
The Sunset 2096 Download Requirements



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About This Game

When a person becomes too lazy to work, they will try to simplify even the smallest task. Mankind invented Them - to simplify your life. Mechanoids to perform all of our mundane activities which finally completely replaced humans in the workspace.

Creating the perfect workers turned out to be a mistake. This mistake cost the lives of more than 80% of the colonized population on Mars. The mechanoids went out of control - they killed everything that moved.

For some time mechanoids held on Mars planet, they have changed a lot. Now most of the planet surrounded by rocks.

Dust soars and is driven into the air . . . The mechanoids become covered with stone chips. They begin to build their structures, their hives. The Hives transform the soil into a more useful resource for mechanoids - stone.

With this stone, they begin to build their world.

Some of the humans from the colony survive. It's time to rise up to defeat what we have created!

Features:

- Large opened Martian Colony
- Extensive system of skills

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- Choice of characters
 - Many types of weapons

Title: The Sunset 2096
Genre: Action, Indie, RPG
Developer:
TheBlavas
Publisher:
TheBlavas
Release Date: 4 Jun, 2018

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Minimum:

OS: Microsoft® Windows® XP / Vista / 7

Processor: Core i3-530

Memory: 4 GB RAM

Graphics: NVIDIA Geforce GTX 460

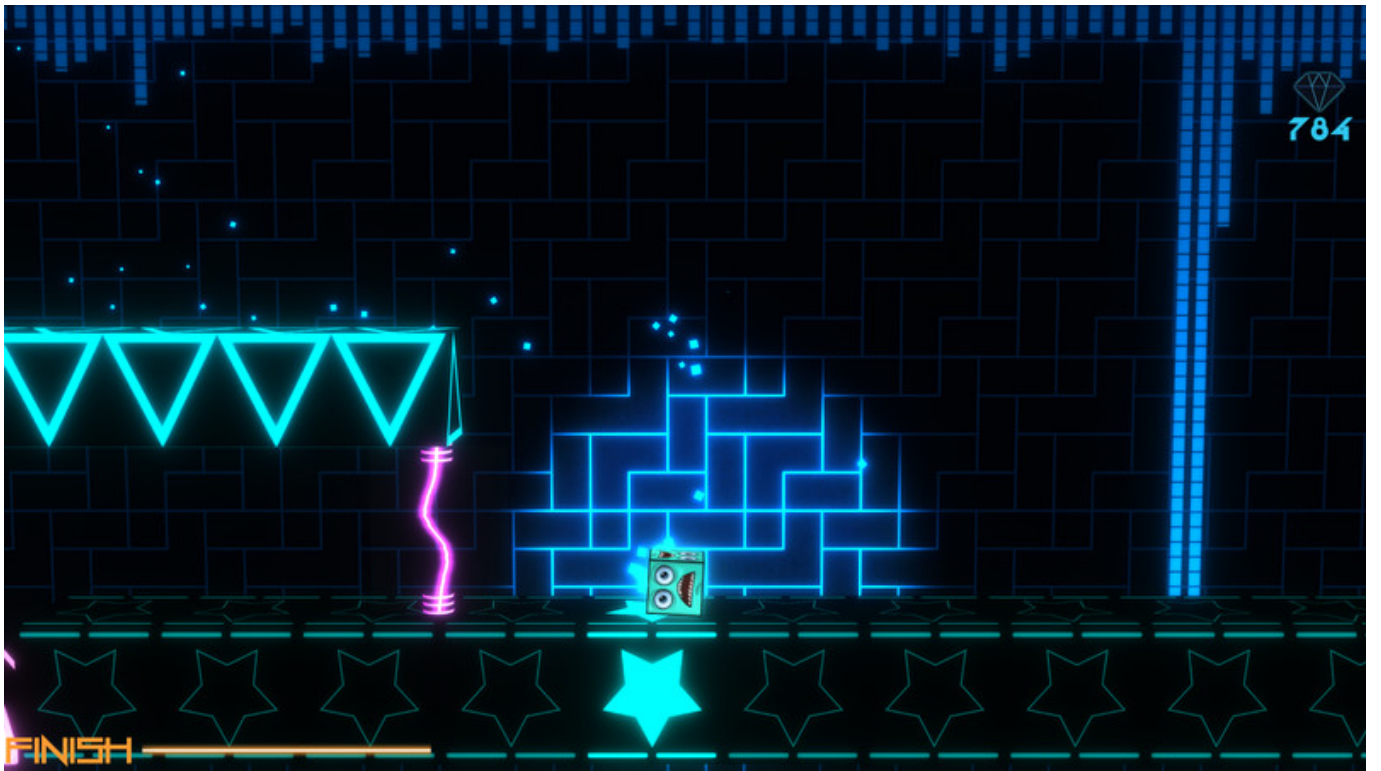
DirectX: Version 9.0

Storage: 20 GB available space

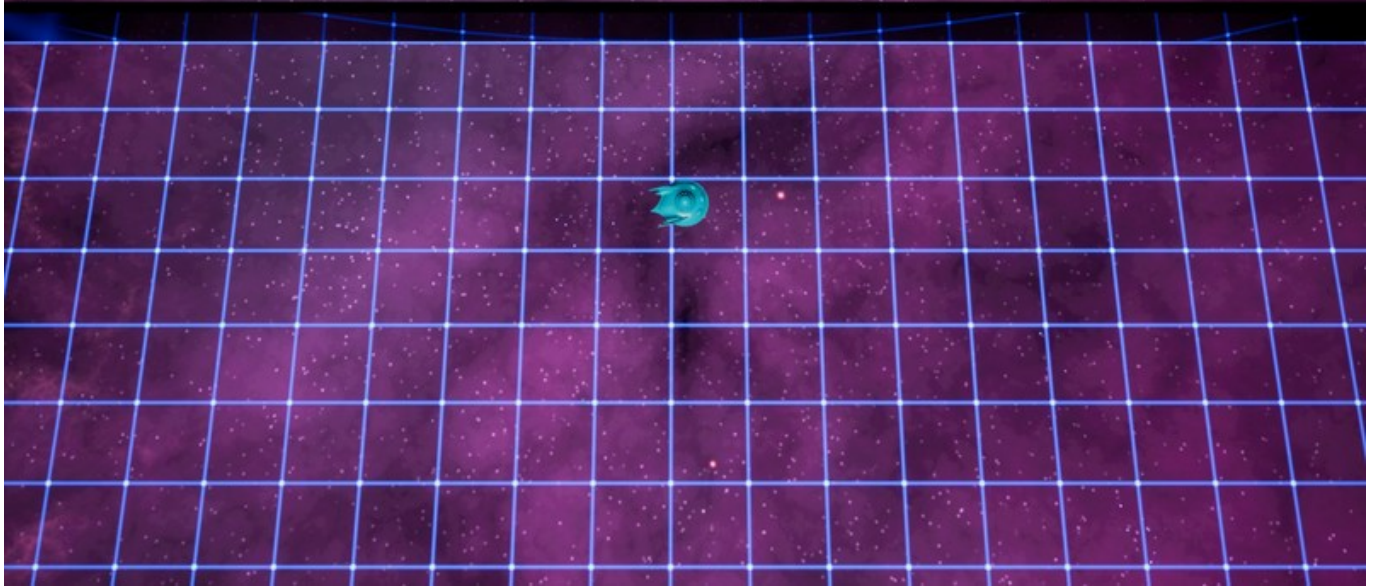
Sound Card: DirectX Compatible

English





ENEMIES KILLED: 0



This is a very good soundtrack.

But regardless, it's still overpriced. A soundtrack shouldn't cost this much, and I only bought it because I had no other option. Go find the soundtrack on Youtube or something.. really broken fov, so much so that I could not focus on the game play at all.. Devs have stated that they wil sort it soon.....

Do not buy yet. I am waiting for a patch to try again and keeping game play under 2 hrs so I can refund if it is not resolved.

impossible to say if the gamee is any good yet

. A great pack of tracks, the skin is fantastic, and the car is a dream to drive.

Other reviews have it wrong; you can use this car in free roam, but you have to complete almost the entire main quest, because it doesn't have Battle Mode like the standard Batmobile does.

Once you've gotten far enough, you'll get an alert in the showcase that the car has been unlocked for free play.. This is a simple game. A game that you will play after a long day of taking a beating from your boss that happens to have a god-complex. A game that will make you wish you played more of the retro-style games when you were younger. A game that will find you staring at your screen in awe as you discover that your defense was meaningless! On a serious note, though, this game is epic.

