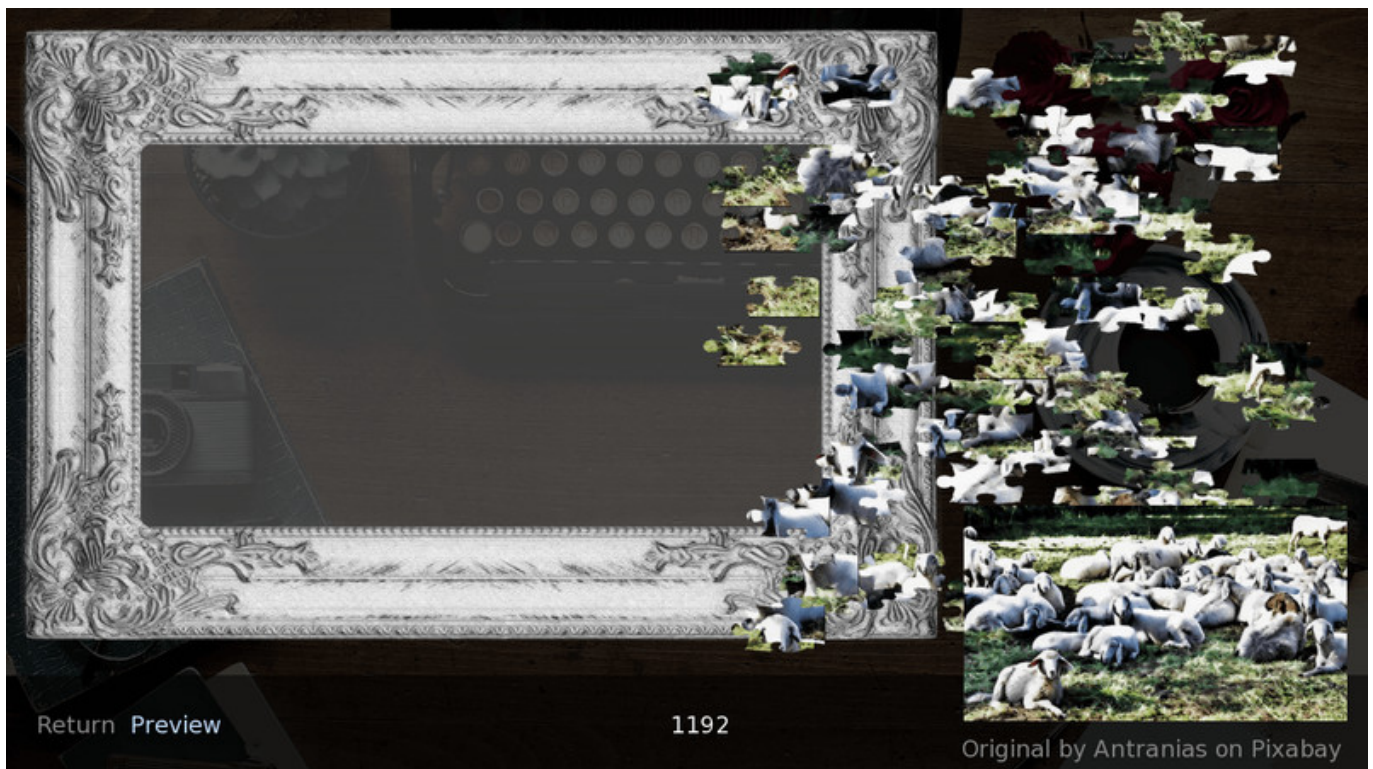

New York Bus Simulator Download No Survey



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About This Game

Drive your bus through New York!

Dense traffic, one way streets and a huge city are waiting for you! Sit down at the steering wheel and carry the residents of New York to their final destination. Pay attention to traffic rules, pedestrians, and take care to arrive on time! Punctuality is required and rewarded! Experience the realistic driving feeling and sensitively control your bus using all your concentration through the streets of New York!

