Go Cabbies!GB Download Setup

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About This Game

Welcome to Go Cabbies!GB

Get yourself behind the wheel of a taxi. Learn the routes and start navigating around a city entirely from your memory. Take a driving test to see if you can advance to the next level and obtain a taxi driver's licence. Challenge yourself to see if you can complete the routes in the shortest time possible and earn some money as a cabbie along the way. And if, after all that hard work, you wish to take your mind off the map, why not burn some tires in a good old race? Wherever you are off to next, enjoy!

Main features:

- 3 game modes: Practice Driving, Taxi Driving, and Street Racing

- Tier-based taxi licence system, with structured taxi fares and career management feature

- Photorealistic environment, cars, characters

- Surroundings inspired by British urban cities

- A large accessible driving area

- Sophisticated AI algorithm for traffic and pedestrian control

- 63 streets/243 roads

- 135 controlled crossroads

- 1 designated taxi cab, 5 non-designated cars, all customisable

- 6 custom-tuned racing cars, all customisable

- 819 passenger pick-up points with over 200,000 destinations

Taxi Driving

The "Taxi Driving" mode enables players to drive around the city, pick up customers and drop them off at their desired destinations. Players are offered a two-tier driving licence where each tier determines which car and taxi tariff are going to be available to the player. At the start of the game, all players are automatically assigned a tier 1 driving licence. This tier allows the player to use non-designated cars only, under the minimum tariff rates. A tier 2 driving licence gives players a wider choice of cars as they can use both non-designated and designated cars, and allows to charge higher tariff rates. To upgrade to a tier 2 licence, the player would need to pass a number of driving tests in the "Practice Driving" mode. Note that where a non-designated car is going to be used along with a tier 2 licence, a minimum tariff will apply. At the customer pick-up point, the estimated fare, distance, and the duration of the drive will be calculated automatically. The required destination point will be shown on the map to assist with planning the best route. This information will be made available to the player before he/she decides whether to accept the hiring.

Faults such as collisions, driving very slowly/too fast, driving on red light will attract a penalty deduction from the fare paid. Memory of the location, effective route planning along with accurate and efficient driving are all the keys to success in this game.

Practice Driving

The "Practice Driving" mode can be used to learn and practice the routes before taking a test to obtain a tier 2 taxi driving

licence. The player can choose between a number of the pre-defined routes to try and memorise them. During the practice drive, the player will be assisted by a map which will have their chosen route marked with the directional arrows. The system will be capturing and processing the data from the route, such as the driver's speed and road signs, and will trigger alerts in case of speeding, driving on red light or other driver's faults.

Once in the test, the map with the route shown on it will not be accessible, and penalty points will be given for each driver's fault. To obtain a tier 2 driving licence, the player will need to successfully complete 6 test routes of choice, with no more than 10 penalty points received for any each of them.

Street Racing

Fancy a bit of a high-speed challenge? The "Street Racing" mode gives players the opportunity to use and sharpen their race-driving skills. There is a great range of tracks and cars to choose from while the custom-tuned car specs offer a more dynamic and stimulating driving compared with that in other modes of this game. Now, watch out for that bend coming up…

Happy driving!

Title: Go Cabbies!GB
Genre: Action, Casual, Indie, Racing, Simulation, Strategy
Developer:
Sandbank Studios Ltd
Publisher:
Sandbank Studios Ltd
Release Date: 4 Jan, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: 64bit Versions of Windows 7, Windows 8, Windows 10

