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## About This Content

**This DLC is not compatible with an account created outside of Steam.**

Have you just started your way in World of Warships? Would like a nice boost to save your time and efforts? Or are you fond of collecting ships? Exclusive Starter Pack DLC offers you a wonderful set of bonuses, suitable for all these situations... and more!

- **Ishizuchi:** Get a magnificent Premium Japanese Tier IV battleship! She is perfectly balanced for a comfortable start, with high speed and an impressive artillery. Note that Premium ships are unique and fully equipped, in addition to other benefits such as XP conversion, no penalties for Commander's transfer, etc.
- **Port slot:** Don't worry about a lack of space in your port!
- **Commander with 6 skill points:** Hire a professional who can learn a variety of useful skills to enhance the performance of your ship. You can tune your gameplay style by distributing the points how you see fit!
- **Main Armaments Mod I:** An upgrade that increases survivability and accelerates repairs of the main battery and (if you mount it on a ship which has them) torpedo tubes.
- **Damage Control System mod I:** An upgrade that reduces the risk of flooding or fires.

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- **5x Steam containers:** Exclusive boxes that grant three random items from the list below:
    - 250 Doubloons
    - 5x Steam camouflages
    - 5,000 Free XP
    - World of Warships Premium Account for 1 day
    - Ship Signals (Zulu, Zulu Hotel, Papa Papa, Juliet Charlie, November Foxtrot)
  - **25x Steam camouflages:** Unique Steam-exclusive designs that provide nice bonuses, such as
    - +75% to ship XP per battle
    - +75% to Commander XP per battle
    - +75% to free XP per battle
    - -3% to detectability range by sea
    - +4% to maximum dispersion of shells fired by the enemy attacking your ship
  - **Steam memorable flag:** Show your love for Steam with a special flag bearing its logo!

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Title: World of Warships - Exclusive Starter Pack  
Genre: Action, Free to Play, Massively Multiplayer, Simulation  
Developer:  
Wargaming Group Limited  
Publisher:  
Wargaming Group Limited  
Release Date: 21 Jun, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 x86