Features

- Realistic Driving and cornering ability
- Detailed passenger animation
- Well animated and detailed city
- Realistic simulated traffic
- Extra-bonus for stopping at the bus stop perfectly

Title: New York Bus Simulator
Genre: Simulation
Developer:
Little Freedom Factory
Publisher:
United Independent Entertainment GmbH
Release Date: 4 Mar, 2016

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Minimum:

OS: Windows XP SP2 / Vista / 7 / 8 / 10

Processor: 1,5 GHz Pentium 4, AMD Athlon 1500+ or better

Memory: 512 MB RAM

Graphics: Nvidia GeForce FX 5600, AMD 9500, Intel GMA 950 or better

DirectX: Version 9.0c

Storage: 400 MB available space

Sound Card: DirectX compatible soundcard

English,French,German,Polish







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It's actually decent, but because it's an annual franchise, I can't think of any reason to not buy the latest one apart from money. In any case, it fails to stand out as a desirable racing game in my opinion.. It's two pounds, and it'll give you your money's worth. Really harkens back to some good old-fashioned arcade bullet-hell madness. Definitely worth a punt.

And - as always - I've catalogued my playtime of this game: <https://www.youtube.com/watch?v=2f7kxfIVaCM>. Just as challenging as i would have expected also is a great time waster and really challenges your awareness to platforms moving and enemies trying to attack you. 9/10 glad i bought it :). I've just started playing, and am only several levels in, but since this game is new, I felt something should be said.

Simply a REALLY fun, interesting, challenging game, especially for such a low price. I plan to revisit this review soon, but I strongly suggest getting this game.

As interesting as the early levels are, I can only imagine the further levels are really challenging, but so much fun that even losing (as a normal part of the process) isn't really so bad. Each level adds really clever new features.

The music in Tile Rider is absolutely TOP NOTCH. As well, it makes for some great Drive Any Track tunes, with full credit for each wonderful song (a welcome rarity for a game soundtrack.)

For a game this price, one can hardly go wrong.. really enjoyed this with friend's. will wait patiently for new content.. It's slow af and it crashes when you try to change the settings. Not Reccomended.. Hi,

First of all, a good start for an early access game. here are my suggestions/notes for future updates based on the first try of the game:

- weapon sound doesnt fit the game. I would expect having something more powerfull/smoothen relying to the weapon-sound that shows "hey, ive got a gun! Currently it feels like a 8bit sound-compilation.
- for myself i feel like some weapons miss a reloadsound, eg sniper or the double barrel needs an additional sound when ammo is "getting back"
- personally i dont like to drive around the trackpad to reload a weapon (it always gets annoying when the game has reached a

specific speed level)

- when the music/sfx volume is being reduced (out of the game) and the game has been restarted, the first couple of seconds are on a wrong volume and gets lowered afterwards.

- the weapon-menu ... well, for now i cant say whether i like or hate it :). only noticed when i had my arm reached during the fight, choosing a weapon is not a good idea as the menu is being put a short distance off which means i need to reach my hand further or get it back and reopen the menu, maybe you can balance it a bit.

- weapon damage needs small balance-update

- weapon aiming seems a bit broken (especially noticed within the sniper)

- to have an option to set the weapon angle would be great

- global leaderboard missing - you already said its on the run :)

- power ups would be great like (laserpointer, health recovery, autoreload, semifire and something like that)

- bots could need a smoother moving

- a radar which shows spotted enemys would be helpful especially on higher waves

- getting close to an enemys shot that puts you under slow motion feels pretty nice (like it is SpacePirateTrainer) or even reduce the bullet-speed, its not that easy to evade (or is it just me?)

- how about dynamite!!! (hey we are cowboys :))

- honestly i thought to have enough space to play but this game takes a bit too much. Some kind of teleporting would be great.

Reducing the game-space could be an option as well.. Curator Page: <http://store.steampowered.com/curator/31028489/>

A solid beat em up wrapped in a beautiful cartoon world.

OK K.O. Heroes is one of the most visually charming games I have ever played. If you didn't smile the entire time you played this game, their might be something wrong with you. It's beat em up action is simple yet enjoyable, and the collectable card element is a nice incentive to keep on playing.

For the full video review, check out the link below:

<https://www.youtube.com/watch?v=ajShlhkK3rc>. Fun game, love the concept, but be aware that it is very short.. Can't. Stop. Saving. Cows!