Processor: Intel Core i3 2130 or AMD FX 4300

Memory: 8 GB RAM

Graphics: Nvidia GT 650Ti or AMD HD 7750

DirectX: Version 11

Network: Broadband Internet connection

Storage: 3 GB available space

Sound Card: DirectX Compatible Soundcard

Additional Notes: Requires a 64-bit processor and operating system

English

The Saturnian's
They belong to the Central Star Force.
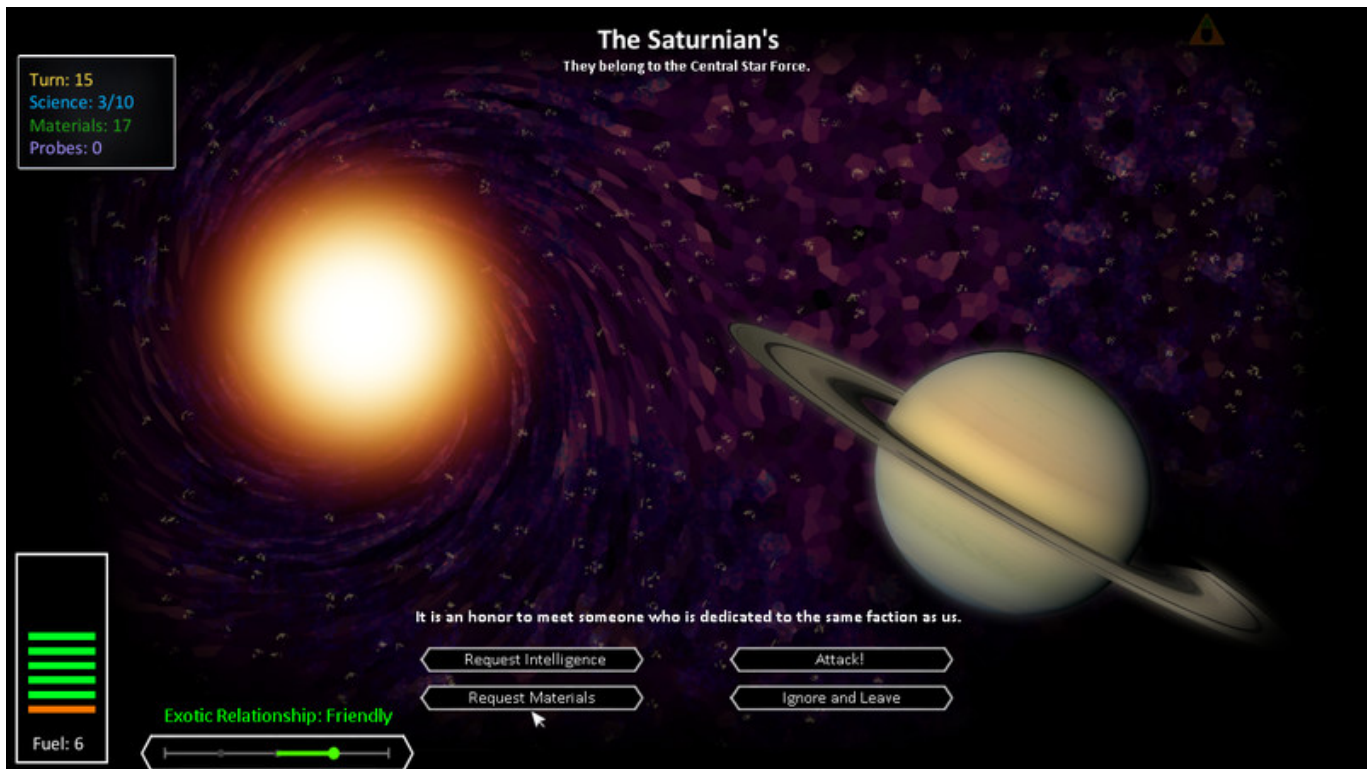
Turn: 15
Science: 3/10
Materials: 17
Probes: 0

It is an honor to meet someone who is dedicated to the same faction as us.

Request Intelligence   Attack!

Request Materials   Ignore and Leave

Exotic Relationship: Friendly

Fuel: 6

A very good game with lots of potential. The balance is very good right now and is a perfect game for those who like first person shooters and those who don't. The devs listened to the players and made runners (scavengers) less annoying to deal with as well as giving them a new objective. They also slashed the price of this game in half and added in a progression system. I have very high hopes for this game and I hope it thrives.. Rewriting the old review, just so it makes more sense.
This game is bad, for a number of reasons, firstly the gameplay is wanky, you don't feel human playing it you feel like a space robot, thats the best way I can describe it, the grind is far too terrible for what it offers, and its pay to win, I'll elaborate.

To start, the wanky gameplay, best way I can describe it is, you will feel like a robot in outer space in some World War 2 setting. In general movement is sluggish, jumping causes you to do a moon jump, which during this you cannot fire, which leads on to the next point, the guns follow a power creep, if you have a Grease gun and a Thompson, well using the Grease gun is a mistake, which the Grease gun you get around the start of your playthrough, the Thompson you obtain later on.

Then, grinding isn't the best but it ain't the worse, and can lead to a very successful feeling of accomplishment, this game turns that around on its\u2665\u2665\u2665\u2665\u2665 Whenever you grind and buy something you feel like you wasted your time, because you only have the gun partially, no gun in the game can do anything or add up to any other, without the weapon mods, which is also way more expensive than it should be, and you can just buy everything instantaneously with real money so people who don't mind dumping dough on the game are well going to encountered and it is annoying to be killed by one of the stronger guns in the game when you still have a half modified Grease gun. Ontop of all that the German faction is overpowered compared to the others so everything you have will be outscaled, the US has better LMG's, light planes, and tank destroyers, the Russians, have better smg's and tank cannons, aswell as their aircraft being more maneuravable, the Germans faction literally has everything else, everything they have is actually good and still comparable to these, meaning that even if you're decent, a half decent player will kill you anyways because his faction gives him better items that he dumps dough on.

