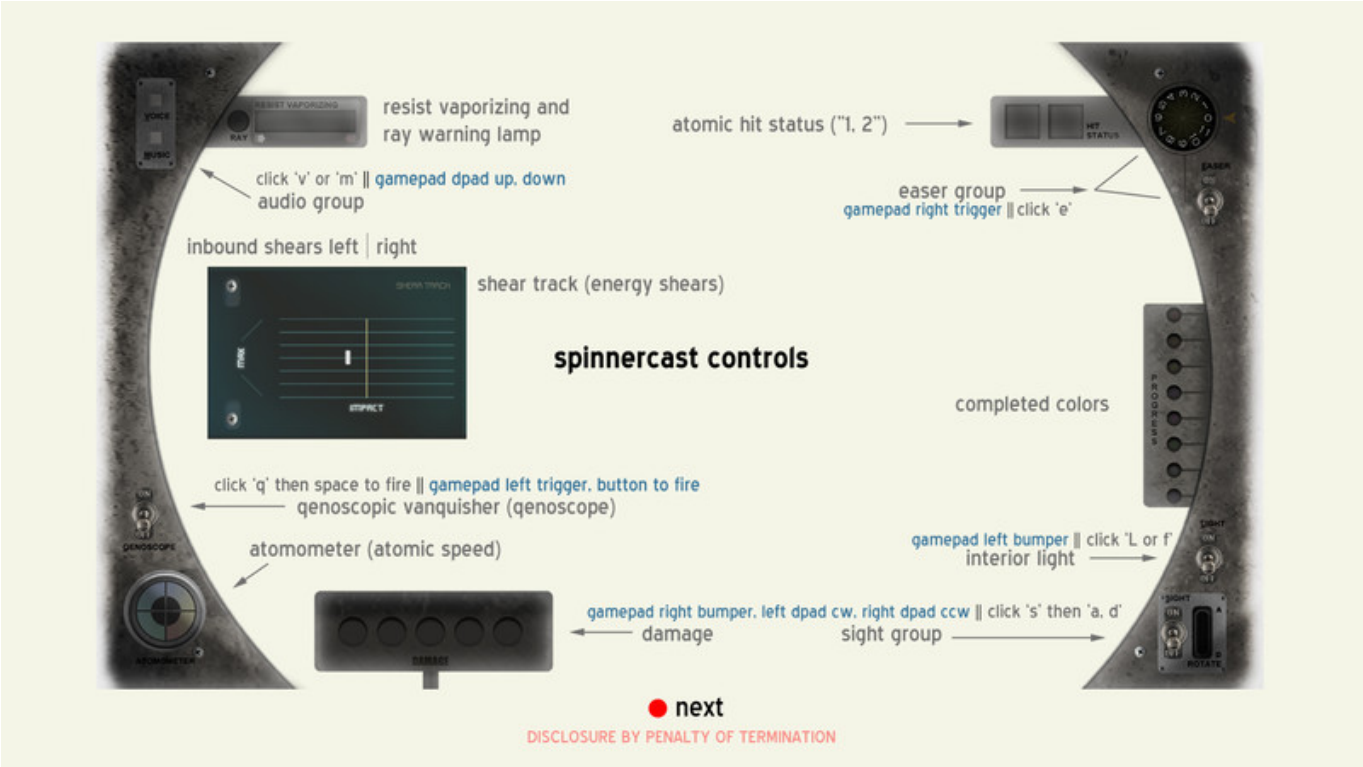
Smooth Operators Crack English



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About This Game

Smooth Operators is an advanced simulation where you take control of a call center company and lead it to financial success! Hire employees and customize your buildings with several types of offices, facilities and accessories! Watch your company become alive and grow while your building reach the highest skyline.

This won't be an easy task! Employees will get upset if you don't consider their well-being. Send them some coaches to cheer them up or arrange their working hours and vacations with Human resources employees.

Everything is upgradable! Hire projects managers to unlock new technologies, and improve your offices and employees. If your account managers bring you new contracts, pressure your employees with managers to increase their productivity.

