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## Carcassonne - The River Download Xp



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### **About This Content**

Embellish your landscape with the River expansion!

The River expansion lets you embellish your landscape while changing up the starting location. The River is made up of 11 tiles, which replace the starting tile. Take turns placing the River tiles while also deploying meeples. Once you've used up the River tiles, continue playing as usual with the other tiles. You must follow the illustration, as always. This expansion lets you more evenly distribute the landscape you'll create over the course of the game.

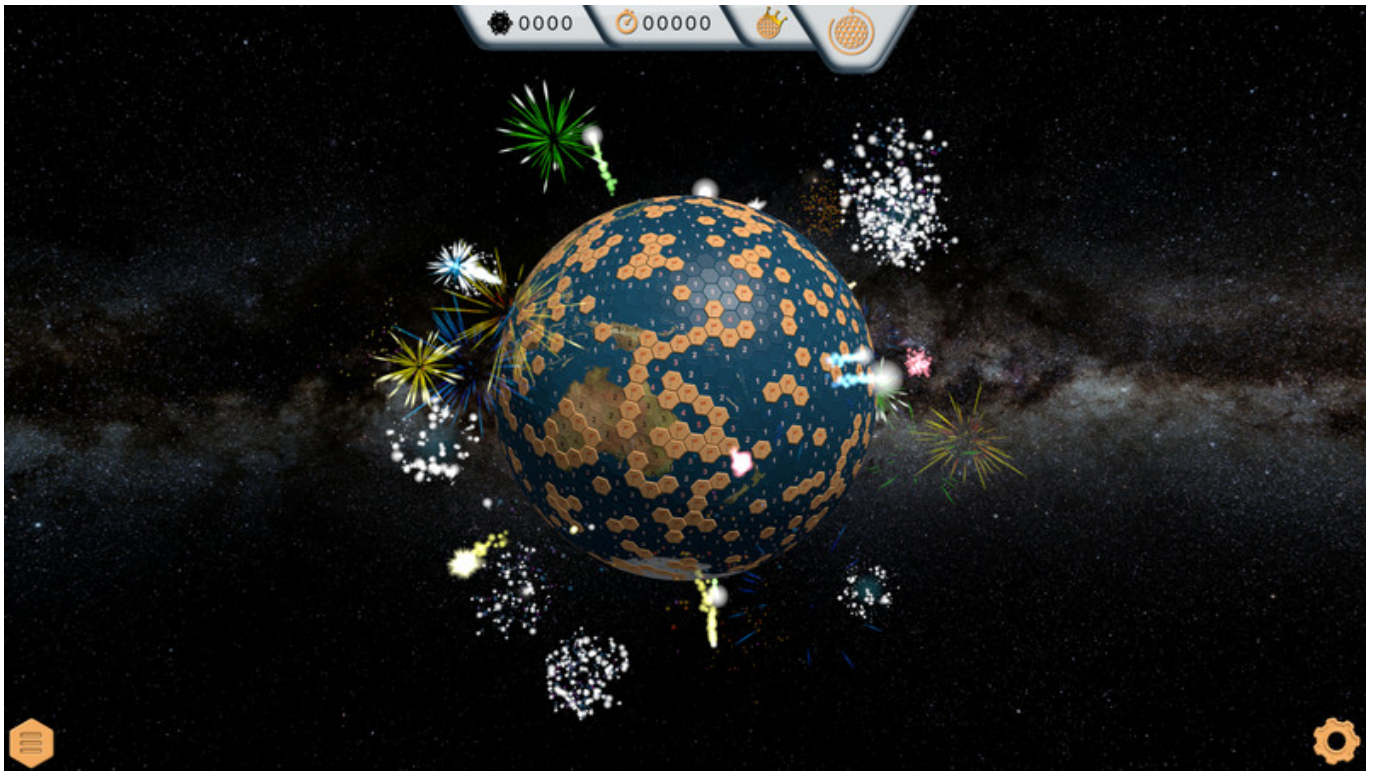
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Title: Carcassonne - The River  
Genre: Casual, Strategy  
Developer:  
Asmodee Digital, Frima Studio  
Release Date: 29 Nov, 2017

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English,French,Italian,German









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Holy \u2665\u2665\u2665\u2665, this is good. From the cathatic, absurd weapons to the insanely varied enemies and levels, it's undiluted Old-School FPS goodness; the sort of thing that reminds me why I love this genre so much. The color palette's a little too brown and gray, the plot is completely disposable, some of the level or boss gimmicks are a bit much, and there could stand to be a couple more weapons, but other than that this is damn near perfect. Highly recommended.. A ridiculously hilarious music game.. I really enjoyed this game, BUT it's not for everyone. You play in a depressing, hopeless, bleak, post-apocalyptic world. If you like those types of stories, you'll like this. A word of CAUTION, there are some scenes that can be disturbing. Finding dead bodies, children being beaten, things like that.