I've already basically went over how its pay to win, you don't technically have to pay for the items but if you don't you can go weeks saving and staying downgraded, making the game such a chore, because you rise through the game as you play, and as you progress you get matched with people way better than you, because its matchmaking is\u2665\u2665\u2665\u2665\u2665\u2665

The whole game is just an addicitive chore that eventually you just stop playing because you've had enough of its crap.. Fun game, good combat. The core fighting game is actually decent for an indie title, and the characters look like their real life counter-parts. If you want to see politicians beat each other up while yelling memey catch-phrases that are associated with them, you might enjoy this game. Otherwise, there are better, more polished fighting games on steam, several of which are free to play.

There are several issues that make this game a one-and-done deal rather than a game you can expect to play regularly.

- There is no online multiplayer.
- There is little variation between the characters move sets.
- Controls are a bit weird and the move-list published in the game isn't complete or accurate.
- The AI is a bit stupid and likes to jump around a lot without throwing moves.
- The options menu is really limited, you are unable to adjust things like rounds to win, round timer, etc.
- "Story mode" is the only single player mode, and it doesn't have much of a story, it's basically arcade mode.
- There are no character specific story lines or endings, you get the same two lines of text at the end of the game.
- Characters are not balanced. Putin is extremely strong. Lincoln is kinda weak.
- Menus are difficult to use because the highlighted option is so faint it's hard to tell what selection you are on.
- Music and dialogue is not volume adjusted so sometimes the game will get really loud (Donald Trump's outro for example.).
The Yawhg is a choose your own adventure visual novel style game with everything it needs to be a finely polished product except a story of any length. The value of this game rises if you actually play it with friends, though you'll need to do so more than once. If you're seeking a curious story as a single player, well, you'll get part of one. I got The Yawhg on sale and gave it a try. Eight minutes later I was done. I figured I should give it a more thorough try and another eleven minutes later I had three playthroughs under my belt. Another $10 game that can be cleared faster than a good trip to the toilet. If you want to try it yourself nothing can stop you from clearing it a dozen times before refunding.

The Yawhg has many good elements. A whimsical art style giving appeal to a dreary world, relaxing and somber music, some hearty wit. There's a good spread of events and RNG set up with a reliable way to target specific events and stat boosts to see certain endings or clear certain mysteries. The problem is that aside from the initial burst of curiosity there's almost nothing there. This is a cake made entirely of frosting. You make 12-24 choices of weekly activities for 2-4 characters, read a short paragraph for each with a small semi-random decision and then try to apply your final stats to help or hurt the recovering town. Then a short ending sees you off. That is it. If there was a nice long story to read with all these good frills The Yawhg would be a cult classic. There's virtually no gameplay and the story is threadbare, being a story where you imagine what the character you're putting together amounts to off screen. Aside from an easter egg or two there isn't any deep lore or twists to discover. Four townspeople do things that may or may not make them good or bad people. Once you've cleared The Yawhg a few times all that is left is whether or not you can convince other people to play it with you and whether or not you want to see every ending with a walkthrough in hand.

Maybe The Yawhg would have value as an amusement between friends where you're all having a laugh about your outcomes and would pay itself off in time, something you can strike up when the mood hits over a few months. Anyone expecting a single player story to sink their teeth into will find there is no meat. This game may be a worthwhile purchase if you get it on a strong sale as it is more of a $2 curiosity. That's the price I paid and I still felt like a bit of a sucker.. wow if you want the apolyptic vision of the future imagine no further. take your bike on a spin around the tracks and see what can do. you can do a flip and land it, despite yourself. don't give it too much thought just ride like romantic image of motorcycles from the books, and when you had a thought about playing this game you should.

I personally found this game rather enjoyable. A dark and sinister point-and-click romp through an occult swamp. It's a fairly short game which can easily be completed in under an hour. No dialogue, just creepy occult\u2665\u2665\u2665\u2665\u2665 It's similar to the Cat Lady, which is much longer and has a lot more substance.. It's a sexier Triton- not as wide, but very pointy nose. I didn't buy the bone shaker because i felt I only needed one, I prefer pointillism to flat-noses. A great game does not need achievements or trading cards but if that is all one plays for - this game has neither.

I would call this a sleeper, great gameplay, good storyline, and mostly definitely a Hidden Object game. It is fast paced with smooth transitions, so fast and smooth in fact one is at the end (hours later) before one realizes it. It is not a short game though and about the average length for an HO game (around 4 or so hours).

