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## About This Content

*Stellaris: Synthetic Dawn Story Pack* provides an all-new way for players to establish their empire across the stars, starting the game as a Machine Empire -- a society made up entirely of robots. Unique game features and event chains will allow the machines to expand as a robotic consciousness, and create an AI-led network that grows to galactic dominance

### Features:

#### **YOU, ROBOT**

Play Stellaris as a customized robotic civilization, complete a series of robotic portraits for science robots, worker robots, and more

#### **AI, EH? AYE!**

Follow new event chains and story features to lead your robot race to greatness as an intergalactic AI empire; pursue mechanical perfection in the stars

#### **RISE OF THE MACHINES**

Oppressed synths may rebel against their masters and form new empires -- or you may even discover a fallen synthetic civilization deep in space

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## **DIGITAL ENHANCEMENTS**

New synthetic race portraits, and expanded voice packs for VIR

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Title: Stellaris: Synthetic Dawn Story Pack

Genre: Simulation, Strategy

Developer:

Paradox Development Studio

Publisher:

Paradox Interactive

Franchise:

Stellaris

Release Date: 21 Sep, 2017

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**Minimum:**

**OS:** Windows® 7 SP1 64 Bit

**Processor:** Intel® iCore™ i3-530 or AMD® FX-6350

**Memory:** 24 GB RAM

**Graphics:** Nvidia® GeForce™ GTX 460 or AMD® ATI Radeon™ HD 5870 (1GB VRAM), or AMD® Radeon™ RX Vega 11 or Intel® HD Graphics 4600

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 10 GB available space

**Sound Card:** Direct X 9.0c- compatible sound card

**Additional Notes:** Controller support: 3-button mouse, keyboard and speakers. Special multiplayer requirements: Internet Connection or LAN for multiplayer.

English,French,German,Polish,Russian,Simplified Chinese







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This is my first review of a game. It's pretty simple once you get the hang of it. this game will make you talk to yourself a lot. Its more fun that way i think, All in all a good game. Not too much mind work involded. Tip: after the customer pays, you can cut 2 steps out by taking the bag and hovering over the change and receipt.. Alter Ego suffers severly from puzzles that don't serve the plot, but rather bladly carry you from one door to the next key, or whatnot. Picking-up a box from the lowest shelf? Let's turn it into a puzzle! Nothing is too trivial for this game. Many of the items needed to solve the puzzles can't be picked unless a very specific trigger has already ocured. You know the key is behind the statue, you can look at the statue, but the character would refuse just taking the key. As for the difficulty, most puzzles are of medium-low difficulty, and just require knowing \*when\* the time is right to solve one specific puzzle. I had everything I needed to make a certain paste, but it took another 30 minutes of gameplay between 1. Knowing that you need the paste, and 2. knowing where the paste needs to be applied, before you could get \*water\* to do it. So this should give you an example for both the "complexity" and annoyance of the puzzles.

Also, both characters are boring, pompous, and are mainly annoying. They pretty much have the same narcissistic personality, it just happen that one is a cop and the other is a criminal.

The plot is decent, and the atmosphere is rather good. It is a real shame that none of the puzzles support them. Buy this only if less than \$5, and even then.. meh.. I'd like to warn that there are some pretty graphic and disturbing imagery in this game, some of it live footage. I did not appreciate being shown this without being warned of it before purchasing and playing this game, and I would strongly urge the developer to put a warning label visibly in the description.

I was hoping for something along the lines of The Stanley Parable, which I'm sure was a big inspiration for this game. What I actually got was a pretty badly designed game with extremely awkward controls (the crosshair\dot is not static in the middle and moves to the edge of the screen, which makes it near impossible to select and click on things), a computer voiced narrator, and a story pretending to be clever like Stanley, but missing the mark entirely.

Would not recommend, even if it was free.. If you can get this game on sale, like I did, then it is a pretty decent time killer for a few hours (I recommend it on sale, but not if its standard price). However, the novelty factor quickly runs boring and there are a few issues with the game: it looks and plays like they tried to rip off mario kart, the boosters are ridiculous and can get you from anywhere, if you are dominating then it seems to rain a hell of a lot to bring you back to the field.

