
Gentlemen! Key



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About This Game

Gentlemen! is a frantic **local multiplayer** Victorian-themed deathmatch game **for 2-4 players**. Full controller support!

Local multiplayer! Play your friends. Crush their dreams. Smell their fear. Destroy them with a thousand pigeons. You'll need to hone a delicate balance of technique, knowledge, cunning, and blind panic (just like a real duel!).

Title: Gentlemen!
Genre: Action, Indie
Developer:
Lucky Frame
Publisher:
Blazing Griffin
Release Date: 5 Nov, 2013

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Minimum:

OS: XP

Memory: 1 GB RAM

Storage: 200 MB available space

English







I give Aero's Quest 7/10

I bought this game only because I saw it in the Steam updates and the price is reasonable, so I can't speak for the game was before but I found it funny and entertaining.

I've seen much better platformers but I've seen also much more expensive titles that are worse than Aero's Quest.

I'm at the last zone right now and I keep on playing because I want to see always the next level even if sometimes I get frustrated.

. Great stress relief.. It is a Geat game but commander nerf with direct x 9 graphics feels little dated.

It has a small community and the parent company does zero advertising.

The issue of hacking in this game is largely rubbish from people who fail to understand how much commanders matter.

However the dev did give into tier matching with zero spread and then nerfed commanders at lower tiers and nerfed group size which largely means they wrecked there own game. In WoT and AW and WoWs commanders all matter and tier spreads help people want to achive somthing higher and see other ships they mayb one day own. This game fails on so many basic levels due to pandering to sooks.

I have really enjoyed this game but without player base, or anything interesting, the wholesale of merit over xmas 2016, the lack of 64bit or even direct x 11 support this game is going to come to its end sooner or latter. I wish you well game but think war thunder will steal boats once they fully move into this area.. If you've ever dreamed of wading into combat while wielding the world's largest corndog as a weapon, this pack is for you. If you're willing to pay real money to acquire some of the most powerful weapons available for minimal effort, this pack is for you (also consider the Powerful Weapon Pack).

The weapons in this pack all look very silly and out of place with the setting, so if you're looking for historical accuracy, look elsewhere. On the other hand, there is something simply liberating about taking over the world with the power of giant corndogs, and the power of these corndogs (and other silly weapons) just can't be denied. These weapons are all 5-star types, and their stats are mostly on-par with the existing 5-star weapons in the base game, with some being slightly below or slightly above the regular 5-stars' power. If you've already got all the top-end 6-stars, these weapons will be for looks only for you, but otherwise they'll be a great help getting up there.

The pack comes with 12 extra levels for Free Mode. In these levels, sometimes it's just you against an enemy army, sometimes you're given an objective like escorting a guy or defending a base. Some missions can be quite difficult, even frustrating, although most are a walk in the park if you have any idea what you're doing. The weapons in the pack are unlocked by completing objectives and making treasure boxes appear in these levels. All told, it should take just a few hours to complete.

Get this pack if you're looking to get overpowered quick, or if you need more humor in your life. The price isn't too outrageous, considering some of the other downloadable content for this game.

I have to say this, because it might be a dealbreaker for some: the Dual Blade in this pack is not a double-ended beam sword.. I'll let the literal thousands of hours I have played of Paradox games speak for my gamer cred (check my hours).

The map painter of all map painters. Paradox's latest grand strategy, Imperator, was the combination of Crusader Kings and Europa. Marketed as being the best of both worlds, a deep and engaging political sim as well as an enormous world to conquer as wide (which is all you can do as playing tall is pointless and unrewarding presently) as you want, to the border of China.

You play as the "spirit of the nation" in the words of the director Johan, which lead to an unfortunate design direction that means that characters don't matter. Or do they? When a general becomes disloyal to the government he can raise troops that the player cannot control. Although there are ways of making him loyal again or "rewarding veterans" to take away his cohorts, he acts autonomously. Should he declare war on the nation (the player) and win, its game over. Clearly, we are not playing the nation\government as that would continue, just with him as leader.

Speaking of governments, you are free to swap between the different kinds. A tribe can become a democracy\republic, and a republic can become a monarchy, and presumably a monarchy can become a republic. These mechanics would be fun, if they were meaningful. Don't like that the senate doesn't want to go to war? Declare anyway! You gain some tyranny points, which

you need to transform into a monarchy, so this is actually a plus for some. -- Government types don't matter. All you do is spend oratory point to forge claims, and go to war.