Pros:

- Felt longer than 102,000 words.
- Lots of well-developed characters, no one felt generic.
- There's factions, but you influence characters in that faction not the faction itself.
- Mysteries and surprises.
- There are some weird sequences, where you're not sure what's real or not.
- Doesn't use a skill system, instead your decisions will influence other characters.
- Author does a good job of making you feel you're constantly in danger.
- Interesting mutants each with special abilities and unique features.
- You can continue your adventure in book 2.

Cons:

- A few minor spelling errors and mistakes.
- You have flashbacks throughout the story, but the payoff is a let down in my opinion.

Note: There are two time jumps, one near the beginning and one near the end. I found them to be done in a realistic way that isn't cheap.

. "There is a keyhole here, i just need the key!". This game has a ton of great things going for it. Visually appealing, simple layout, live interactions are great. Shows user names zip across screen as they input their votes. The chat integration is super slick. Literally chat just types "A" or "B" and it counts their vote. I really, really wanted to enjoy this game, however. It's lack of sound cues don't really sound impactful to build up an answer reveal, the answers are only ever A or B so it's always 50/50 and the majority of questions are a snoozefest. I played a total of 4 games and only maybe one per game was really "awkward"

TLDR

+visuals

-only ever 2 answers

-sound design is boring

-questions are VERY tame

-Live chat is pretty boring as a overall result. Basically, if you like match 3 games, don't let the negative reviews bother you, it's great.

For me the only time a ported game is bad is if there's microtransactions or the UI is rubbish for a PC game. Neither of these occur here. Yes, there are daily rewards, but I don't think they are required to beat the game - definately not on the easier setting.

There's 200 levels to clear, which is twice as many as most of the match 3 games I've played and since all but the first couple levels have multiple boards to clear, there's a ton of match 3 goodness to be had! I liked the rpg elements and the dialogs with NPCs have some funny moments. I would recommend picking it up on sale, though even at full price, you get your moneys worth.. Diamond Dan is a puzzle platformer based more on quick reflexes than logic. You must descend towers of ever-shifting blocks to find a map at the bottom and escape. Sounds simple, but you can be crushed or thrown from the tower, and many of the blocks contain traps such as water or spike pits, projectiles, or enemies living inside the walls who will pull you to your death. Checkpoints are created by opening shortcuts with keys.

Traps can be triggered without harming yourself, if you do it quickly, and doing so rewards you by increasing your multiplier, which adds to the value of any treasure you pick up. Your score at the end of the level is then multiplied based on the difficulty you're playing on. Difficulty affects density of traps and how quickly the blocks shift (it can get insane) and can be changed at

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will for any level.

You can play as Dan (pushes blocks) or Ann (shatters blocks) on any level and there are separate leaderboards for each. Friend and global leaderboards and tons of achievements.

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Worth the sale price bought it to support Shadow Legend. So in that sense it's a pretty good way to keep busy for what looks like about 9 hours.. Better than the previous games, enjoyed this one more.. I wouldn't pay for this, came bundled with the game.. The gameplay is so bad it gave me an headache you can't even run over a ♥♥♥♥ing chair that just move by itself? I mean wtf why a game that just released in 2016 has a gameplay like this? even a game from a past few years had a lot better I can tell you that. BTW I think a lot of Thai people recommended this game for what reason I don't know myself cuz I'm from Thailand too and I had play horror game quit a lot too all I can say is this game is not worth it if you want to try this game wait until it to sale **DO NOT BUY IT FOR THE FULL PRICE!. THANK YOU FOR THIS!!!!!!!!!! I DONT WANT TO KILL ZOMBIES OR ESCAPE CABINS OR FLAIL AROUND AT VIRTUAL SHUTTLE\u2665\u2665\u2665\u2665\u2665 IN SPACE.**

I WANT TO BUG OUT SURROUNDED BY BEAUTIFUL THINGS.

AND THIS DIRECTLY ADDRESSES THAT FUNDAMENTAL NEED.

{{{{{ LOVE THIS GAME }}}}}

. I don't know why another reviewer said that the writing was decent. It isn't. It's some of the worst writing I've come across in a paid title, in fact. The narrator switches tenses constantly, the characters do things that make no sense, and you can't customize your party. You're expected to put up with really annoying characters for the whole game.

I've seen better writing spat out from Google translate. If writing matters at all to you in a game, give this one a pass. It's horrendous.

. Another one of those 'match 3 colors' games. In this one you have to guide a stream across the colored blocks using arrows which you can turn using your mouse. It's ok I guess, it entertained me enough to write a little review about it. If you can get it cheap, it's worth a try.

[Rating: 71/100]. Polished and more difficult than most of the other escape rooms on here. Only glitchy thing is if stuff is low down, but it's workable.. A amusement park quality ride, and I rode it three times, thanks.



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