Storyline: Singing Star's husband White Wolf is missing, and she sets off to find him. She goes to the Manitu (element or nature spirits) for help. Her journey involves finding various plants and objects in different locations to use in spells. As the journey unfolds the player meets the Manitu and learns their intentions are not always what they seem.

Gameplay: 98% of this game is HO scenes, no point and click elements or any puzzles. Even the map is only used to move between HO scenes in any order the player choses. There are several HO scenes for each chapter while looking for ingredients and objects needed to make a potion or later at the request of the Manitu. The HO scenes are colorful and detailed. (Even the chapter transition "black and white" ink drawings are quite amazing.)

A few things to note about the HO scene find clues. 1) They are unusual clues, mostly plants and animals most people have not heard about. Since there are no hint penalties I suggest using them. I had to hint and look up some myself. I had no idea an ewer was a pot-like jug with a handle. Some other examples are cane (which means cane sugar plants which look like cattails in fact), puddle (Really? A puddle of water? - How unique!), algae (and not the normal pond scum variety, but the long Sagrasso type that grow like monsterous wide bladed grass under the sea), and of course I can not forget the flying cow. (Totally serious the clue is cow and it is flying and the player has to click on it when it zooms by.) I have not had this much fun playing HO scenes for a while. Such unique and unusual clues. 2) None of the find clues are unfairly hidden either. But in every scene there are one or two that are especially cleverly hidden. Oh the player can see them quite plainly after finding them but they blend so well, one either needs to know where they are there or really has to look for them. 3) The find clues are more and less appropriate to the settings. Or at least to the game theme of Native American indigenous cultures (both North and South America) all jumbled together and throughout time. Basically what I mean is there are no used tires or hammers or bicycles. Very nature oriented with an entire education on plants, animals and birds if one is so inclined. 4) I only found one clue misspelling: broken bow should be broken bowl. It happens (shrugs). Can not complain otherwise about the text.

Remember I said this game is 98% Hidden Object, the other 2% is a mini-game the gamer plays twice and a Match 3 game which has various uses. First the mini-game, it is potion making (in a cauldron). The point of the mini-game is to change the color of the potion to a different color using the plants or things gathered from the HO scenes using a recipe chart and quite literally drawing a magic symbol over the brew. Sounds easy, but it is not. This is a real brain teaser of a puzzle, and if one goofs up one has to start from the beginning again. Fortunately there are only 4 things that can be put in the brew. The gamer only plays the mini-game twice but gathers stuff to make potions often.

Second is the Match 3 game. This Match 3 game is used as a Hidden Object scene, gathering mana orbs to make potions and boss battles. Yes, you read that correctly BOSS BATTLES. Boss battles in a Hidden Object game, my oh my. Then again the player is dealing with nature spirits. I have run into this type of boss battle scenerio before in a game called Cave Quest. But comparing those battles to these, these will kick your butt if not careful. Think Gems of War maybe. Good luck with the battles. They are tough since your opponent starts out with 2-3 times higher hit points then you do. (No skip option either.) My only suggestion is take your time, there is no time limit.

Beautiful artwork, great gameplay, fast moving storyline and 98% Hidden Object. Who can could ask for anything more from an HO game? (That's rhetorical by the way, so do not answer.)

Highly recommend.. If you like tactics and deep strategy on the Eastern Front, this game should be in your collection. The campaigns are fun, but the multiplayer is where this game reveals its immortality. I found myself reading old WW2 tactical manuals and then using those tactics to my enormous delight. "Use a volley of smoke to mask your AT gun positions... when crossing a bridge, infantry should storm across boldly and establish a bridgehead for the armor support to follow." This game is

a good balance between arcade playability and historical realism, I feel like it's underrated.. Great game, lots of fun. I especially liked the secret cheat menu. It's great for skipping the annoying duels.. Nice Game and Fun :D. First of all, if you want to hear the pros of the game.. just look at the images and the trailer. Akuto: Mad World doesnt have much more to offer beyond that. There're the minigames, sure, but I dont think anyone will pay +10USD to play a couple of minigames.

To the review:
I cant help the feeling i hoped more from this game and thus i'm dissapointed.

I've played the demo on gamejolt and it did look it had great potential. A lan-couch-versus-fighting game with low poly with swords and guns? It soudned promising.
But after time have pass, and the "milestones" reached (and thus the price increased), much of the things i didnt liked of the game and thought were temporary, stayed:

+Absence of jumping mechanic (which, to be fair, the dev told me in the early -5update there will be none 'cause they wanted to stay "casual friendly"..). If I have to be honest, that was a half deal breaker for me. The gameplay turned out highly restricted by this. You cant even fall off from ledges.

