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## About This Content

Following on from releasing Horzine's D. Jeffrey Tamm in an earlier DLC pack, here is one of his key creations from Horzine's Robotics Division: the Domestic Assistance Robot (DAR to its friends) (or "DARling" to Dr. Jeff, but that is another story...). A little damaged, voice systems all shot up and squeaky, leaving a trail of sparks - but quite capable of taking out Zeds!

### Key features:



Horzine's Domestic Assistant Robot (or DAR, duh...) is designed to help clean up around the home. But, as well as advanced programming designed for cleaning teenager's bedrooms, "DARling" (as Dr. Tamm keeps referring to it) has somehow downloaded an experimental top secret personality constructed by its creator. Meant for inclusion in his off-the-books Brenda Companion Robot, it's loaded with all kinds of odd human mating information that doesn't blend well with the existing core data. DAR now struggles to reconcile its desire to clean up freaks with an equally powerful need to go on a hot date with Dr.

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Tamm.

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Title: Killing Floor - Robot Special Character Pack

Genre: Action

Developer:

Tripwire Interactive

Publisher:

Tripwire Interactive

Franchise:

Tripwire Interactive

Release Date: 13 Dec, 2012

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**Minimum:**

**OS:** Windows XP/Vista

**Processor:** 1.2 GHZ or Equivalent

**Memory:** 1 GB RAM

**Graphics:** 64 MB DX9 Compliant

**Hard Drive:** 2 GB free hard drive space

**Sound:** DX 8.1 Compatible Audio

English







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Take a look at the amount of time that it took me to complete this game...it speaks volumes

Bunny adventure is a simple, four level, 3D game where you must avoid hazards and enemies in order to rescue your girlfriend. You can jump on enemies or use your punch attack to dispatch them and the enemies range from fire to cars to people so infuriated by the mere sight of a lagomorph that they will try to shoot you on sight. LAGOMORPH LIVES MATTER. The stages that you must traverse and platform through range from a typical forest to a suburb. The bunny protagonist has cute little noises when jumping and collecting and that is pretty much it.

For starters, unless you have a Steam controller to map your buttons you're pretty much gonna have a bad time. I played using an x360 controller and I had to use one of the joysticks to move up and down and the other to use left and right. There is no option to change the button layout and I can't play games properly with a keyboard so....yep. The jumping is totally \u2665\u2665\u2665\u2665ed especially since you can't change the camera at all. Were that possible then you could position the camera so that you can make more precise jumps using up, down, left, or right. Since you can't you're stuck trying to make these nearly impossible diagonal jumps. The bunny can clip, not register jumps, float on air, and in some instances will not move with the \u2665\u2665\u2665\u2665ing platform. The platform just moves out from under you causing you to fall. There is no save feature so god help you if you get called off because you'll have to start from the beginning every time and the game, despite how short it is, is SO \u2665\u2665\u2665\u2665ING BORING. The music is pretty bad, forgettable, and doesn't even match the setting. Even the ending is awkward and surprisingly longer than it should be. With so many things done wrong what the hell did the game do right? Hmm...maybe more info is in order...

For the \u2665\u2665\u2665\u2665 of it, I decided to check the info page to see if I can get any kind of extra...ANYTHING. Lets discuss, shall we.

I know that I'm the last person to talk smack, but you can tell that this game is going to be a masterpiece because they didn't even bother to properly spell check or structure their written description...which consists of THREE SENTENCES.

Selling point one: Colorful and beautiful graphics. No. Even on the "beautiful" setting, it looks okay but it doesn't really look any better than any other early, low-end PS2 game from over a decade ago.

Selling point two: Fun gameplay. No. I had more fun uninstalling this game because then, and only then, did I truly feel that this was over.

Selling point three: SIX interesting levels. Hmm...so if you remember, I said that the game has four levels but the game advertises six. Either this means that they are lying OR the other two levels are accessible after collecting all the secret items. In each level there is a ten minute timer in which you must try to collect all coins, collect three hidden stars, find the hidden treasure, and then exit. I'm assuming that performing all these tasks will grant you the two extra levels, if they even exist. However, you can "run" (the bunny has a zero \u2665\u2665\u2665\u2665s given stroll) straight through the level and hit that exit. The time factor is merely for a high score and nothing else. I ran out of time and it didn't do anything. High scores are not saved, either, so...wtf. Also, I'm pretty positive that the remaining two levels are as\u2665\u2665\u2665\u2665as the other four. I'd merely stretch this game out to 30 minutes at the most with a 100% completion...something that I have NO desire to do.

