com\/watch?v=5bfE3pqdnzE. Great quest with very interesting storyline, very good puzzles and great atmosphere. 100% recommendation for lovers of good old games.. THIS GAME IS SO DISAPPOINTING I SEE THAT IT SAYS SHORT GAME BUT DUDE IT WAS MORE LIKE A 10 MINUTE GAME AND THE STORY WAS REALLY BAD I DONT RECOMMEND THIS GAME TO ANYONE DO NOT BUY THIS GAME SHOULD HAVE ONLY BEEN 5 CENTS.. I'll start with the bad first even though I do enjoy this game, in the hopes that if there's ever a sequel these can be adressed.

1. Ui, the ui in this game is very archiac and hard to understand at first. In particular manipulating objects. So far I haven't figured out how to rotate or move objects if I even can, all I seem to be able to do is clone and delete objects. It took me a while to figure out how rooms were formed as floors were only an option with no walls like the sims and the first three floor options don't actually make rooms. This also factored into the traps a bit as it seemed like the effective range of traps was only revealed to me after I placed them on the map not previewed before, but I could just be being unattentive.

2. The tutorial for me seems to be bugged as I can't control the ghost at all during it forcing me to skip it which if that hadn't happened I think my first pointwouldn't be as big a deal as it was to me.

3.The isometric view means you can't see everything in your rooms effectively, and also you can't place objects right up against the wall closes to you as the spot seems to be obscured, both visually and mechanically you can't interact with it once a wall covers it.
I don't mind the isometric view I just wish I could place items right up to the closest wall so I could have my rooms be symmetrical in some spots.

Finally the resolution options in this game are limited and as I use a normal tv not a Computer monitor with my desktop I couldn't fix the game to work in fullscreen mode making me have to play it in a stretched window mode. It's only a minor complaint but something I felt like noting.

Now with those points out of the way here are the things I liked about the game and why I think it's ultimately still worth playing if it interests you.

I like the aesthetic of the game, especially the ghost himself he's got a cute charm to me the way he giggles and displays different facial expressions throughout gameplay.
There's a surprising variety in the way different humans interact with the house and they're introduced gradually which means you don't get too overwhelemed by them.

The game progresses in sort of mini levels where you have to achieve a size and trap number milestone, to unlock the next set of objects to use in customising as well as more humans with more complex effects on the game.
Your ghost also gains a new scaring ability with each stage progressed into and you can use these at the cost of your resource points to instantly scare any humans in an area of effect around you.

The more scares you pull off in frequent succession the more awareness of your hauntings go's up. With higher awareness more people come to the house both normal people you can scare for points and others like Excorcists Journalists, skeptic bloggers and more that can drain your resources or raise your awareness even more.
So you have to manage having enough awareness to make your haunted house popular, but not too notorious or else the Police investigate the house draining your resources rapidly and leading to an almost guarenteed game over.

The game is surprisingly challenging, if you aren't paying attention you may spend too many resources and find yourself with not enough to keep going as your health and currency are both pulling from the same source. And if you get too carried away

with scaring people you might cause one to die of fright sending your awareness meter so high your home will be swarming with cops ending your game very swiftly.

I wasn't expecting this game to be one that required my full attention but it was scanning the map constantly to find certain npcs Iwanted to scare away before they got to my house or to spook a coward for bonus points kept me constantly looking around the map not just idling on my house and overall I felt it was pretty engaging so far. Gonna play more into it and see how much it draws me in.

Sorry for the rambling but I really wanted to get my full thoughts out on this game. It's rough around the edges, especially with Ui and Resolution options, but it's a great foundation and first attempt in my opinion. A sequel maybe that expanded on the tech side of things while addind more content would be fantastic in my eyes.
As for this one it's a pretty nice game, I enjoy it.

Damn I wrote a lot about this game...

edit I forgot thist part, If this game is in a genre that's not already your cup of tea, I do not reccomend it except that it is exceptionally cheap. It's a game at the price of a tin of pringles. I wanted to point out that I only recommend this game if you are already interested by its core mechanics. Otherwise the poor Ui and lack of direction may only be frustrating to you.. Display options are not changable, and support is a joke on this. Will not play on modern monitors correctly due to scaling.. i think this proves collusion

https:\/\/youtu.be\/0IHxfnY6cao

but serious, this game is a lot of fun to play and has a surprising amount of depth. Seems like a nice rendition of Slender. The only problem is the sound cuts off if you Alt+Tab out, so you need to reset the game to get sound back, BUT, there are no save points. Please do something about this, I'd like to enjoy this game instead of losing sound after a half hour and having to restart the game completely.. Plane-x is simply the best of 3 on market. Ms flight 2 written by high school students very bugged. Aeorofly 2 needs a NASA style data plan and crashed my new pc so bad it trrivetssble. Plane-x sheer joy of flying again. Note to myself : Don't play this kind of game at night, even if it's for a spooky atmosphere.

Better than F1 2015

11\/10. I've played it a little... I'm not addicted though. I could quit any time I wanted...

But I don't want to.

I must not.

One more battle.

OKAY PLEASE SEND HELP I CANNOT STOP PLAYING IT'S BEEN 119 DAYS ALREADY.. Not about The Thing, but still interesting to play.. \ud83e\udd18\ud83e\udd18\ud83e\udd18\ud83e\udd18. QUICK THOUGHTS (will update when a little further in):

https:\/\/youtu.be\/Ad_Qp5FVCWY

Tamaashi immediately reminds me a mixture of Binding of Isaac and the old-school Sega Genesis Splatterhouse entries. It's a dark 2d retro platformed with puzzles that are actually pretty simple when you break them down, but difficult sometimes to get everything lined up. You're His creation, and you must find the infection and get rid of it. Use clones of yourself to solve the problems and defeat enemies, but be sharp as to not die. Speed is often key, but is also your downfall most of the time, leaving you with little wiggle room to take in the situation to be able to solve anything on the first few attempts. As it stands, I do sugget picking up this game, especially if you are a fan of any of the titles mentioned in this review.. This game is broken, unfair, and impossible to beat. Playtesting this game would show the glaring problems with is, such as the wall run mechanic, especially in levels 1 and 9. Do not buy this.. Pay To Win, $$$$$ in game purchases $$$$ avoid like the plauge.. This game is absolutely fantastic. After a while of searching for a multiplayer, fast-paced action game for a great price I came to this gem. The gameplay is fast but responsive and skillful, there isn't a moment where you feel cheated by the controls. There's not a flaw in this game and you could easily kill hours playing this. Would recommend.

It's also a perfect price to gift a friend after you learn the skills then kick their butt.. until they get better than you xD. check out gameplay and impressions here

this is a nice looking arcadey shooter. it's fun, though the rounds are VERY short. this is a very good intro-to-VR type game to show off to someone just trying VR for the first time. the aiming is easy, the rounds are short, and it's low pressure for a zombie game. as of right now though, you will not be able to start this in steamVR. you'll have to close down steamVR if you've got it running, and start the game on it's own.

the audio is also a bit wonky. the first time i got it running it didn't have audio, but i shut it down and started it back up and it was there (note, there is no audio during the menu screen, only during the rounds)

the graphics are pretty slick, and have a nice cartoony style to them. this game is not scary at all which may be good or bad news, i guess.

this is not the type of game you will be spending hours in, but like i said, it's good for showing off VR, and only costs $3.. still confuse who's bigger
coconut or cinnamon.
(\u0361\u00b0 \u035c\u0296 \u0361\u00b0)