
The Sunset 2096 Mod Download



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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

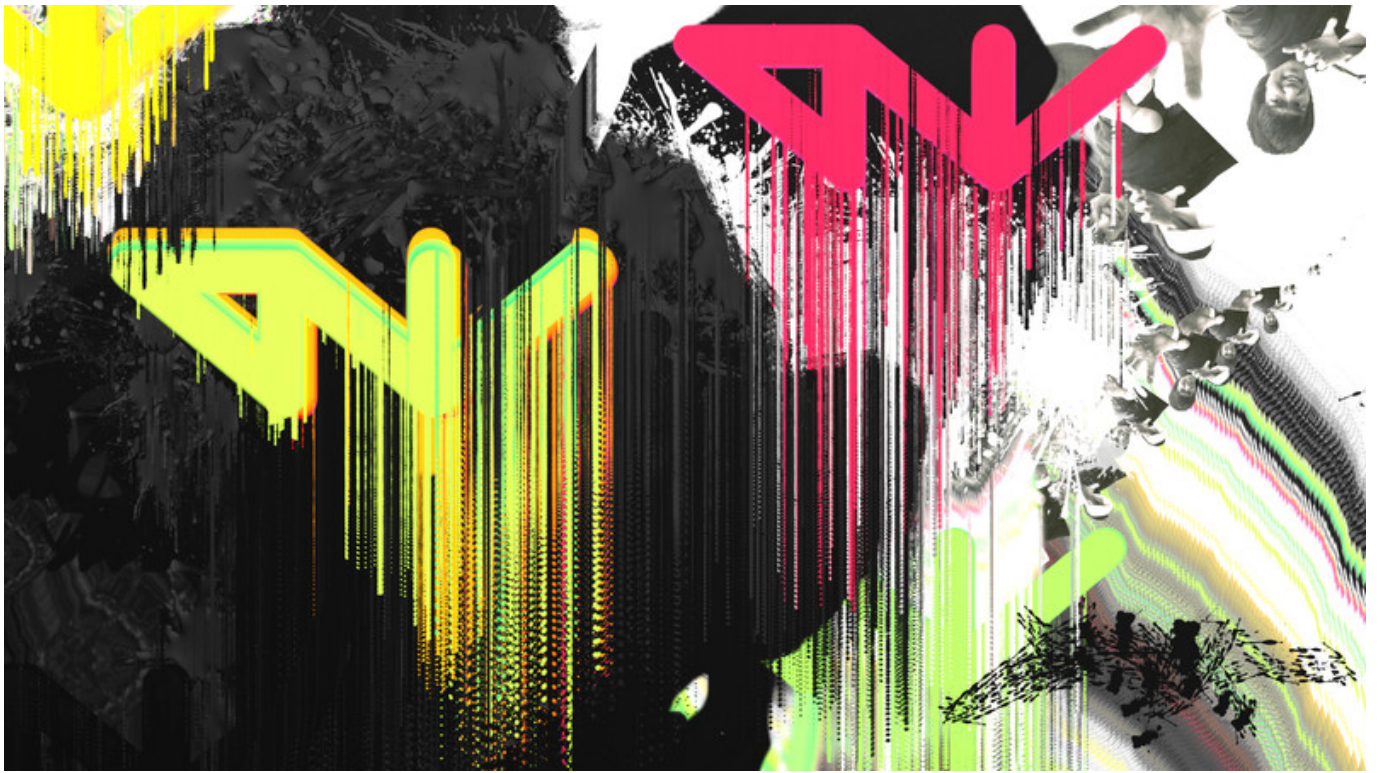
Storage: 20 GB available space

Sound Card: DirectX Compatible

English







So this game is far more fun than it has any right to be. It is ROUGH like crazy around the edges (note to dev...the high scores overlaid in the menu screen could use some polish...) but I DO recommend this game. To me this is a game developed for someone that HAS experience in VR and for those who don't. Wireless controllers not needed, but you need lots of room to move around. It will kick your butt quickly so it also feels like a game to load up when your friends are over...and in case you need more details - check out our FULL review here <https://youtu.be/V9kOOZaEUDvY>

[Also...not getting hit in the face is a good lesson to use in life as well as VR. Just putting that out there.. Glad i got this game for a couple cents. Because even that wasnt worth the money.](#)

[This game isnt fun. At all.](#)

