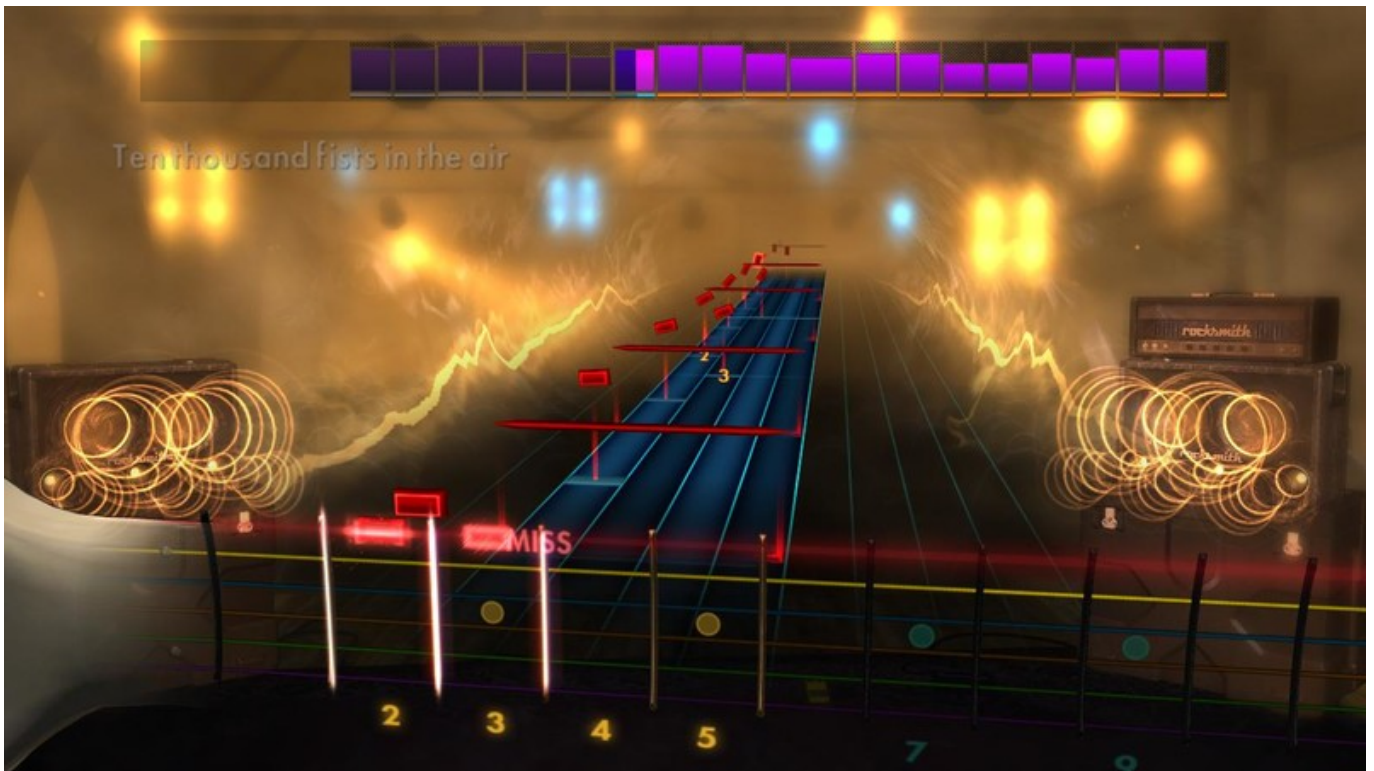


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Rocksmith - Rush - Tom Sawyer Free Download [key Serial Number]



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### About This Content

Play "Tom Sawyer" by Rush on any electric guitar or bass. This song includes a new Authentic Tone accessed in AMP mode.

