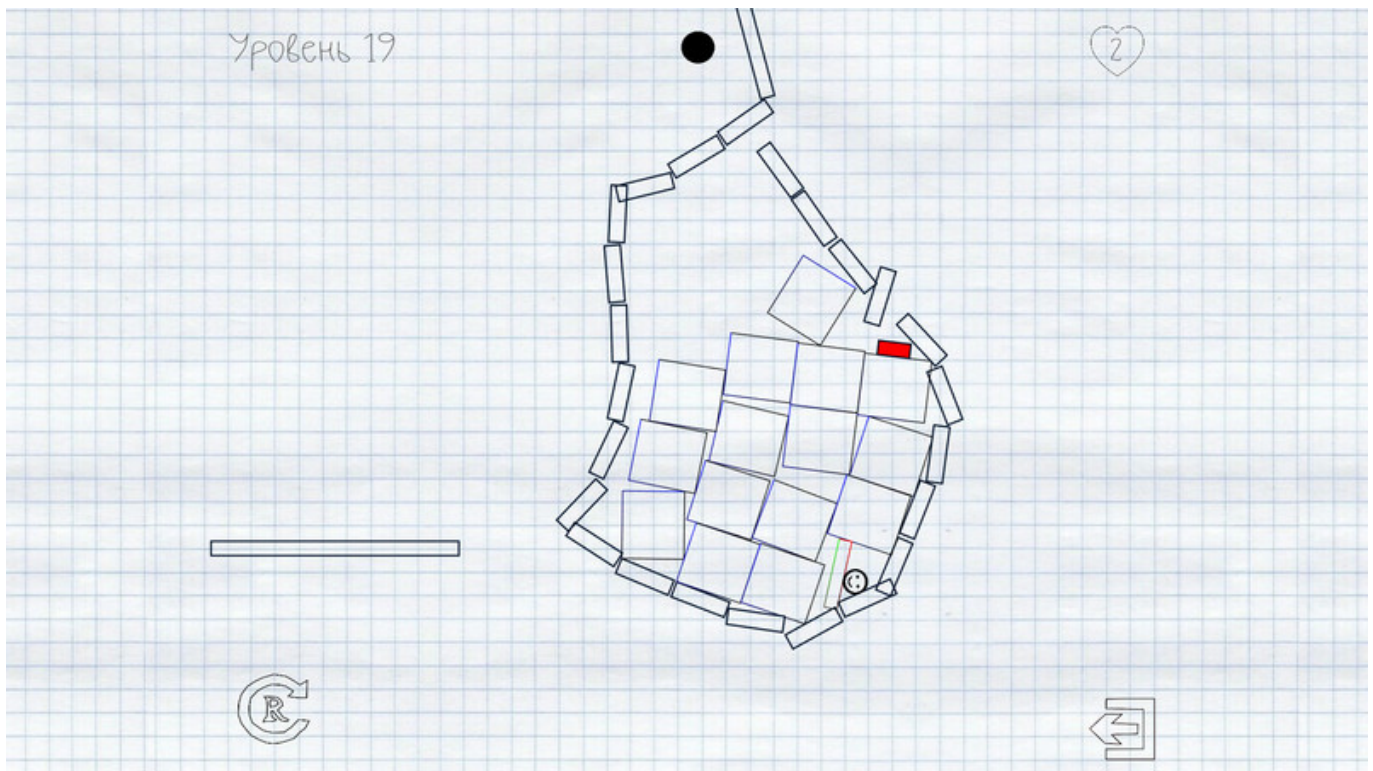

Global Soccer Manager 2017 Full Crack



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About This Game

In Global Soccer Manager 2017 there are no restrictions, the whole world becomes playable!

Do you want to reach one of the top leagues starting from the Costa Rican or Ugandan 2nd division? It's up to you!

Of course, you can simply choose one of the best clubs or national teams in the world and enjoy winning trophies. Your team needs a new central defender? Look around, maybe you'll find the next star in Nigeria or in Japan!