[The slingshot doesnt work as you think it would. and it gets more and more annoying with time.](#)

[Just look at the guy in the first video. he's incredibly bored- doesnt even smile once. Realy great game. Short once you figure it out, but it is absolutley worth it. Some kind of dlc to add to the back story would be amazing. It took about five hours to complet, but i ran through it after watching a tutorial. Highly recomend picking it up. Very emersive.. Feels like homage to older horror games and yet it feels fresh. Its a side scrolling horror game with heavy puzzle elements and a light story that continues where the first left off. I thought it was great and recommend it to anyone who is looking for a little different horror game that lasts a few hours.. I'm really surprised this game hasn't had more feedback. Its great! Very fun. Very good workout. The physics of throwing the glaive are not easy at first. It actually takes timing and skill.](#)

[Once I finally got the hang of throwing it overhand, then underhand, it really makes a difference.](#)

[This is definitely the best under \\$5 VR game so far.. It's "fun" the way a Skinner box is "fun."](#)

[The goal of the game is to rach level 101. You do this by managing sliders that control the percentage of effort going into resources, recruitment, construction, and army. The game itself consists of that plus clicking Start Day/End Day ad nauseum. Occasionally there are fights where you get attacked and can choose to defend yourself or retreat. This seems entertaining at first but the fights are heavily RNG based to the point that around Lvl 20, ca rounding error WILL get you one-shotted on a regular basis. If you win the fight you get a small amount of gold for buying upgrades. If you lose your population resets to 0 and you go down a level. If you retreat, which you can ALWAYS do, there are really no tangible consequences.](#)

[To beat the game: Set builders/army to 0, put everything into resources/population development, retreat from every battle, and dump all of the gold you get from leveling into Town bonuses. Hit Start Day -> Retreat -> End Day on repeat for 10-20min. Be greeted by bland "Congratulations! You won!" screen. There, I just saved you \\$0.50 and an hour of your life.](#)

[\u2665\u2665\u2665\u2665 this "game."](#)

I never knew killing Llama's could be so fun. Better drop out of school so that I can become a pro.. I can't recommend this song to bass players, half the time you won't play anything, and the rest is rather simple and boring.. This is a very low effort tower defense. At the beginning you have two towers at your disposal, one shoots rockets but without any area damage. Their targeting is bonkers, they don't target the nearest enemy and let some through. There are no keyboard shortcuts and the icons are unclear. I sold towers because I thought an icon meant "upgrade".

Maybe it gets better later but time is short and there are so many games in the backlog.. *WARNING: This game has been reviewed by Game Guru standards. Normal gamer discretion is advised.*

Terrorist Elimination is possibly the most advanced Game Guru project to be released on Steam so far...

POSITIVES:

- + Main Menu background (not the default background!)
- + HUD (not the default HUD!)
- + Hands (not the default hands!)
- + Some sense of tactical gameplay elements (I use this term loosely!)
- + A variety of firearms

NEGATIVES:

- Simple objectives
- Repetitive maps
- Exploitable and braindead AI
- Cannot save progression
- No Map Selection Menu
- No Option Menu

Verdict: A poor mix between Rainbow Six (Terrorist Hunt mode) and Counter-Strike (Buy Menu).

<https://www.youtube.com/watch?v=tm-DHMMWJw0>

Rating:

[3.0 V 10. Pretty similar to the last game, but they added a little more. Its still a walking simulator, but its a bigger area thats also a little more interesting. Also has more things to collect and kinda has a goal to get to for the end, kinda.](#)

[For how cheap it is, the trading cards, and the easy achievements, its pretty worth it in my opinion!](#)

[Here is a video I did on it](#)

<https://www.youtube.com/watch?v=EIaaYVdbL38>. One of my favourite strategy games.

[+old isometric graphic](#)

[+music](#)

[+hard \(many missions you may finish in 2-10min if you know how do it or you fight 30-60min because you sart building and do technology and in the same time opponent create only army\)](#)

[+multiplayer](#)

[+map editor creator \(you may create army and without save the map go to battle and create your new army or opposite in the same time\)](#)

[+colonial history of the Unitet States](#)

[+8 campaigns every with 5 missions](#)

[-only slow or fast mode \(only fast work because on slow game crash and game is harder because on every attack of opponent you have 0-1s to response\)](#)

[-workers AI](#)

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