PROS:

- Sexy retro graphics
- A slight twist (and improvement) on the traditional TD style
- Replayability is quite ok (for its money's worth)
- Differing levels of Singleplayer difficulty (Easy, Normal, Hard, Impossible)
- 1 vs 1 casual multiplayer battles in a sort of Warcraft III custom map feel
- Minimal bugs, maybe 2 or 3 tops
- An active developer

CONS: (I understand this is a newborn game)

- A slightly complicated UI, and this might make beginners feel rather overwhelmed (you get used to it after about 15 minutes, though)
- The multiplayer community is in dire need of players
- A somewhat linear style of gameplay, and players may find themselves undergoing a repetitive cycle if they aren't enthusiastic about TD

SUMMARY:

-A great concept, nice gameplay, nostalgia-inducing. I feel like this game will grow well if the developer continues to work on this, and doesn't leave it dead. A LOT of potential for tons of updates in the future and exciting content. I say, give this game a shot guys.. This is a cool little gaming artifact of the late 1990s. Coming out a year after BioWare's premier game, Shattered Steel, it has numerous similarities\u2014outdoor maps, deforming terrain, a story about AI gone rogue, a rather tank-like feel, etc. But, it is a little more Quake than Mechwarrior, in that it has a 1-through-10 weapon roster, health pickups, and just-slightly-archaic-for-the-time sprite based enemies.

It's hard to say that it's a better game than the average for the time, but it does have a good sense of focus and style, dropping a lot of cruft that began to appear around this time (e.g., overly elaborate mission briefings and loadout screens), and embracing cinematic cutscenes and a throbbing CD-audio soundtrack.

Also, it's a Russian game about a collectivist industrial AI gone wrong, so that's some neat flavor right off the bat.. very basic game with only one league

When it says you can set up your own club you - however this club will have 500,000 on the bank and absolutley no players so

it's no use at all to set up your own club

match engine very poor and repetitive to say the least.

Price not worth it and you can get better games for less. 10/10 old school gaming done right

I purchased this game very soon after its release. It looked from the videos and screenshots like a fun action shooter game. I unfortunately turned out to be wrong. After booting up the game, I played a quick tutorial mission, in which I discovered the fiddly controls, vague objectives, and confusing camera angles.

Moving around feels floaty, and it is near impossible to have any sort of perception while moving. You can either sit still and take massive amounts of damage while you fire, or spray and pray, missing every shot. The menu is also very fiddly and sensitive. Trying to select a new minion to purchase requires you to move your mouse very slowly, and you often fly past the option you want to it just doesn't select when you do eventually reach it.

In the tutorial, I was shown several ships to defeat. I defeated them all (with some effort) and was taken into the first mission. I was then given nearly no direction whatsoever. I floated off into the endless world with no idea where I was going. An "endless" world may sound exciting, but it is just a black background with a few stars permanently sitting in the distance. I eventually doubled back and spotted a hard to see asteroid belt that I needed to follow. This style covers half of the game, and could possibly be a fun challenge, if the other half wasn't just going to white dots on your map, getting some text, and going to a new white dot. Both types of gameplay are extremely tedious, and the battles take up very little of the actual gameplay.

This game looked very promising. But after playing it for a short while I realized it needed a lot of work to become what I would consider a good game. The many glitches (a few of which are gamebreaking), unpolished controls and menus, and the overall fiddly gameplay make this game one I would certainly not recommend.. Very nice game to play quickly and to relax to the beautiful backgrounds and shapes, unless you want the 100% when wrapping.

For 1 dollar is a no brainer buy.. There's a setting to make the boobs more bouncy!. It was way too short. I couldn't believe it was already over. No strong conclusion either. No aftermath. Just this abrupt ending - straight to the credits.

You might wonder what happened to all characters due to your choices, what happened to the system - but you'll never know. Did you do good? Bad? Average? Who knows. Definitely not you :). It's like the experimentals of Supcom and it is free, what more could you ask for? I am going to be spoiled brat and ask for more ground unit types than just hover units. great dlc but the telehandler is just not the best other than that everything is great.

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