Looking for new challenges? Check for available jobs from all over the world!

The 210 playable nations (from which 21 comes with realish player databases) and the 4000+ playable clubs guarantees truly infinite hours to play.

Title: Global Soccer Manager 2017
Genre: Casual, Indie, Simulation, Sports, Strategy
Developer:
Forever Young Games, Andrea Hochstein
Publisher:
Forever Young Games
Franchise:
Global Soccer Manager
Release Date: 24 May, 2017

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English,French,Italian,German,Dutch,Hungarian,Portuguese,Turkish







While base premise is more than fine - dwarf fortress wannabe with lots of humor, I'm afraid it has neither element of dwarf fortress nor humor, perhaps short of difficulty and randomness; Expected difficult, but fair game with lots of humor with poop jokes thrown around there and there; what I got is poop based 'humor' that grew from 2 things; excrements and vulgar vocabulary; While precise F-strike is fine by me, using it as baseline for jokes and 'humor' is far from good quality; Had I wished for that level of 'humor' I'd rather go to primary school and hear the students there;

as per gameplay - while it promises difficult gameplay it does deliver; unfortunately too bad it comes down to finding and repeating the very same single pattern that will work or will not work anyway depending on random dice roll; I have nothing against randomness as long as it can make element harder by accident or easier by accident; instead of make or break the battle [in this case]. Additional issue is lack of sound control by type, it might be a little more playable if most of sound effects were not farts and sounds of releasing the excrements, without ability to turn it down or off, while keeping other 'action' sound effects intact e.g. hammers or pickaxes. In short - while game has lots of potential it is being taken to hell due to poor and immature execution. TL:DR - if you think farts are funny by themselves you won't have issue with this game's promise, but I'd rather move on and throw the cash into more mature developer; Crude humor is not reduced to 'make chars fart around all the time'

lemme elaborate on description:

Features

Survive barren deserts, frozen wastelands and ashen plains! - true; too bad random element is waaay too powerful;

Manage your dwarves physical AND emotional needs! - as in "give them place to go to the toilet or they'll soil land where they stand; as per emotional - dwarves need gems"

Build your way from stone blocks to shining steel! - most likely true

8+ hours of gameplay! - potentially true if not put off by other stuff

Bad puns, rude jokes and cheeky humour! - 'cheeky humour' is not only, or rather - should not be only about dwarves running around and farting every few steps; Puns are there, jokes - barely visible; unless as mentioned before throwing few F-bombs can be considered 'rude joke'. Let's go ahead and address the fact that this really isn't Junk Jack (JJ), it's actually Junk Jack X (JJX) with some of JJ's music and textures.)

O MY GOD! I had always wanted this game to come to PC and it's finally here, and i'm happy. I had played the absolute sh*t out of the original Junk Jack and Junk Jack X on the ipad, and always knew a PC experience would be amazing. And here we are! Now, as happy as I may be, i'm a bit dissapointed that they took everything from JJX but not the title screen music, instead it uses a soft beat from JJ. That's it, that's the only problem with this game, and it's more of a preference rather than a problem.

Now, this game is so much fun guys, steam may say I have'nt spent much time in this game, (which is true, for the PC at least) but the time i spent in JJ and JJX on the ipad is uncountable! And after all those hours- no, days I spent playing the game, I still barely scratched the surface of how much there is to explore, build, craft, and fight in this game! You may look at JJ and say "eh, it just looks like a Terraria clone" and you may be right to a certain extent, but this game offers such a different and amazing experience than terraria's. Give this game a shot, and you will fall in love. Maybe not as much as me, but you will enjoy the time you spend in this game. I guarantee it.. Good manager, simple gameplay and great support from developer! I recommend this game :). The good old days and what a version this is! Best version out there! This is an awesome game, I do have this for the C64 and now can play it on my PC! ;-)

Super game, extremely addictive too!. Very fun characters to play.. A great motorcycling game for people and its hilarious watching yourself fail, sorta like Wipeout.. \$30 and Japanese only lmao

What is this game?