This is totally not my type of game, but the demo was so entertaining that I just had to put it on my wishlist, and then get it when I saw it on sale for 1.99 euro. It's well worth more than that (and I'm stingy). The graphics and humour hits the right spot for me.

It was great fun until I tried to get those stupid achievements, then it turned into frustrating no fun on the Veteran play through of Winter level 5. After far too many attempts on the previous levels each time until I got lucky, too. (Achievements only ever get in the way of enjoying a game for me, and this game was where I finally decided to say 'screw them all'. I'd really like a button in Steam to turn them all off.)

Back to just playing for the fun (screw veteran), it's entertaining me still, replaying the levels in order and the challenge and bonus ones I like.

There are plenty of levels, hours upon hours of play time! The progression is good, starts easy and gets slowly more difficult.

There are some different types of challenge levels throughout the Story mode, where I would like to just skip the one that I find no fun at all (Maid Raid), and get more of the one I like best (Back to Basics). They each unlock a few more levels of the same type once you've beaten the one in the Story mode, which is nice. There are also bonus levels where the aliens and playing area look different, and some have somewhat different special abilities (with no way that I know to read up details about them, unfortunately).

I'd have liked a way to re-check the aliens while playing in a normal level, too. My memory isn't the best anymore.

And I'd have liked a way to go to the next level in a second play through, rather than having to go back to the main menu and pick a previously played level just to get to the one after the one I just played.

And I'd much prefer the game to remember that I unticked Fullscreen, rather than having to do it again every time I launch it.

[But overall, great fun. Try the free demo, it has 7 or so levels from different spots in the story mode, so you get to see easy and somewhat tougher levels in shorter time, giving you a good idea of what to expect in the full version.](#)

very frustrating game but a great play for a few min game :D

. It's only 50 cents, I don't see what to complain about.. This one is definitely an improvement from the first but the movie-themed insults get boring faster than the generic insults. The art is just as great and I like the new career aspect that adds replayability.. If you've played Trick & Treat, this isn't as much like it as you might think. But if you liked it, this is better. Lost are the Mad Father influences-- the horror elements, by and large, and the approach to the puzzles-- which would be a bad game if this wasn't generally strong in its own right. The focus is more on the story this time, so puzzles are much simpler, there's more side elements and a little more player agency, and although the game is referenced as having "disturbing rooms," they're not actually disturbing and only happen once or twice in very minor parts anyway. If you look at this and want a cute game with no bait and switch, that's almost exactly what you're getting.

The story's not anything incredible, but it's compelling enough to carry the game. It's only a few hours long, but at the dollar something price point in the last sale, you're definitely getting your money's worth. If you think of it compared to an actual RPG Maker RPG with combat, you're essentially getting something like that but with all the combat cut out, so there's no real bloat added to the time.

Do you want a fun, satisfying little game? Get this. If you're looking for horror or anything like it, look elsewhere.. I don't recommend this game.For several reasons.

1.This is a potential game. But it is an online game.You need to register and log in just for the singleplayer.This might not be an apparante fault,but consider once the server's closed, you can't play forever, and we'd have no way knowing when they will close it.And once that's happened your ships are lost forever.I can't play knowing my playability is in other's hand.

I used to host a private Minecraft Bukket server and i had to stop it. Those who played on it were very sad. I don't want it to all happen again.

=====EDIT=====

Since the devs have kindly responded, I probably should have elaborated on my point. My point is:

a_that this game could be developed for a better single player experience,with player fighting ai and don't need to connect to the internet to play,(for example during bad internet service which is all the time where i live) and that

b_this game developer chose not to do it, out of their idea for a multiplayer-focused game.

I fully respect their choice of doing so, which surely helps with DMR and management. Yet Homeworld was a good game and people enjoyed both its MP and its SP. Its great MP didn't stop it from being a good SP game, and vice versa .What i mean is that IMHO building a good MP game does not mean that you need to sacrifice SP or make it Always-Online.Espeicially since the later can be exploited (to let the players bail the game out for example) i would much like to see it be truly SP/No-net-capable, precisely because i think the game mechanics are creative, although having some problems, as elaborated below, in my old review.

