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About This Game

Fireworks fascination - All eyes are on the sky, the music starts, the first spectacular effects explode high in the air, open mouths, loud "Ooohs" and "Aaahs" from the crowd. Anyone who's ever witnessed live fireworks knows just how spellbinding a well put-together display can be.

Attention, all firework fans! Devote yourself to the supreme discipline and create your own, individual fireworks display synchronized to music. Become a pro pyrotechnician!

Plan your own fireworks display, by configuring, positioning and igniting category 4 professional effects from WECO, Europe's market leader in the fireworks industry! In Fireworks Simulator, you can choose between 100 authentic WECO ground and aerial fireworks, and configure them to your liking in launch racks at famous locations and in high-quality 3D graphics.

Features:

- Developed in cooperation with certified pyrotechnicians

- Sandbox simulation gameplay with limitless combinations of the differ-ent effects

- Over 100 authentic effects and 30 launch racks

- Officially licensed by WECO

- Position and configure your launch racks

- Save your best firework displays locally as videos and share them with your friends!

- Direct your fireworks display and show it from up to 6 different camera angles

About Reality Twist

The unofficial company mascot "le Huhn" really got the Reality Twist team fired up during production of Fireworks Simulator. The Reality Twist company, founded in 2008 by software engineering expert (Dipl-Inf.) Thomas Wagner and visual effects specialist Clemens Hochreiter, stands for high-quality simulators and serious games.

Title: Fireworks Simulator
Genre: Simulation
Developer:
Reality Twist GmbH
Publisher:
rondomedia GmbH
Release Date: 26 Nov, 2014

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English,French,German,Japanese,Korean,Simplified Chinese,Dutch

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This is not quite as well-built as Zen Chess: Mate in One, but it's OK for an afternoon if you're into chess.. THIS GAME SUCKS, IM SO HAPPY AT FIRST BUT THEN I NOTICE IT DOESENT WORK SO I PRETTY MUCH WASTED 1 DOLLER FOR A GAME THAT DOESNT WORK=(
. Yeah it just simply does not work. This type of game is very suitable for VR. Impressive storytelling and narrative. There are puzzles, but solving them was too easy in my opinion. Maybe it's done on purpose to not allow poeple to get stuck in this demo. This game really made me excited for more.. It's a great one. Not sure if the idea of train puzzles is new (probably not, but since the game involves cute colorful cats, who cares?), but the game is fun to play and some of the machines are quite a challenge and do take a little while to figure out. The music is also nice and unobstructive.
Probably the only serious drawback is that some of the "meow" sounds are really annoying. Overall, a great experience though! :). i download a free DLC
but it's said it was not installed and a gameplay hasn't change

how do i fix it ?. First off, disregard the hours played. It'll be ALOT more!
This game is fun!
If you like construction simulator 2 or any simmilar game then this is the perfect game for you!

PROS:
YES, this is early access, yes there's bugs - I my self have reported plenty.
The support Trino Games gives is top notch! I spent 1hr direct messaging with Daniel (Lead Develope) and he fixed all of my issues which now has been patched.
Gameplay is very fun!
The game it self can be very hard but its a learning curve!
Very customiseable controlls
Joystick and controller support!

CONS:
Perfomance on the other hand still needs some work. But thats to be expected of an EA game. I currently run stable 40+ FPS. Thats not that bad compared to what ive heard some run.
No windowed mode nor borderless mode (YET)
No Mouse lock.

TLDR:
Its fun but dont expect a fully bugless experience! Its worth every penny.. Somebody should lewd onee-chan tbh.

More boobs. How fun.. Classic game. worth getting if its on sale. It's a nice game.

The setting is interesting, although the writing often feels a bit naive and predictable - there's the grumpy wise old man, the fervent revolutionary, and so on. Each character has a fair amount of dialogue about their background, but it would be better if this was integrated into side missions and storyline instead. As it is, the character stories are just filler without much relevance to the game, whereas the quests often feel a bit barebones and in need of more writing - the characters and mission should complement each other more.