The biggest failure of Imperator are the characters. If the player is the spirit of the nation, then the leader of the government is just a physical representation of the nation. That person will die and be replaced by a random person in the senate, or another clan leader, or the monarch's heir. Its always the same. The player has no meaningful connection to any of these people. Even as a monarch you can't name your children, change their stats, or even marry different families to other countries. Characters are just there. Selecting spouse traits are irrelevant as they have no impact on gameplay. Traits do exist and people can become ill and have to seek treatment, but since the player is not the character, its actually beneficial if you are a poor leader to let the character die without seeking treatment. Crusader Kings this game is NOT. The lack of immersion and poor use of characters is the biggest sin of Imperator. Imperator desperately needs a character/family creator.

Pops from Victoria 2 exist. Pops exist. That is the connection to Victoria.

Mana is from Europa, and unlike Europa, you use it for virtually every interaction. Move pops, civic power. Convert pops, religious power. Everything else from law changes, forging claims, bribing (bribing!?) characters, requires oratory power. That new province that you conquered full of the wrong religion? Don't worry. Spend your religion power and the same day of the conquest, all pops are your religion. Or even your ethnicity! Oh, and your ethnicity can never change... If you are Roman, you cannot culture shift to Greek as you could in Europa. Again, you are not a character. You are the SPIRIT OF THE NATION.

The music is good, which is consistent for other Paradox titles. It has the epic feel of old, classic films. It perfectly fits the time period and feel of the game.

The map is by far the most beautiful map Paradox has ever made. It's so large I'm not sure if a world conquest is even possible in the current time frame. Seriously, I wish it was possible to mod this map into CK2. I would pay \$20 for it... Which is going to be roughly the price of every dlc that is made for Imperator, if not more. And there will be many, MANY dlc for this game.

Summary:

- This game is the driest bones of a skeleton for Paradox to milk with dlc. While CK2 and EU obviously did not have the features they have now on their releases, at least those releases nailed what those games were about. CK was a dynasty sim. EU was a political sim. Imperator nailed only map painting.
- Combat is fun. Get used to it, its all this game has that is meaningful.
- trade is dry. Stack bonuses on your capital.
- The map is massive and pretty.
- The music is not annoying and fits the environment.
- Characters are a complete afterthought.

Imperator suffers from its design direction. It has no audience. CK players (like myself) hate how meaningless and non-immersive the characters and world are. EU players wanted a political sim, and got a map painter. What we all got, was a pseudo-Hearts of Iron levels of warring, map-painter that is a perfect vehicle to fill in with dlc.

The game was released last week, and already the player base is drying up. This is natural, since if they wanted a map-painter, then once players have painted the map, they will move on.

Let the spirits of the nation become ghosts, and do not buy this game.

This is my ultimate favorite game ever & I'm extremely happy they brought it back, I used to play Lumines Puzzle & Fusion on my PSP I owned 13 years ago. But this remaster of Lumines is BEYOND BEAUTIFUL! It brought some avatars from other Lumines games & all 40 skins from Lumines PLUS, but the best thing about it, is that the animation & graphics were changed to a better version than the old one (because its remastered duh). Anyway I HIGHLY recommend you to buy this game & if you're new to Lumines, welcome to Lumines Remastered! #Puzzle&Music. Nice game overall. not very challenging, interesting story.. This game is a series of abstract puzzles where you sort shapes and colors, with very little linkage to the underlying theme of machine learning, let alone cat behavior. The success criteria were given little explanation, so I wasn't sure what I needed to do to improve. There is no in-game help, and few tips online, other than an stream of comments on Discord. I did find an excellent video review by Chris Davis and I completely agree with his comments, so I suggest that you watch it before purchasing the game.. Where to begin...

A stupid premise, a lame story, silly sophomoric puzzles, very few actual hidden object levels... and the few objects that are included, a blindfolded 5-year-old could find!

Really the few object search levels, ridiculously easy puzzles, self-solving cryptic messages and completely stupid premise, make this a total FLOP.. Weirdly engrossing. It's got a very relaxing vibe that I can see remembering fondly down the line.. One of the best "choice of" games I've played. Definitely worth a shot.. FYI, if you're seeing the reviews of people saying that it is a 1-time install, that USED to be true, but they fixed it quite a while ago: <http://steamcommunity.com/games/aerofly-125324505248380391/announcements/detail/125324505248380391>

[I've played this game only a little bit and absolutely loved it. Flying through the topology of Switzerland is the only reason I bought this and it did not disappoint at all. The flight controls are fairly easy and it has surprisingly realistic physics. Terrain and textures are really great compared to most flight sims. Wish it had support for the Oculus Rift CV1, would be even more amazing with that.](#)

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