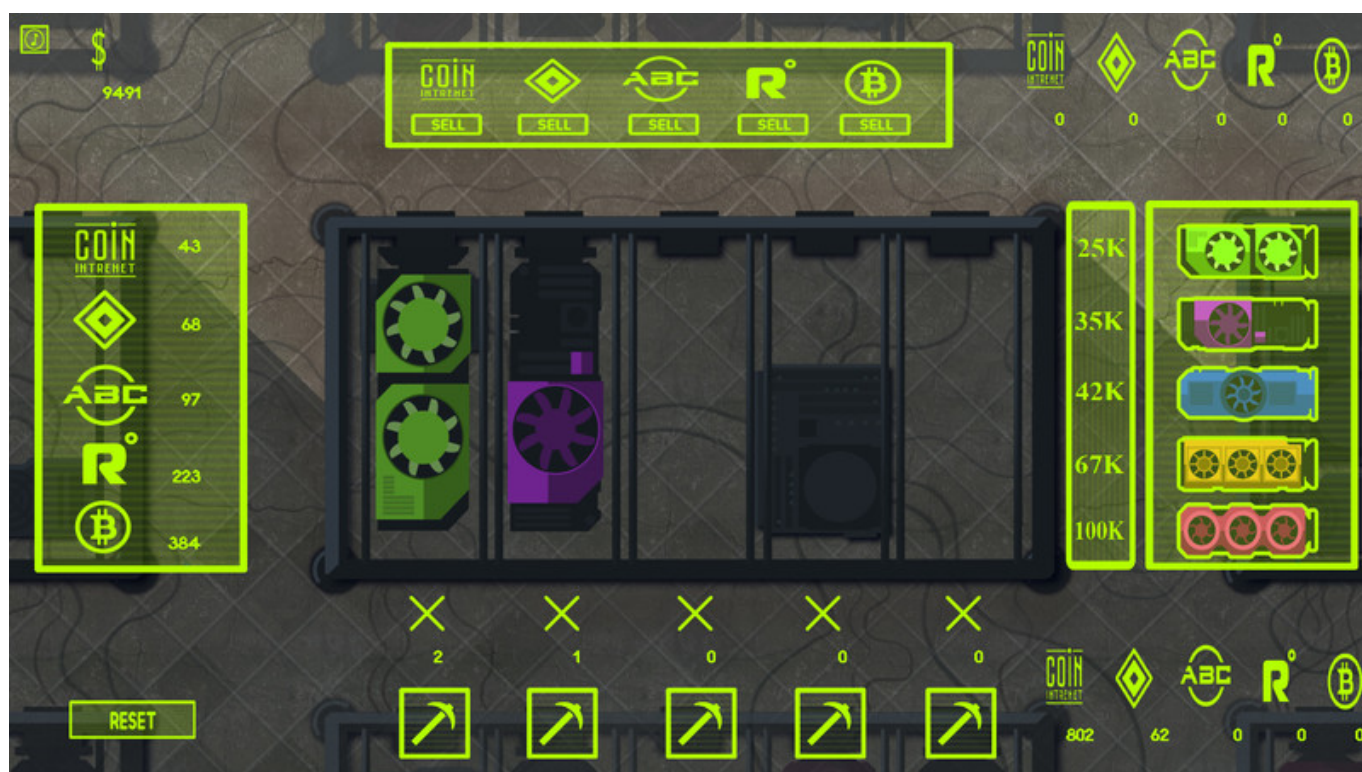


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## Fireworks Simulator Full Crack [torrent Full]



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## About This Game

# Fireworks Simulator

weco®  
feuerwerk

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 different 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.