Last and least: Secret treasures to find. Whatever. Finding everything adds two extra lackluster levels so in reality you not being rewarded...you're being punished.

Is the game worth \$1? (I paid .49 cents)...Shoot me...but...yes...it is. It plays like a dollar, sounds like a dollar, and satisfies you in a way that only a dollar can. I cannot recommend this game because it is far too boring and uninspiring. if you're a furry looking a game I strongly advise you to seek your fur fling elsewhere. Yeah, he's naked but he's also straight so \*WOMP\* \*WOMP\*. I just saved you a \$1 as well as 30 minutes...you're welcome.. When the night has come

And the land is dark

And the moon is the only light we'll see

No I won't be afraid, no I won't be afraid

Just as long as you stand, stand by me

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So darlin', darlin', stand by me, oh now now stand by me  
Stand stand by me, stand by me

If the sky that we look upon  
Should tumble and fall  
And the mountains should crumble to the sea  
I won't cry, I won't cry, no I won't shed a tear  
Just as long as you stand, stand by me

And darlin', darlin', stand by me, oh now now  
Stand by me  
Stand by stand by me stand by me

Darlin', darlin', stand by me, stand by me  
Stand by me stand by me stand by me

Whenever you're in trouble won't you stand by me, oh now now stand by me  
Oh stand by me, stand by me, stand by me

Darlin', darlin', stand by me, stand by me  
Oh stand by me, stand by me, stand by me. A cute puzzle game, set in a world with a truly unique style. A fun story combined with challenging puzzles, that gives you that "aha!" feeling when solving them, makes for a cool game that everyone should try.. Absolutely disgraceful.  
The bus is alright but the map is bland, unstable and a downright insult at \u00a327. AI traffic is either not there at all or causing insane traffic jams. The supposed heart of the map, the Placa d'Espayna, is soulless and lacking in literally any detail. Not worth your money.. Very fun and challenging.. Very interesting and addictive god-game. With every level it becomes better and better. There is also few untypical systems, like animals and fruit smell, and future prediction. Untypical adventures and missions. If you like god-games and rts it is game for you. The only two issues are: not perfect camera controls, optimization of gameplay but devs are working on it. EDIT: This game has been abandoned, buy at your own risk.

[This Games 3rd Review]

As Someone Who Has A Love for City Builders and Trains, This is great, and The Best Train Builder/Ridder So Far I can tell, Also Looks Great, Good Assets, Good Trains (Could Be More), No Lag i7/8gb-ram, Fun and Adictive, Im Building a World Where Trains Go Thru Cities, Another Great Thing is The Building, And Easy!

#### +PROS

Trains/Assets and All that: 8.5/10 - Could Be More, But Its Early Access so It Doesn't Bother Me :)

Look: The low-poly is Great 7.8/10!

Weather: 7/10 Could be more rain more often and toggle options

Roads: 9/10 Look Good, Could Do With Lines Tho, Or 4 Lane Roads/Bigger Roads or Road With Side Parking Would Be Good!

Else: 8/10 Yeah

Trains: As a Train-Fan 9/10 Any Train is good :D - Moving on!

Controls: Easy To Learn With-in a day You will know most of them!

Manual: Great and Awesome If You Want to Learn!

Cities: Just Pure Awesome!

Steam Workshop Intergration: Coming Soon, Thats Exciteing!

#### -CONS

More Trains

Steam Workshop Needed For Maps [PLEASE]

Maybe an Item Selector Menu For Building [Would Be Cool]

Toggle Tilt-Shift/Depth of Field or Other Graphic Settings!

Precise Track Building is Hard - Other Wise Easy!

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\*Not good Tutorial - Although I got it quickly.

\*No controls Editor - Hmm, Strange!

-BIGGER CONS

Seems To Be Gone\*\* Thats a Bonus!