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2.The game lacks long-term playability. When you've beaten all the ships you actually wins this game. I mean , for example ,look up Reassembly.It's the same genere but it is an open-world where you can get all kinds of encounters and play for domination. YOU ACTUALLY DO SOMETHING. But Istrolid simply lets you win/lose a game without much of the bigger picture.

3.This game's players seems to utilize specially-crafted ships for purpose of defeating others.While i admire their creativity, I might also suggest that this approach forces others to develop counter approach vehicles that's equally massive. In the end itis a game of LET'S BUILD THE TITAN AND BE DONE WITH IT. This game's design deprives the players of the freedom to play their style

4.Graphics.The battles are dull without much excitement(graphically). Like Starsector, when you have a Paragon(Tri-Tachyon BB)and fire everything at another BB IT LOOKS GORGEOUSE. Watch some vids and get an impression and you will see how these two games compare. Also see Reassembly. When you fight fights in Reassembly you get an impression of really in space----engines smoking,plasma flying,missiles shooting everywhere--which istrolid lacks in all respective.

5.Plausiability.Why the HELL would anyone want to put two ships and destroy eachother? And how are they manufactured? IS there a way resource is collected? And do people really die in these battles? These are all questions that requires answering. in other words the game lacks in background.Other games lets you fill in the blanks(ie,Reassembly)but i feel hard-pressed to fill in the blanks when i have so cartoonic starships flying around.

6.Physics. How are those ships turned without an RCS and what does those damn wings do and why are there no repulse when i fire those damn cannons?why does my bullet lacks stopping power? amd why am i slowing down in mid space?

(Okay i have to admit that except point 1 i could have got along with all those problems.)

So in all my advice is look around and see if there's other games in this genere you like and compare before you start serious playing. BECAUSE THIS ISN'T THE BEST GAME OF this GENERE IMHO.Unless the devs give us the server files.InThatCase i will certainly reconsider my review.

EDIT:Oh FOGOT ABOUT THE DAMN PAID DLC.DAMN EXPENSIVE AND WHAT, JUST FOR ROTATING BLOCKS?MIGHT AS WELL BUY REASSEMBLY.. NEEDS AUTO PILOT!!!. It's hard to not compare this game to Ultimate Epic Battle Simulator. It's basically the same thing.

- Not exactly an original idea. It might not offer much if you already own UEBS.
- Not exactly state of the art graphics.
- No Steam Workshop support yet.
- Limited lifetime.

- + Lasers, chainguns, bombs, shotguns, cannons strapped to the animal or dinosaur of your choice.
- + More blood and guts than other battle simulators.
- + Simpler, yet more advanced interface compared to other battle simulators.
- + Football with elephants, crocodiles or T-Rex.
- + Varied soundtracks.
- + Challenge mode and quite a few different maps.
- + Elephant organs! SPLAT!. It's a neat little game with a fun storyline. Just like Portal and The Turing Test, you're yet another prisoner with one way communication to someone talking over the loudspeaker system. They'll remark on your progress (if you beat the level quickly, they'll say they're impressed. If you take forever, they'll either say "I'm going to fill the room with chlorine gas in 5 minutes" or they'll tell you they're disappointed by the time you get to the end of the level.

Also, and I'm not 100% sure but this is my observation, when you die, the character you control is replaced with the next prisoner down the line. I remember getting hurt in the first couple levels and there was a man screaming out in pain. After I died and restarted the level, I thought I was still the same guy until later on when they referred to me as a 'she'. I chuckled, thinking it was a quirk and the developers made a typo in the script. That is, until I found out my character was now a girl when she screamed in pain.

I haven't beaten the game yet but I've gotten through a chunk of the modules with ease. The difficulty is about as hard as The Turing Test (which isn't all too hard in the first place). It's more fun due to the storyline and the challenge combined. If there were no story, this would be a poor puzzle game. If there were no puzzles, this would be a poor story game. They compliment each other.

I got this one on sale for 2 bucks. For THAT price point, this was DEFINATELY worth it. For the original asking price of CAD\$17.99 however, it is NOT worth it. You're better off buying The Talos Principle or HackNet.

All in all, this one gets a 7/10 - it's great. It didn't blow my mind, it didn't really challenge me but I'm sure it'd challenge younger minds (ages 1-15).. Great bullet hell game!
Game is a real adrenaline rush with constant and intensive action.

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