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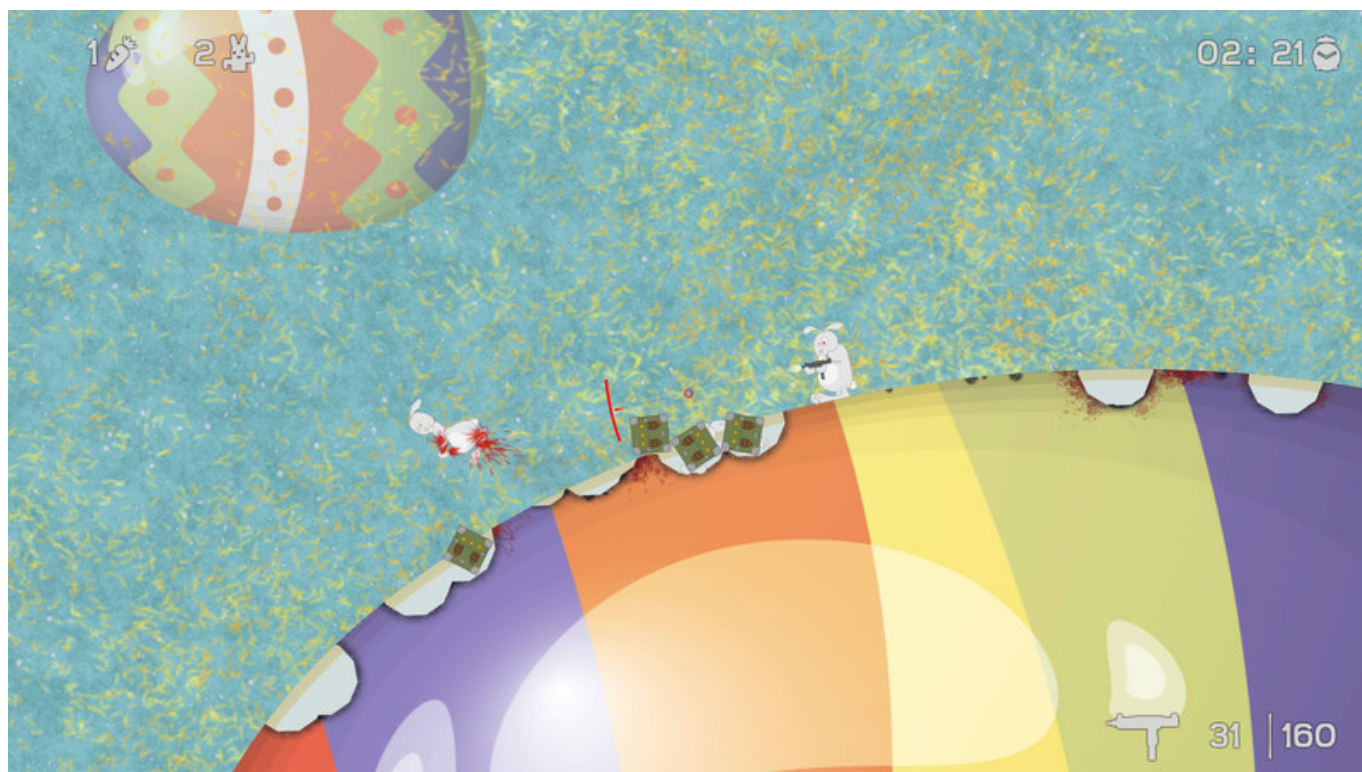
Title: Fireworks Simulator  
Genre: Simulation  
Developer:  
Reality Twist GmbH  
Publisher:  
rondomedia GmbH  
Release Date: 26 Nov, 2014

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











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My in game equipment basically means I always have full health. So basically this pack isnt very gamechanging or useful.

That said, its items I dont need to buy. saved me some gald or whatnot.

The downside...when you dont buy and sell items, you dont level up your store! Ive leveled up my store and items drop in price so really...this game isnt that difficult to buy items.