What type of CEO will you be?

Features:
- A highly addictive game with numerous hours of gameplay.
- Customize your company by placing offices and furnitures where you see fit
- Upgrade everything! Improve employees, offices, elevators…
- Killable birds =)

Title: Smooth Operators
Genre: Casual, Indie, Simulation, Strategy
Developer:
Heydeck Games
Publisher:
Heydeck Games
Release Date: 14 Jan, 2013

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Minimum:

OS: WinXP

Processor: 1ghz

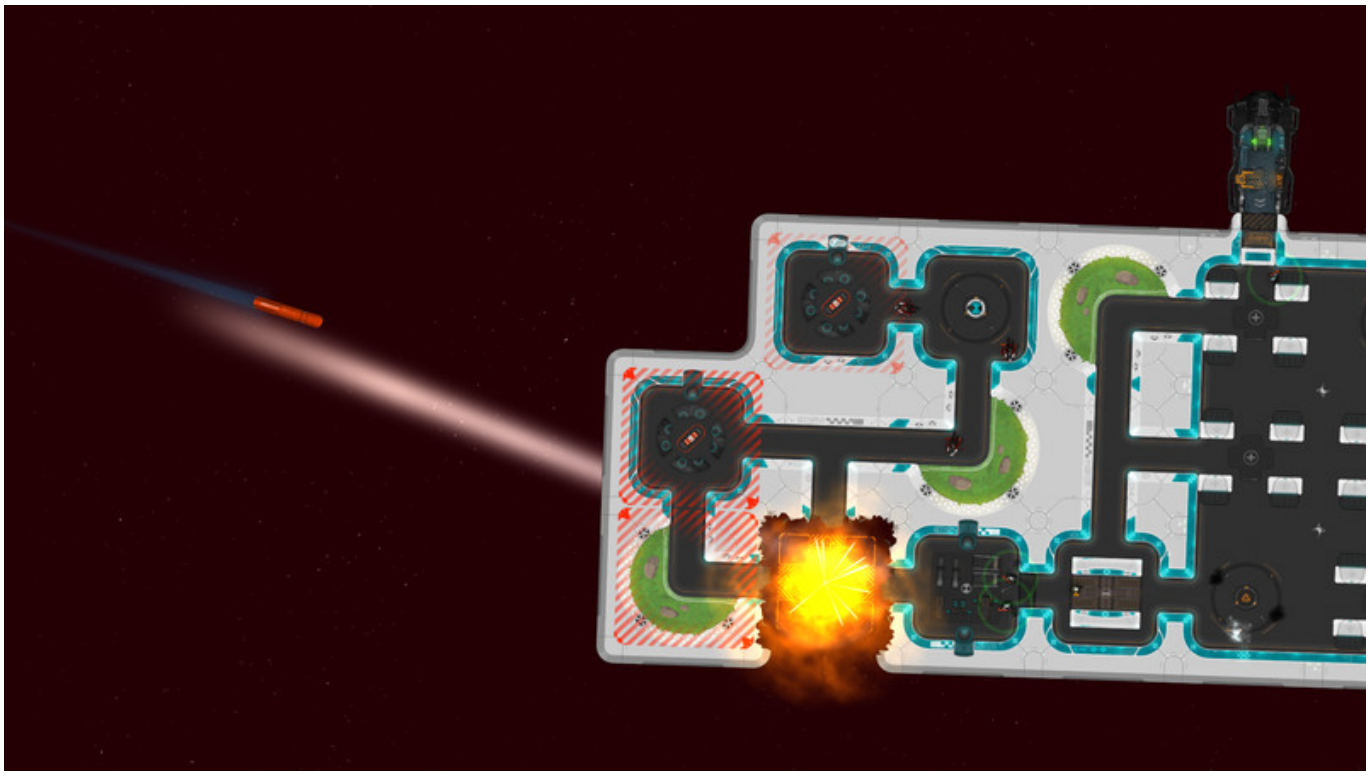
Memory: 2 GB RAM

Graphics: 500mb

DirectX: Version 10

Storage: 200 MB available space

English



WESTERN BANK

You both look amazing.
Well, you two look okay.
Emily "So, how do we look...?"
Return to previous option
QUICK LOAD / QUICK SAVE / LOAD / SAVE / LOG

