Cities: Skylines - Content Creator Pack: University City Pack

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About This Content

Give your city that real "university town" look and feel with a selection of new building spawns designed by **Michael "KingLeno" Warren.** University City adds 36 low-density residential buildings, 32 low-density commercial buildings, and 15 props including commercial signs and logos to reflect the student residents in your neighborhood!

Title: Cities: Skylines - Content Creator Pack: University City
Genre: Simulation, Strategy
Developer:
Michael Warren
Publisher:
Paradox Interactive
Franchise:
Cities: Skylines
Release Date: 21 May, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Microsoft Windows XP/Vista/7/8/8.1 (64-bit)

Processor: Intel Core 2 Duo, 3.0GHz or AMD Athlon 64 X2 6400+, 3.2GHz

Memory: 4 GB RAM

Graphics: nVIDIA GeForce GTX 260, 512 MB or ATI Radeon HD 5670, 512 MB (Does not support Intel Integrated Graphics Cards)
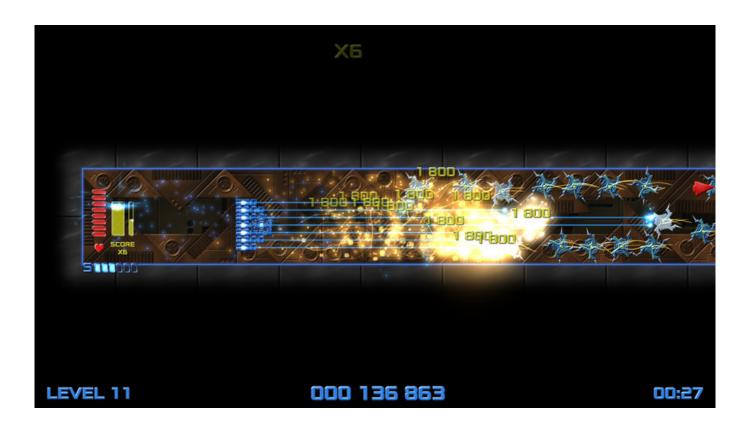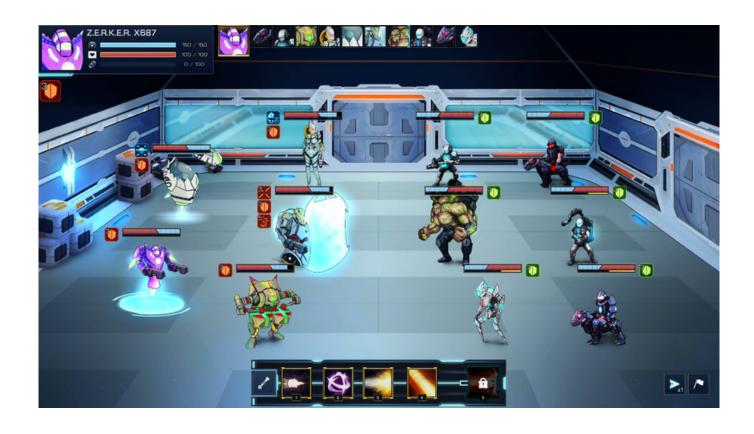
DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 6 GB available space

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

Had I written this review when I first got this I'd have definitely recommended it. However, now there are lots of far better games to play in the 4x space genre. If you don't have this yet... probably just grab Stellaris, or Distant Worlds: Universe they are everything this game is, plus some.. Very poor clicker game with absolutely no point to play

- based on a limited Visual Novel engine, although most features like auto-forward and skip don't work and saving is pointless. Most of the settings-menu is not working
- very few and unprecise cut sprites over unfitting backgrounds
- you just have to "defeat" endless random enemies by clicking. The progress ("health") bar moves back so fast that winning without an auto-clicker is barely possible later on
- the soundtrack is decent but way too short. Bought this on Humble, as a game called Lost World Zero. Game is apparently known as Lone Wolf Horizon now?? Anyways went it, game seemed early access like real early. But nonetheless I pushed on in an attempt and desire to light someone up my AR-1. Found some enemies on a red hill. Couldn't even do damage to them, they just ran around me and then left without doing anything. Game doesn't even seem fully functional on a base level. Don't bother.. feels train comin' up.
Himeko's Epilogue is *somewhat* optional but it's totally worth it when you bought it.