Short answer: Fantasy Advance War.

You have three very distinct factions: Humans, which mostly operate on combos and simply strong units, elves, which specialise on mobility and guerilla tactics and the undead, which have a lot of regeneration abilities.

You only control nameless mooks in battle, there are no heroes like in fire emblem. It really is more like Advance War in that way. But every faction has a number of different generals (two to three per faction I believe) who each have a passive and two active effects. The passive ones are things like taking over cities immediately or all units having more health while the active ones range from healing to having everyone who is in a forest act again. Active abilities are powered by mana, which you get for combo kills.

What are combos? Attacking an enemy will place a combo marker on that unit. If you attack that unit again with another unit without doing anything else in between (moving and attacking with one unit counts as one action and does not break combo) will deal increased damage and reduce the damage of the counter. This stacks up to three times. Killing a unit with combo markers on them will generate mana equal to the amount of markers on that unit.

The campaign is good. It doesn't have a deep story with any notable twists (so far) but it is written in a humorous way. Don't take it seriously, it doesn't take itself seriously too.

And best of all: Everything is deterministic and you can undo each of your actions however often you want during a turn, so even if you misclick you can undo and do better till you have found the best combo. So battles are decided by long term strategy, not by who can calculate the best and does the least misclicking during short term skirmishes.. What a great blast-em-up!!! perfectly retro and perfectly challenging, that sprite-multiplexer must be a thing of beauty 'cos the bad guys are both outstanding and seemingly endless, great work!

มีแค่เรื่อง Voice Acting กับ Bug ในเกมส์ที่อยากปรับปรุงครับ

Voice Acting เหมือนอ่านไทม์ฟิงเลย ไม่ค่อยมีอินเนอร์เท่าไร

เกมส์สั้นไปนิดครับ. First of all, the game looks good. I like the neon/80s-esque look, it's on a somewhat black background, but it's pleasing on the eyes and the music is chill.

That being said...

This game has potential, but it's ruined by some flaws.

I've cleared around 40 something levels and most of them are either:

- a. Levels that almost solve themselves
- b. Gigantic levels which just feels like a chore to complete because of the movement.

You're surfing around as this little coloured dude and you have to touch the blocks in each level to light them up. If a lit up block touches a non-lit block, the non-lit block will light up. Pretty simple.

The trouble comes when you're jumping from block to block.

There's nothing underneath, so one failed jump and you have to start over.

This wouldn't be so bad, if your momentum isn't randomly getting stopped!

Time and time again, my little dude has decent speed and I jump from a block and he just steps on the \u2665\u2665\u2665\u2665ing breaks, where I often then just fall to my death.

Jumping is also sometimes a guessing game. If you hold down the jump button, you jump higher, that makes sense. But sometimes when you're jumping from block to block, it suddenly won't jump high and I have to think quick to try and survive. There's not a whole lot of air control, and the slightest touch of a block makes it move in a certain direction.

This also affects your jumps. You jump in the direction that the block is facing. For example, if a rectangle is vertical and you hit the side, your next jump is more or less horizontal. This leads to you having to figure out how to solve this "puzzle".

So, you have to jump from block to block. The blocks move the moment you touch them and this will affect your jump and your speed.

So if the level is huge, and huge levels appears more often when you get up near the 40s, So every block moves around and you jump on one and it just flies off toward the bottom, but your jump gets halted for whatever reason and you fall to your death.

If the levels weren't so damn big, or if the movement was better, this wouldn't be a problem. But when you try to walljump on a block, to get to safety and it just moves further and further towards your doom, and you slowly fall together with it, it just gets annoying. Because you could be close to finishing a huge level, only to miss one block and you can't surf back to it, because all

of the other blocks decided to move in all directions. low fps...need to improve on that, add more maps like ps home, just do everything like ps home, it was amazing, overall it has some potential need to have it as one big server :)

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