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Played this game through and through a few times with my son. REALLY cool lighting effects and intuitive gameplay. Love the dark and gloomy atmosphere, but charged by hope of lighting the world. Fun game. Recommended for all you other PC gamers!. Pretty good so far. I don't know if it's worth $35, but the $10 upgrade since I already own the original was fair. It doesn't look too different from the original besides some slightly more fancy graphics effects, really. If you already have the original, I say it's worth the $10 upgrade if you want all the DLC. Otherwise wait for a sale.. Set shortly after the events of *Operation Abyss, a new threat - the Embryo - has appeared in the skies over Tokyo and unleashed a horror upon the city below. With Alice Mifune and her allies captured by the Embryo it's up to the New Xth Squad to take the fight to the Embryo and save the day!*

Operation Babel is a re-release of the third and final game in the Generation Xth series, Generation Xth: Code Realize, originally for the Playstation Vita. In terms of gameplay, Babel is basically everything Abyss was, only better. They fixed a lot of the problems of the first game, added a new "sub-class" system that lets you take the skills of a secondary class, and even added a new class, the Conjurer. (Side note, I feel like the Conjurer must be a mistranslation because they don't conjure anything. They charm monsters in battle and while their spells are stated to be summons, the mechanics involved and the fact that the spell class is listed as "TRAN" implies that it's actually transformation, not summoning. But I digress.)

That said, it still isn't great. I mentioned in my review of *Abyss that it was based on the first two games Experience Inc. ever made and that it shows... well, Babel is based on the third game they ever made and that also shows. It isn't terrible and it did improve on Abyss but it's also still pretty short and the extended post-game is weak. It's essentially just a series of battles against the same seven bosses you've already fought, over and over, getting slightly harder each time. Forgive me as I give the biggest, longest yawn ever.*

As for the story... it really ticked me off a lot more than I feel like it probably should have. It isn't bad, but I'll get to that in a bit. First, the reason why I hated it. It's quite simple, really - it's because I liked Operation Abyss. Yes, even though it wasn't the best story ever, I really liked it, so much so in fact that I immediately went out and spent money that I didn't have just so I could play this game and see how it ends. It didn't take long for me to regret that decision. Like I said, the story isn't bad but it has nothing to do with Operation Abyss.

First, all of the characters get changed out. This applies to your own characters - as I mentioned, this is the NEW Xth Squad - but also all of the supporting cast from the first game get shoved to the side for the sake of new characters. I mentioned in the 8 Rules for Character Customization that a good way to tick me off is to make me feel like my characters don't matter. *Abyss never made me feel that way. Not only did Babel make me feel that way, it retroactively made me feel that way about the last game because no one even seems to remember my old team.*

What's especially weird is that the original Code Realize allowed you to import your team from Code Breaker, who would become playable after you killed the final boss. This was removed from the PC port for reasons lost to the wit of man.

Second, it completely ignores the sequel hook from the end of Abyss with Mu'La becoming the "new King of Babyl," instead making Mu'La a lackey to the new villain, the Embryo.

That said, the story isn't terrible. It's all fairly competently written. It also explains the origin of Babyl, the Abyss, and the Xth Squad's powers, and that explanation actually ends up being pretty damn cool. The story ticked me off because I was a fan of Abyss but after I accepted it for what it was I found that I actually enjoyed it quite a bit.

Well, there is actually one weak link in the story: partway into the game you receive a mission to go back to the graveyard level from the previous game. This mission relies heavily on callbacks to Abyss in order to confuse you, and feels like it was written before the decision was made for this to be a new team. None of it makes any sense from the perspective of this being a NEW Xth Squad, especially not the end of it when you're saved by the ghost of a person who died in the last game who supposedly appears because of his "strong connection" to your characters... who he never met. Just, what?