I'm gonna play this full game again, when the new series is done.. What I like about the table. This table is one of the few or perhaps the only table with multiball. Most of the original Zaccaria tables did not have multiball in them. This one does have multiball but its super hard to get. You have to spell a word then get the ball up a ramp on the right side. I think you again have to spell the word again and get the second ball up the ramp then you have multiball. The table has no ball saver on it so multiball might last only about 7 seconds.

The music is catchy. The voice is nice but I cannot make out what it says. The table layout feels cramped. The ball likes to drain a lot. This is not a great table. I do like it because its so unique and it was based on a real table that is super hard to find now because of its age.. Ok so this game is really good and the experience is enhanced with decent headphones. I really felt like I had something behind me throughout the entire playthrough. It did get a bit repetitive at the end, but the entire lead up to the end is awesome. See the gameplay for yourself here.

https:\/\/youtu.be\/jyZB5k94NAQ

- Pros: Visuals, Atmosphere, Sound design, Lighting and Overal Feel

- Cons: A bit repeptitive toward the end. This game's got an awesome premise with the painting idea, but I feel it lacks a lot of basic "tools" or w\/e, giving a feeling of being limited on what you can do.
 Even then it's possible to execute the paintings in a 'satisfactory enough' way; just keep in mind that unless you've got those drawing tablets you'll be doing everything by using the mouse, which is far from ideal (imho at least).
 I'd nitpick and complain about the absence of other art forms\/medium but then I remembered the game's title lol
 Now talking about the game's pacing and 'eventfulness' it's honestly a bit repetitive (given the limited access to tools and options), with the same characters doing the same noises etc...
 The coolest part about this "gameplay" aspect of it is, imho, how differently the story goes depending on your choices\/style\/deals (I'll not elaborate further on this for spoilers-sake), a nice implementation that adds a lot of re-playability value to the game.
 I sincerely recommend this for most people. It's always pleasant to just launch this game and chill, painting whatever comes to mind. And remember: there are no mistakes! only happy accidents!. Hardly played Galactic Adventures, only have lots of hours listed as I launched and played the main spore game through the DLC.

Disliked this DLC immediately, it's horrible when you talk to NPC's the dialogue is right up the top which doesn't feel comfortably natural and should be down the bottom.
I know it's a old game, but other old games don't look so bad, horribly ugly looking and outdated.
Don't recommend.

. I would really love to recommend this loco. It's generally superb, but has a single, major flaw, which kills most of joy of driving it on Hamburg-Hanover route: no LZB.

Driving 103 at 200 km\/h without LZB forces you to use the HUD - and even then any adverse signals are noticed too late to brake properly.

Great fun! I've been looking for a replacement to match the local play highlights of Micro Machines, Micro Maniacs and Mashed and FINALLY something has come along to fit the bill.

While it's not a direct descendant, this is probably the closest game I've played to Mashed in a long time - but with all the modern day extra you'd expect. Loads of mods to change up the races, plenty of maps, great weapons (all very similar to Mashed, but again, tweaked perfectly).

I keep going back to Mashed because I was hugely disappointed by Mashed's follow-up Wrecked. This feels like the game that Wrecked should have been - the core driving mechanics are perfect for this type of game, and the quick drop-in, drop-out means any frustration is forgotten almost instantly.

My only con so far is: Where is everyone? :(. Fun couch multiplayer fighting game. Its like smash bros but everyone has dodgeballs!. Worth the price, if you're into light puzzle and\/or science-y stuff.

Essentially, you spend a few hours manipulating Punnett squares to get the traits you want based on the requests of your customers. The gamer in me wanted more to do - randomization, mutations, etc, to get more longevity out the game. But again, it was worth the price.

Biggest flaw was the mediocre voice acting. Some of the characters were better than others, but some of the accents were noticeably fake, and one in particular was inconsistent and couldn't decide what it wanted to be.. good dlc, and not to expensive on the march madness sale!. and the world again gets more wang.

thanks.. Please allow on\/off toggled thrust control system and\/or customized controls. Will recommend if this gets updated.