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Title: Rocksmith - Rush - Tom Sawyer

Genre: Casual, Simulation

Developer:

Ubisoft - San Francisco

Publisher:

Ubisoft

Franchise:

Rocksmith

Release Date: 13 Nov, 2012

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English,German,French,Italian,Japanese,Dutch



Movement: 11 / 11 | Supplies: 345 (0.0) | Cargo: 21 / 341  
Morale: Broken (2) | Vigor: Well rested | 1199





What's the matter? Why do you look so surprised? Didn't you know that bats love strawberries?!

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All the game issues still exist for so many years and koei never do something, so what can we do?. boneshaker !!! hell yes very nice looking car, run smoothly as well , and that skull in the front and those nasty fire pipes , 10outta10. Like this game, I am really enjoying these "Hentai" labeled games. Like this one, you only get around 10 puzzles but the game play is often fun and a remembrance from when I was a kid. As the quality of this game's pictures aren't nearly as good as the previous games, it just goes to show how I truly enjoy the simple and casual gameplay over anything else.

For a dollar or two, ....yeah, I enjoyed it and I know of someone else that may enjoy it when they get home today.. Well i expected some "early access" trouble, but the game screams that it's badly programmed. I've spent some time just trying to launch a game and build my temple, only to discover that bridge building and units also glitch. Puzzling UI, graphics that are worse than original. I can't see any future here. Original is still playable on Win10 and is still fun.

It's sad.. Could use more work. It gets really easy once you figure out the perfect ratio for the recipe. All you have to do is slide the temperature up and down depending on the weather the next day and keep the recipe the same. After that, you can level up all the way by day 30 like I did... with 60 days left on the clock. 60 more days of the same thing over and over again... to be fully playable there should be more features added.

Actually just encountered a bug the day after the Mayor comes and buys 6 cups of coffee. The customers suddenly stop coming to the shop and there's no way to end the day. Bugs galore in this game. Pass on it.. This game makes for a good addition to my VR exercise collection. It's not trying to be a pure boxing sim, like The Thrill of the Fight is, but the training microgames make for a decent workout on their own.

Plus, you get to do your very own Rocky training montages, complete with "Gonna Fly Now" playing in the background. How cool is that?

My only regret is that they got an impersonator instead of the real Sylvester Stallone.. You can continue to play more with DLC.. What i like: Hard. reason is its kinda is hard to draw a circle! Well atleast its better then the super smash brothers level maker. Fun. this is the best game for fun if your a 18 year old or a 27 year old. both is fine for me and my little brother

What i dont like: Stylus  
. the true ending was nice

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Quite a fun game . Hope the dev will put some effort into make more content xD. Just the dev need to focus more to make the game suits for low end pc like putting more resolution for us or even very low graphic for us. Gameplay otherwise is quite good. This is a small, short game but is fun nonetheless.

Pros:

- +Perfect for kids
- +Tiles are large and distinctive
- +Game is bright and colourful
- +Good price
- +Easy to play

Cons:

- Levels aren't challenging
- Music can be a little annoying.. Very grindy, as with most cookie clickers. Nothing interesting. After playing for a day, won't open, freezes during loading.. I flew 1 thousand feet in the air as a little school girl. 10/10. Oh boy. Good game... but so insanely hard I had to refund. And here's the thing I like hard games, I really do but this is insane.

Even though I was the Quake 2 champ of Quebec for a year, leader-boarded Diablo 3 with a totally unique Monk build, and managed to 1CC Metal Slug X in the arcade, I can't beat even the simplest of levels in this game.

My reflexes aren't really as bad as you might think... the game doesn't ramp you up at a sufficient pace. It's 100 KMVh from the second you start.. With the Maria's Pass route being restricted for US customers only, this add-on became useless.. PROS:

- had potential if the creators gave a crap.

CONS:

- Sucked!!!
- No music except for maybe like 30 secs worth.
- doesn't really tell you what to do.
- that's about it.