**Processor:** Core2Duo 2.7 GHz, AMD Athlon II 3 GHz

**Memory:** 2 GB RAM

**Graphics:** nVidia GeForce 8800GT/9600GT, IntelHD 4000, NVIDIA GeForce 620M, AMD Radeon HD 4650

**DirectX:** Version 9.0c

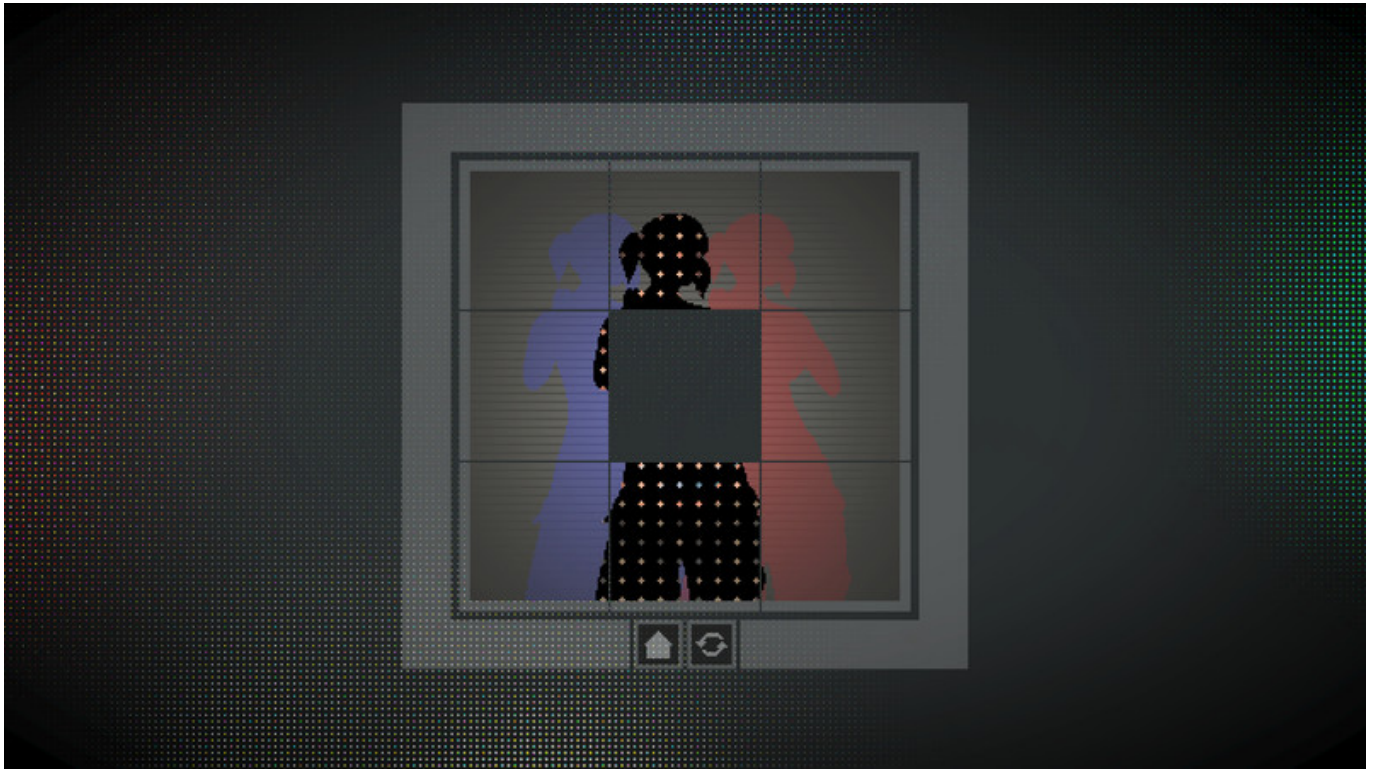
**Network:** Broadband Internet connection

**Storage:** 37 GB available space

**Sound Card:** Compatible with DirectX 9.0c

English,French,German,Czech,Japanese,Polish,Russian,Thai,Turkish,Korean,Traditional Chinese,Italian,Simplified Chinese,Ukrainian







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A first-person puzzle game with elements of horror. This was a borderline thumbs-up, but the game just has too many issues for me to recommend.

- The game is *extremely* dark. I get they were going for a horror vibe, but I shouldn't have to turn the in-game brightness all the way up, turn on the lights and flashlight, and still squint to see anything.
- The puzzles in the game seem to mostly have two stages: finding the pieces, and solving the puzzle. The latter part is generally enjoyable, but finding the things you need to find is excruciating. The poor brightness levels are part of that, but also the map-design completely lacks any details to draw the eye to things that should stick out. This led me to have to look up a video guide a number of times, only to find that there's a key blending into the desk it's sitting on, or lying in a spot I already checked three times.
- The FPS is horrendous. I have a beefy PC, and even with the settings all the way down I still get constant framedrops. With a non-gaming PC this game would be unplayable.
- The storyline is boring.

All-in-all, if the developers fixed the lighting, contextual clues, and performance issues, I would give this a weak thumbs up. Until then, I'd say look elsewhere.. I wanted to recommend it - it's a nice little puzzly strategy game, lacking only in polish: it's incredibly slow. For example, even if there's no damage done in an attack, you still have to watch the little "I'm attacking" animation and listen to the "pew pew" sound. But when it crashes during the middle of an AI turn and loses data from a scenario not ironically named a "Grind", I sadly have to give it the big frowny face.. At the board room\*

Guy 1: WE NEED OUR FRANCHISE TO BE POPULAR LIKE THE 90'S AGAIN!

GUY 2: LETS MAKE A OVERLY DRAMATIZED ACTION STORY LIKE THAT POWER RANGERS SHORT STORY, THE KIDS LOVE THAT RIGHT?!?!???

GUY 1: YOU'RE RIGHT, HAVE A RAISE!

\*Throws in a bunch of lens flares with padding and badly acted out fight scene's like George Lucas was directing it\*

For real, if I wanted to pretend like I cared about the story in a fighting game I'd play Tekken.. It's a sad day when I have to not recommend something with so many good parts. Unfortunately, they just don't add up to a good whole.