The mechanics for scavenging, crafting, and combat are solid enough, although everything gets too easy towards the end. The game doesn't explain itself enough, but the developers have promised to fix this. Some choices have some consequences, although there can never be enough I guess.

My main advice for the developer for the next game would be to improve the writing. The writing is by no means awful, it's just that the other parts of the game are of higher quality.. Wow, another tower defense game. I love these games! And it has an ocean theme, which is different that most. This game has to be good, right? WRONG! I think I fell asleep playing that last level. I made it through the first campaign, after what seemed like years of my life. Everything is so repetitive, from the towers, the boards, even the music is the same five notes played over and over and over again.You can't see the icons for the tower bonuses, so it's all pretty much guesswork. There's no variety in towers either. There are 4 basic types, whic will upgrade three times, with the last one being a "special" tower. While this is common in most TD games, at least the highest iteration has some kind of effect on the game. Not so here. Even for the hardcore TD gamer, this one is a snoozefest.

9/10 Would pass out again. Black Mirror III is the last game of the franchise. While the story was pretty interesting and the ending was mostly satisfying, it took much more time to develop compared to Black Mirror II(probably the best of the franchise). The time you're trying to open the chamber and fight Mordred drags for so long you almost lose interest. The game still maintains the same improvements Black Mirror II offered in terms of visuals, gameplay, etc.

I came across 2 bugs on puzzles, but the game allows you to skip it, so it wasn't that bad. Overall, you should definitely play it, it's a good enough sequel.. Upon starting "The Inner Sea", you're shown a table with an old world map on it; or rather a parchment. No islands are shown yet, because the map is literally your playing-field and you haven't discovered anything yet. After a short story you can choose your ship from three different factions: The Old Continent, Cathay and Arabia. This determines with which model ship you'll be starting the game with. As far as I've noticed there is no special advantage (yet?) to choosing a different starting ship; such as Europeans having a larger hull, Middle-Eastern a higher speed or the Oriental ship more fire-power, but I may be wrong there.
After having selected your ship you have a few options to give your sails a different colour, followed by choosing one of nine logos which will be shown on your main-sail (different factions mean different logos).
You finish by choosing which person you're working for; the King, the Merchants Guild or the Military Order, each giving you a different trait. This will be your main skill, meaning, for example, that if you choose to sail for the Merchants you will receive the Trading skill resulting in obtaining better prices in the ports when selling your goods.

You will then find your ship – a bit beaten after a storm and with a few goods on board – somewhere at a random place on the edge of the procedurally-generated world map. A nice addition is that if you zoom out completely, you can see the whole world map lying on the table. Your tiny ship is easily controlled by clicking it and drawing a line – straight, curved or squiggly – and your ship will follow that line to the best of its abilities.
The graphics are rather simple but do have a certain beauty about them which fits in nicely with the whole style of the game. It's not completely the polygon-look, but it isn't highly detailed, either; which is nice for those that are not in the possession of high-end "killer" PCs.
You can scan the map using WASD; placing your cursor on either the left or right side of the screen makes you rotate the map; and the scroll wheel or E and Q can be used to zoom in and out. With F you open your ship's information tabs (containing your crew and goods, quest log, skills, et cetera), and you can use your right- and left mouse-buttons to click on several Points of Interest that are scattered throughout the map.

You obviously have to discover these places first, and here is where I do have a tiny complaint.
Once you discover an island or POI, it will remain on the map, but a "fog of war" would be highly recommended for the game to hide the places you haven't discovered yet. At this moment you'll keep cruising by exactly the same points as there is no way on the map to see where your ship has or hasn't been. Also ships (sometimes your target) are

fairly quick to leave what is apparently your line of sight, which you cannot see either. This often results in quickly turning your ship around, dragging the travel-line in the direction where you saw your target last and then never ever finding it again because it seems to have disappeared into thin air like The Flying Dutchman.