#TrashOrTreasure

#Trash!!!!!! Well I find this game overall fairly good, but it got some issues.

Lets start with the first, crew management, you end up having to perpetually getting new officers from new embassies as you go along and drop out your old crew mostly to staff said embassies, because quite frankly otherwise you won't be able to get your crew up to level, soon enough my old crew were inferior to new crews that were half the level because those crew at half level had better skills than the old ones, this part I find disappointing because any officers you have most likely are going to turn useless which mean investing in them too much is a waste, however if you don't invest in your crew they'll be too low level soon enough to properly run their missions at one point, heck to some level you'll have to level some crew just to feed them to the embassies too, since the crew you do get from embassies are inevitably much lower leveled than the embassies that you recruit them from.

The next issue is with resource management, starting level 11 your crew will need goods that require resources that might very well not be available, not only that but starting around the systems of the same level we start dealing with Lemurians that also require similar goods at times. I had one planet with Nitrogen in a level 10 system... than the next one in a system level 14. That mean that I didn't have enough Nitrogen to craft sufficient amount of goods for not only my crew but also my visitors, which mean I got double screwed, I tried to rush to get to the system with more Nitrogen, but when I tried to do so I had to face the issue that my crew wasn't strong enough to pull out the missions, so on one hand I need those resources quickly, on the other my crew can't stand it, I would need to get them both trained AND properly skilled, but that take time, but my crew is slowly getting dissatisfied by my lack of goods that require Nitrogen, so I don't have time, so I am more or less stuck between two annoying issues that are squeezing on me, and I can't do miracles. At this point the odds for these resources to pop in from 10 onward should be FAR greater than it is right now, otherwise basically the game become too hard to progress through.

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I get that some games like FTL to be based on luck, usually those are 'rogue-like' games, but this one isn't a 'rogue-like' type game, its a 'builder' type game that it be so much possibly based on the luck of the draw and waste many hours of work is foolish, also luck mess with another element which is foolish, the skills, the stats on the skill levels are random, which mean a level 1 skill can be better than a level 5 skill for example, at some point I can accept some... range... on the stats, but that fact that the skill level basically mean virtually nothing however is ridiculous.

The stats of the skills should be growing in layers, and when you reach the next level the stats than can't turn worse than a previous level skills, otherwise its ridiculous, sending crews on high level contracts that earn skills only for those skills to turn out worse than some much lower level skills you already have is a waste of both time and money. I mean their is the stars... I could accept that a level 1 skill with 1 star got the stats equal to a starless level 2, and a 2 star level 1 could equal a starless level 3, and so on, but it goes far beyond that in range of stats.

I can accept the place of luck to some level in such game, but if whatever you can win or lose the entire game become based on it rather than player skills than the game effectively become a coin toss... and that isn't a fun game at all.

Still, the question of whatever I would recommend the game or not, is... ambiguous... the results of my first game aren't all positive, the next one could be better... the fact I have to restart from scratch probably to get the good run is an annoyance considering it means I'd have wasted alot of time already, not because of lack of skills, I was doing good beyond the crew & resource issues. But even all things considered, this game has alot going for it, otherwise, I like the whole building and managing, the fact you have to manage both your crew and your visitors is interesting too, managing resources and crew isn't a bad thing, I mean its better than merely employing tons of mindless drones like in the 'theme park' games, I like that, but if it becomes too tedious its an issue.

Now I think I would still recommend this game, even with my complaints its still pretty good, it got issues, but those could be resolved in updates to 'balance' things out, than it would be golden, I'd get it for sale however since for now considering its issues I'd consider it worth a few dollars less than its currently is sold for, but if the game is going to be heavily luck based like FTL, than its not worth more than FTL, at least with FTL you don't have several hours of work put into it before you are faced with a point in the game where you lose because of bad luck.. The Characters are intentionally spiteful and inept. Fun gameplay for the short amount of content. Ending in a flat and abrupt Ending.



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