There were times playing this when I was charmed, and captivated by the characters. It's rare that I comment on voice acting in a foreign language, but Rintaro's VA really manages to sell the disjointed and convoluted aspects of this story with his voice acting. This, also, is not enough.

I feel like other reviews have touched on the good, almost unilaterally, so I'll focus on the bad.

1): There is absolutely no sense of pacing. A lot of people have said this story has a slow start. That's true. It also has a slow middle, a slow end, and a slow everything in between. Conversations drag on. Info-dumps are common. Despite all the pacing problems, nothing ever feels built up to. Alternatively, the build-up is excessive and overt, leading up to predictable plot events the player impatiently waits for. When sad things happened, I felt happy because it meant the plot was finally actually going somewhere. That's not the reaction any story should seek to cultivate.

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But what's worse is that some of the pacing problems have to do with pandering to the target audience. Several extremely weak story threads only exist to justify the possibility of Rintaro forming a romantic relationship with every female character. Some of these relationships, even after their excessive justification, still ring false. It's all blatantly written in for a toxic subculture that uses terms like "waifu" without irony. For this reason, even though Steins;Gate is not pornographic, recommending it to anyone other than a heterosexual male seems disingenuous. Hell, even recommending it to a heterosexual male without an interest in pretending they're dating an anime girl seems disingenuous.

2): The choice system is clunky and dishonest. There is no actual tutorial that tells you to pull out your phone. The first time you play, you will very likely get an accidental ending because Rintaro doesn't pull out his phone when he is supposed to, without the game ever telling you that YOU are in control of the phone. When you respond in text conversations to people, you do it by awkwardly clicking blue text, looking at Rintaro's response, going back and awkwardly clicking blue text again, since you can't see the dialogue options, only the parts of the text that Rintaro is...responding to? It's not very intuitive, really, and ultimately it makes little sense.

The parts that make the least sense are how it all adds up to the ultimate "true" ending. Most of the time, it isn't clear how some of these responses are "better" than the others. Why should I have to endure the consequences of a worse ending for not asking someone about their sister? My "better" choice would have had no skill or strategy behind it, and I might not have even understood that I was making a choice with how well the game explains things. The best choices, and they do exist, are the ones that make it very clear to the player what they are sacrificing and what they are sacrificing it for. BUT EVEN THESE choices are dependent on the player pressing a "phone trigger" button that the game does not explain that you need to press, and doing that during a very specific window of time in the dialogue.

3): Let's be real. You have better options.

Right now, Life is Strange is on Steam for 25\$ when it's not on sale. To the Moon, while it doesn't have an element of choice, is another story-game about going back in time with funny jokes and a moving love story. Maybe when Steins;Gate was made, story games were rarer, but in the 2010s there's been an explosion of them. And some of them do everything that it's trying to do better with less time and money expenditure on the part of the player. Even so, I tried to rewind myself (ha) back to 2009 and appreciate this for what it was. But it got bad when I considered this: Would I rather continue to engage in this ongoing chore of a story, or would I rather read a ten dollar non-interactive novel?

When the answer was the latter, I realized I was done.

Yes, some of the individual plot events, including the endings, are impactful. Yes, some of the jokes are funny (the ones that aren't beaten into the ground), but ultimately, the whole isn't worth the sum of its parts, the vast majority of which are tedious and pandering. Good pieces of media rise above their target audience to be something that the otherwise neutral and apathetic can enjoy. I would never, in my life, recommend Steins;Gate to anyone who doesn't already LOVE (and I mean really, really love) visual novels.

And, well, the people I would recommend it to would probably like it no matter what.. i got an early copy of the game from the creator since he is a friend of mine.

its fun too see what one guy can do if he is really passionate about a project.

we played some coop rounds with friends and i had a lot of fun. even more fun than most fullprice titles. of course this game has its flaws but for this small money you get alot of fun and replayability. dont get scared by the graphics or sound. if you are one person with limited time and money you have to compensate everything with good gameplay. thats what he did. he made a really fun coop game with so simple but yet dedicated mechanics that theres even a large learning curve for everyone. no one will "one-shot" this game because its too easy - and no one will get stuck because it is too hard. progression feels amazing. boss fights are a blast - in coop even more so.

give it a shot and support a one man indy developer who could be a mayor addition to every big studio in terms of skill and dedication.. As far as an RPG maker goes, Stitched offers a lot of what you'd expect from an RPG maker horror game. It kept me very engaged and the story was interesting up until the end . This game never makes you feel bored since there is always something to do and the scares are there with a decent atmosphere and jumpscars as well. The mechanic for stepping of your "fright" being your HP was annoying at first (since stepping on blood triggers it) but it is nothing too frustrating.