If you like this sort of game there are plenty of levels and steam acheivements to work through, and if you are a fan of F1 then its a bonus novelty to have real drivers and teams (I am not).. Totally worth it! :). There's no hook in Future Unfolding to keep you intrigued or curious about the game. Obfuscation of the very few possible interactions that you have with your world is the 'mystique' behind the game's aesthetic. There is no gameplay, no story, and no significant score or media to warrant the tag price of the product if purchased as a standalone ambient audio compilatin.. It's not a bad game, but... it's just not very good.

The combat (at least in the first few levels) is very slow. More importantly, the weapons and skills just don't have any oomph. This game needs some juice in its combat. Even with skills that cause explosions and instantly vaporize the smaller enemies, it just felt... blah.

The UI is serviceable but obnoxious. In particular, the game says it plays best with a controller, but then forces you to use a cursor even with the controller. It also doesn't give you much feedback on how weapons behave. For example, I couldn't find any way to tell the fire rate of a weapon besides equipping it and going on a mission. This was a nasty surprise when the first thing I equipped turned out to be a powerful, but very slow, cannon.

This has potential to be a good game. It's not a fundamentally bad idea. Most of its problems are fairly superficial and it just needs to spend a bit more time baking.. Get it for the furry porn mods. I've played the original Insane. I played the demo I'd gotten on a CD with a magazine, and then I played the full game as soon as I found it. I loved Insane. I played the hell out of Insane. This, sir, is not Insane.

It's not bad, but Insane 2 isn't as good as the original. But it is a fun little off-road, open-arena racer. Jamboree, Off-Road Racing and Capture the Flag are still around, and they're mostly good (though the cars seem to roll over way to easily with the flag than in the original). And there are new gaming modes as well. Yeah... about those...

I think that Insane 2 suffers more from "sequelitis" than anything else. It's bigger than the first game. It's prettier than the first

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game. It's a lot more frantic than the first game. And it suffers for it.

The graphics are incredible. Insane wasn't ugly, but this is a very pretty game. The cars don't deform as interestingly in Insane 2, but aside from that, the stages are so good looking. The Thunderstorm stage in particular has so much going on... which leads to my main criticism. There's too much going on. And it distracts (and detracts) from the gameplay.

Each race has at least 6 competitors (up from 4 in the original) meaning that there are more cars running around, pushing into you. There's nitro now, which means that everyone is faster, and the racing itself is a lot more frantic (made even more so by the motion blur). On the Thunderstorm stage, your car can be struck by lightning, which looks metal, but if you're trying to play catch-up, and you lose the race because you got hit at the wrong time, it's more than a bit frustrating.

The nitro does add a certain something to the racing, and getting upgrade points does give the game some aspect of strategy. Upgrading also changes the looks of the cars (which is always nice). But it keeps reminding me of Insane, and stuff that's no longer around.

Each league had a pool of cars available (and it seemed as though there were a lot more of them). Vehicles had a differential lock. There was a separate button for repair, and a separate one for recovering the car. And one for righting a car if it rolled over. Insane was just... better.

Insane 2 introduces a number of new modes. There's Knockout, in which the last competitor through a checkpoint is removed every 30 seconds. Greed is probably the most fun, because you run around the map collecting bronze, silver and gold packages for points (probably a replacement for Demolition, and good riddance to it). And Pursuit, which was invented by the Devil, who laughs maniacally as He forces you to chase His helicopter around through a bumpy, bouncy arena while your competitors keep pushing you off course.

Odd that. I started out this review, thinking I'd just lightly criticize Insane 2 while extolling how much fun it is to play. But really, compared to the original, this is no fun at all.



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Filled with bugs, unable to finish the game. The gameplay consists only of clicking one big button and reading few pages of text: no choice, no intrigue + it lasts about 5-15 minutes. I've been waiting for this game but it's disappointed me unfortunately.. Three levels, one hour to 100%... no achievements, no replay value... 1,49\ is still to much.... This feels like Hotline Miami, but is also unique in its own way. The co-op factor is there, but you can also play alone. You can swap between the two characters is fun, and you get to experience two very different sets of skills depending on how you like to play. The leveling up system is satisfying and meaningful, because you can unlock a lot of cool abilities.

I found the story a bit short, but there is an arcade mode and the devs promised more content. I recommend you try the game if you have some time.. An aweful flash game!

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