In my opinion it would be better to have an "explored" part of the world where it doesn't matter if you're nearby or not; you can still see the ships that pass through your explored areas, and disappearing into the fog of war when they enter places you haven't explored yet. This will also make it less of a nuisance trying to discover something new.

Following other ships around, either for a quest or just hoping to find a new location, showed me that most ships have certain trading routes, and if you keep close to a location to fill your hulls with fish and ivory, you will notice the same ships returning frequently to the harbour. As of yet real "trade routes" that you can follow have not been implemented in the game, but this would be an interesting addition to the game; showing the different trade routes of the different factions (once you've followed the trading ship, obviously).

Anyway; enough ideas, still, for this Early Access game. On the state it is in now it runs smoothly, although there is definitely room for improvement and a lot more content to be added. The UI is easy to understand; the graphics simple but pretty; the music could use some more variation in my opinion but still fits in well with the game; and the concept of the game is very nice and dare I say: rather unique.

The gameplay is calming – except for those moments that you finally find your target ship and you lose it again because the sailor in the crow's nest is apparently wearing an eye-patch, limiting his line of sight to that of a mere few metres – so the game is great to play after a hard day's work, too.

Here's hoping for more content to the game, as I think this game has a lot of potential; choosing an island Anno-style and being able to expand your city with upgrades would be another fantastic addition to this sea-roaming "board-game-like" game, but we'll see what the future brings.. Dabman has become my sleep paralysis demon.. STORY:
 The story takes place between the events of Resident Evil 4 and Resident Evil 5, where B.S.A.A. not long ago formed. Set on a ship that is swaying in the middle of the ocean named "Queen Zenobia", Jill Valentine tried to find the whereabouts of Chris Redfield who reportedly lost. As we know Jill and Chris were formerly fellow members of S.T.A.R.S. and is a survivor who survived the Raccoon City incident in 1998. When Jill arrived at the place where Chris was held captive. It turned out that it was just a trap made by the Veltro organization and Jill was captured by them.

 GAMEPLAY:
 The gameplay is a blend of elements of survival horror and action. As we know that Resident Evil 5 is the first game of the Resident Evil series that has an action genre, not a survival horror like the previous series and then resumed with Resident Evil 6. In the gameplay section Jill places more emphasis on survival horror elements, but in part Chris emphasizes the elements of action. I could say this is a perfect blend. And this Resident Evil Revelation is also the first game in the Resident Evil series that can shoot while walking. As we know in previous Resident Evil games like Resident Evil 4 and Resident Evil 5 it can't run when we're shooting. And this is a good step that Capcom made. Also in Resident Evil Revelation this is the first game from the Resident Evil series where the gameplay can swim. Also new features such as a tool called "Genesis" that is with this tool we can scan enemies and also be able to track the presence of hidden items such as ammunition, herbs, and so on.

 ENEMY :
 For enemies in this game unlike classic Zombies because of infections from T Virus like the classic Resident Evil game. But here we have to fight new enemies of infection from the T Abyss virus, of course this makes the enemies of the Resident Evil series increase, in addition to classic Zombies, Lickers, Ganados, and so on.

 CONCLUSION:
 Resident Evil Revelation is one of the best (but not perfect) Resident Evil games to be played by fans of the Resident Evil series. With interesting storyline, good gameplay, scary enemies, awesome graphics, and more. A combination of survival horror elements with perfect action. I say one of the Resident Evil games with the best horror elements, apart from the latest Capcom game, the Resident Evil 2 Remake which was just released last January.

 My value for this Resident Evil Revelation game is: 9.5 \/ 10.. This Grey Robot is awesome for some tech fun like playing a robot or making tech metal home and decorating it using mannequins equipped with this robot set.Also his light energy parts glow in the dark or shade.He is awesome.If you Like it , Afford it , or simply want to support the game's further Developement,

Definetly Buy him.

He also has a slightly different, Round-er Gold Brother!!!