Oh, and also there is no English voice acting. It's not a huge deal because the text is still in English, but it is disappointing and a little strange considering that Operation Abyss was fully voice acted in English.

At the end of the day... even with 107 hours of enjoyment from this game, I have to admit that it's just objectively not good. At the same time, it's also not as bad as the last game in the series either. Still, my ruling for the purposes of the Steam version of this review remains unchanged. This game is not recommended, and I suggest in its place trying out Stranger of Sword City, which is actually another game I need to review here at some point.

Until then...

KR Rating: 3\/5 MEDIOCRE

Read my original review here.. A great game as long as you actually have an attention span longer than a few minutes. This games is a classic RTS + RPG fusion.
I will keep my review short with just pros and cons.

Pros
-Smooth going plot
-It will give you enough time to play
-Many missions
-Nice music
-Just 1 bug found so far in 2 playruns

Cons
-Only 1 playable faction in campain
-Most of the times AI is overwelming unit spammer and hard to overcome.
-Repatativity of killing thousands of enemies in every mission with just your hero.
-Most missions are RPG and not RTS.
-Few units to create, small tech tree
-In windows 10 cutscenes wont work.

Although i would rate it a solid 7\/10 beacause it remides me pretty much the era 2000-2010 of great RTS games also i would suggest you to buy it in discounts (around 7-10 euros will be fair price)

I hope my review will help you \u263a cheers \u263a

Follow our curator page: **IndieGems if you like and want to see more reviews like this one.**
A Bloody Night is a non-stop hack-n-slash arcade style game that has individual smaller levels, each with its own challenges. the game is extremely bloody and involves non-stop button mashing.

The game progresses from easy to more difficult as you play, and there are a few bonus levels to upgrade your gear, but if you really want a challenge, you do not have to get these upgrades.

The story is simple, you learn it as soon as you start, so I won't explain any more than what you would find out from starting the game for the first time.

Art, music, and gameplay all fit a classic arcade game, so I really wanted to play with a joystick and a couple of buttons instead of with my controller. My thumb became rather tired from mashing the attack button after about 10 levels, and I needed to take a break. There are 20 levels total, and it really gets rather tough later on.

I bought this game on sale, and it's totally worth it. If you feel like spending a few minutes, up to half hour hacking away at a bunch of enemy soldiers and watching pixelated blood spew all over the place, you should get this game.
. Huge fan of that game. I had so much fun back in the days playing it with friends.
The game has won the reward of the "Best of 2002: The Game No One Played" award, which was the result of bad marketing and targetting the wrong audience (kids).
I am still eagerly waiting for a remake as the game isn't really playable properly nowadays because such thing as extremely low resolution (the window is tiny on my 4K monitor), the LAN only networking and the AI that has its flaws the more buildings are placed.
. Visually heavily outdated and especially cinematics are ugly as hell. No voice acting and map is useless. On plus side atmosphere is little darker and not all that fairy tale like in most hog games, health bar is nice addition but doesn't really change that much. If you are ok with visuals it can be okish but nothing special and there are many,many better games to chose instead this one.. I started playing this on a whim, nearly put it down again, but decided to stick it through. I'm glad I did! While the opening sets up some kind-of tired horror tropes, the more you explore, the more you get the opportunity to experience some genuinely fun and interesting mechanics. I don't want to spoil anything, but there's a lot more to this game than just exploring a spooky house while being chased like a ghost. In true lovecraftian tradition, there's a depth to this game beyond what you see on the surface. Definitely worth checking out if you're into horror!. great game... imo

but buying this game $14.99?... meh.

'd recommend to get this game through bundle or at discount.

pros
- good level design
- enough levels
- nice sfx
- nothing much to say ; this is a puzzle game. good level design (with some apperance and some sound effects) tells you all.

cons
- gives you some headache to get gold. Level 37...
- $14.99 seems little bit overpriced. (i'd say it's $10 worth.). What a crap.. Anyone knows how to get a refund?
The game crashes after I press start on the main screen.. ass game ¬¬

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