+Absence of more deep envirorment interaction: GRABBING\u2665\u2665\u2665\u2665\u2665\u2665 At least hiting things with the sword and throwing them to the enemy, or use them as shield.

+Sound effects: The sound effects are bland and repetitive. I see you went to a minimalistic style in the sfx too, but they sound... poorly made at the point I think a programmer recorded them in his home\/taken from a free repository. The Barrel explotion sound is highly reverberated for being in a almost-open field (if you want to go realistic with that, you just have to make the sound object to trigger itself again with a small delay when it touches a wall. That way you are emulating real world reflections. But I would just record a normal explotion or make one with synthesis until it sounds **good). The bullet hit sfx sounds just like a soft wet spank in the butt. And so on..**

+Clumsy animations\/lack of attention to the detail: All of them are really amateurish. The fact the gun just dissapears from your belt and pops up magically on your hand. There's no idle animation. There is no transition (or not perceptible) from running\/slashing to idle. There also isn't any transition when turning to any of the 8 possible directions while running and this looks and feels really bad. That cheap dirtsmoke effect that the character makes when runing appears no matter in what terrain you are. And also this effect is instant when you move, so it looks really out of place and cheap. Personally I would just disable it and dont apply it to the game until other efects are at a minimum state.

+Really poor character model choice; I have a personal problem with the smooth and rounded characters in the low-poly world, but beyond that, it also annoys me the resemblance to gang beast, not because of the clearly similarities, which are there, but because gang beasts models stayed minimal since they've planned costumes from day 1. Akuto's devs never stated adding costumes to the game. So why keeping that really goofy, childish and bland model? Honestly the demo model was much more serious and in sync with the lowpoly-minimalistic aesthetic of the game.

+Physics to the minimum: Ok, there isn't stated anywere that this is a physics based game, like gang beasts i.e., but its made with Unity... I dont believe a little more complex physics integration is that hard to do. I explain myself: The sword doenst bounce, it just sticks instantly to the surface it hits. The bodies just have a ragdoll animation of less of a second; character dies => 1'' ragdoll => static model.
All of this would be ok if devs made their own engine, but they've used unity ffs! The overal use of physics of this game can be compared to one of a game from the early 2000s.

I've changed my review from positive to negative, because when i wrote it, the game costed like 3 USD. Now it's 11USD. The game turned out to be just a glorified jam made game. Sure, you have all the minigames, singleplayer, bots, ONLINE (3 players peak every month)! But all that glitter and kind of superficial embellishment doesnt help the fact that the core gameplay belongs to a minigame of a greater game.
Akuto mad world, in my opinion, is way too static, similar, lacks of chaotic stuff* to be considered worth the money for its own.
* I blame the lack of jumping mechanics and minimum complex physics for its lack of appealing. Devs tried to atract a

wider audience making the game dummer and simplier (and more cartoonish than the demo) and ended up not having got great attention neither from casual or nieche hardcore lan-couch-versus fans.

The only useful feedback I can give to the devs is: get a 3d artist to model and animate the characters. Now that you've raised the price to 11USD, get a sound designer too, please..
https://www.youtube.com/watch?v=I5hjwqCc_4Y&feature=youtu.be

About Love and Hate is one of those games that you wouldn't really go out of your way to play unless you happened to have a couple extra dollars laying around and wanted to kill time, which makes sense that it feels like that as it was originally released on mobile platforms before being recently released on steam. It is a puzzle game that focuses on you alternating between two characters and using their special abilities of pushing and pulling blocks to complete puzzles. The game is fairly slow paced and doesn't really ever reach a level of difficulty that makes you want to slam your face on your desk and give up like a good puzzle game should. You will quickly burn through 30 levels and wonder when you're going to get to the actual meat and potatoes of the game.

The way this game was designed feels like a game that was designed with mobile platforms in mind as the levels are something you could easily accomplish while waiting in a line or going to the bathroom, not necessarily the kind of game you would want to binge through on your home PC. As you progress through the game, it does continually introduce interesting gameplay mechanics to attempt to maintain some level of freshness to the level design, such as teleporting, blocks that make you fly, and (literally) dead bodies that act as immovable walls, however; the lack of difficulty remains prevalent throughout which hardly makes the game worth a second run through once you complete the level.

The game is charming and you can easily sink about 3 hours of gameplay into it before you've had your fill and decide to move on to the next game. At an asking price of 6.99 this may be a steep premium to pay for the number of hours you will invest in the game, however be sure to double check your inventory for a coupon that knocked the game down significantly lower to $1.40 which at that price you might as well pick it up and test it out.