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Now this game lacks in a few things:

- It punishes you from exploring some areas since the scene of someone being dead lowers your "HP"
- The pacing of the story is somewhat done well up until you try to escape, the whole ending sequence was very rushed.
- The story at times can be VERY predictable but somethings still manage to be somewhat refreshing.
- And the final things that made this game kind of unsatisfying where: the endings, they were too abrupt and were not satisfying enough for the build up you were givin.

It was still a fun game and if you enjoy dark stories or horror troupes then this is a pretty decent pick up.. A nice and enjoyable little game.

I liked:

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- No random battles - a must for me nowadays. The days of random battles are long past.
- Quick normal battles - The normal battles do not take long, especially if you know what you are doing. Having just one character to control definitely helps.
- Good quality overall - Good writing, very good music, good level designs.
- Some strategy required - Bosses have strategies, too bad the game gets too easy middle-way (see below).
- Interesting equipments - not just upgrades over your old gear, you have to think before you equip.
- And last (but not least): The game was ENJOYABLE. Not once during my playthrough did I get bored. And that is the most important thing in a game in my book; Being fun.

I disliked

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- The difficulty. Halfway through the game becomes very very easy. At least that happened to me, and I know I did not overfarm enemies. If you don't skip enemies, and search the areas for loot and buffs, you will breeze though the game no problem. At least till you reach the final boss, that will send you packing if you are not truly prepared.
- A little rushed - While the game is quite polished, it shows that it could have been given a little more time from the creator. The last dungeons are quite barren dialogue-wise and event-wise, and there are places where your character can walk up walls etc.

Summary:

I definitely recommend this game for anyone that wants a quick rpg fix during a break from more demanding games. This is not a game you will remember for the rest of your life, but it's a good worth for its money.. While not being the best point and click adventure out there it is certainly not the worst either, it has exelent graphics (better than in most of the pac-adventures). Unfortunately it also comes with some minor problems, the UI is sometimes laggy when you click a puzzle to rotate (pipe puzzle), you sometimes leave the active puzzle because some parts are to low on the screen and the game interprets this as leave, some puzzles have an item almost completely obscured so its impossible to see and find it (unless you click like a fool on every single spot on the screen).

I really miss voice acting in this adventure (though that can also ruin a game if done wrong).

That being said, I did have a nice time playing this game and it is worth your time if you love point and click's.

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You are blind, dont die.. It Is Short But very good i like these pixel games rate it

999V10. So, for Serious Sam 2, I have to give this game a slightly above average rating.

It's definately a very fun game, also incredibly intense at times, however, it's annoying with some of the enemies, like witches scattered in the air throwing purple paint balls at you. But it has a nice arcade shoot em' up feel to it. However, they sometimes throw way too many enemies at you, without a break. It's really annoying to deal with 100 enemies with only 50 HP left, and after killing them off (but dying twice) then finding a nice lil' keyboard, jumping on it for fun, then 2 enemies to jump from behind me and kill me with my last life. Now, it does get boring with a overuse of the same enemies being thrown at you, the enviroinments in this game are well varied. A lot a very nicely done in fact, really impressed with some of them. However, the cutscenes feel rushed, with very little acting skills in it, like they weren't even trying. Finally, the weapons. Besides the gun that's ripping off the Halo plasma pistol, the weapons are pretty great, I love the Sniper Rifle and Plasma Rifle, the dual pistols are great for picking off enemies at a distance, while the roceket launcher is good to deal with large enemies, or do all out carnage and blow everything up. I would have to give this game a solid 6/10. It's pretty decent, worth giving it a try.. Cute soundtrack, just like the game! \u2665. oh god oh \u2665\u2665\u2665\u2665

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