Awesome Game!

- 8.7/10 - One of The Best!

Get if You Like Trains and Free-Place City Builders!

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If Rez and N++ had a child together, it would be Octahedron!

It's great! Buy it already!. The Class 33 has been around for a while now on TS (Since August 2012) even though its showing its age its still a great addition to your TS roster.

PROS:

- EWS, NSE, BR blue, BR green, Mainline grey, Dutch Grey liveries all fantastically produced.
- Adequate sounds.
- Wagon rake included.

CONS:

- Sounds are now a little dated.

Given that its a old model in account I give it 7/10 (mainly for the liveries included)

. not worth the 2\$ i got it for. i honestly wish this game was playable, but it isnt.. This could be such a good game but, there are just too many things that ruin it for me. One thing that really bugs me is how you hire people to work in your zoo. What you do is buy a whole building to cover a small part of your zoo. So you have random buildings all over the place and sometimes in your enclousures. Which really ruin my fun. Also everytime you wanna look at something in the menus, then for some reason click off you have to start back at the begining. Everytime!!!! At first I didn't care but playing this for 9 hours it gets old. I keep doing things how I want but seem that there is always a problem which makes it feel limited on what you can really do. Plus there are no tutorials which is sooo dumb. Your really on your own figuring this game out..... I give is a 4.5/10 :( not worth.. Hello, and welcome to Dofus!

Dofus is a turn based strategy MMORPG. It started out with 12 classes (hence the name "World of Twelve"), but in the past couple of years they've added more and more classes which have spiced up the game a lot! This is one of the best games I've ever played, and I'm not just saying that. I've been playing this game for over a decade and I've loved every minute of it. This game will challenge you in almost every way a game can. There are 17 classes (with hints of an 18th), and each class has 22 spells that are unique to that class. There are even more spells that all classes can have, but you must overcome different challenges to obtain them.

Dofus takes a little getting used to when you first start playing, but as soon as you start getting on a roll the fun is endless! There are over 16,000 achievements that you can unlock ranging from extremely easy to damn near impossible! Unlocking an achievement will give you a certain amount of gold and experience depending on how difficult it was to unlock it.

This is a game for both the hardcore gamers and the casual gamers! It just depends on your playstyle.

There is an awesome system for Guilds, and Alliances in place that allows the players to control the map. If your Alliance is in control of the area you get a boost in EXP and drops! Other Alliances can attack areas they don't own to try take them over and you have to defend in a timed King Of The Hill that can result in a warzone of PvP fights!

The players own the economy, so depending on which server you play on, the item that you want to buy may or may not be in the market. Unless you want to make the item yourself you can level up to 18 different professions by creating items using all the materials in their respected recipes (harder to make items give you more EXP, but require more mats).

There is an enormous variety of monsters of different skill levels that each drop their own unique materials that you can sell, use, or make into certain items!

You won't find yourself sitting around looking for things to do!

There's so much more, but I would be typing for days, and even I don't know everything about the game!

USEFULL EXTERNAL SITES:

<https://www.dofusplanner.com/> Use this site to find certain item combinations that will make your character even stronger!

[http://dofuswiki.wikia.com/wiki/Dofus\\_Wiki](http://dofuswiki.wikia.com/wiki/Dofus_Wiki) This is the Dofus Wiki page; it will help you a lot with your journey if you ever get stuck, or want to know what a certain monster does, and how to beat it. Keep in mind though that it is player made, and so it might not have everything about the game in it.

I HIGHLY recommend you play this game, I know you won't regret it!

You can go to <http://www.dofus.com/en/play/trilkgh> to register your account and start playing today! Hope to see you in game!

(Izmar, Please tell me if it's against the rules to advertise my Friend Referral link. Thank you!)

. Horrible game. Cant even jump correctly. Must watch! :D. Very well put together. Controlling yourself in game is incredibly easy. It is a bit limited, but the developers add as they go and say they will be bringing more in.. It used to be good game. the

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best sofa racing game ever. now they removed splitscreen. its over complicated to create local multiplayer games to play with friends alone. Iam not going to buy any trackmania ever again. iam very sad. VERY DIFFICULT, only for hard core total war players

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