Its free though. ANyone that downvotes or [complains...why? Free items that at some point will be used! If not...at least you were prepared for the battle ahead!.. funny idea. less contral then dwarf fortress.](#)

[to make this game playable \(less of a struggle\) in the current version would be by disabling the female/male requirement till you have other systems in place of dying for all the variables. also nice would be a check wether or not you want snow...](#)

[. Excellent game given the \\$4.99 price point. I will admit after ~20hours I feel like I've hit my limit in terms of content but to me that is well worth a \\$5 purchase. The game doesn't hand hold you like new-er games which I consider a positive while apparently some others disagree.](#)

[I personally run the game on a Win10 system with no issue, so I can't talk to the compatibility complaints others are having. I have to say that I really enjoy this game. It's in Early Access, so there are times when the Titans don't shoot right or they go in another direction, but this game has potential. While it is a bit barebones, the devs are working on adding new features to the game, and they answer a ton of discussion posts and I think that's great. All in all, there is still room for improvement for the game, but in my mind \\$15 is worth it.](#)

[. Well another dead game in my librerie... \ \(??\) /](#)

[■■■■ final judgement : 10/100 ■■■■. This is more of a Yes and No review. While yes, the OST is Amazing, its also a No because you have to open the folder for the game \(cough cough Program Files \(x86\) > Steam > steamapps > Common > Night in the Woods sorry for filler\) to get it.. Love it..](#)

[Bought it minutes after it came out because the demo was so good and as expected it's instantly in my top 5 favorite VR games so far.. \(which is finally becoming a top 10\)](#)

[The polish is almost at the level of The Lab imo. Not quite as detailed textures but the game looks and feels great \(running perfectly on 970\)](#)

[While I enjoy GravLab - if you were excited about its premise but let down by the execution - this game is going to fill that void.. \(and while GravLab is similar they are also very different.. its kinda like comparing Street Fighter with Mortal Kombat..or k'nex and legos\)](#)

[The physics are great.The levels \(so far, at level 20 i think\) are progressing well enough - but I'm worried that 50 lvls may not be](#)



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[enough as they start out quite easy. The first 10-15ish were a breeze..](#)

[I hope that someday we'll get a level editor with workshop capability. that would be amazing.](#)

[Just get the demo.](#)

[If you like it at all then the full game is absolutely worth the price](#)

[edit: It gets much more challenging lvl 20+. Also, I didn't realize there was a 2nd game mode so I'm excited for that. Still would like an editor tho devs :p. I like this game. It is simple at the start but it gets harder and i like that in a game.](#)

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Very good game.. This game is pretty decent for being 10 years old. There are people in the chat who make the game easier to understand and play. I do recommend it if you're bored and just want a little fun to play or even make fun of.. I had no idea I had to click & drag mouse. I just always evaded everything, but then I got to the boss and I did not know what to do. It is cool that you get game mechanics explained in trailer on store page, but it definitely should also be in the game in menu-options-how to play.

Also my eyes hurt. Do not play this for longer periods.. Absolutely fantastic game! From the second I started playing I was hooked. The writing is great, the pacing is terrific and the detail is engrossing. I've always enjoyed Choice of Games and I'm really happy that there's finally an assassin COG. There are a ton of options and different ways to play through the game, which I first got on my phone. I've now played it a second and third time. I keep discovering more and more. I like how you can really choose to be the kind of assassin you want to be. Definitely recommended.. It feels a bit weird not recommending a game I've put so many hours into. If you just want to pour a bunch of relatively mindless hours into a game, with maybe two or three periods of "OMG I'm never going to beat this particular monster," Gyromancer might be for you. However, it has some serious weaknesses.

Its main problem is that it's badly designed. When I first started playing, it was incredibly difficult. It seems like the enemy beasts were way overpowered, and I struggled to live long enough to gain the experience points necessary to level up. After a bit of grinding, the game became much easier. Because I'd tried playing Gyromancer a few years back, I knew that grinding was a very important, so I spent some time getting each stage's in-game achievements (there are no Steam achievements) before moving on. This leveled me up enough that, usually, the next stage didn't instantly kick my butt. So far so good.

Then came the later levels. One of them changed the game mechanics so that "idle twists," gem twists that didn't immediately accomplish anything, penalized you. I hated this change but it became less of an issue after I leveled up some more - the higher your beast's level compared to the enemy beast, the safer it is to do an idle twist or two. Sometimes I'd do those on purpose, because I couldn't make any other moves or because I wanted to use an attack gem, and sometimes they happened by accident, because it was super easy to accidentally twist gems that I didn't want to twist. Judging by other reviews, I'm not the only one who had this problem. I had similar issues with moving across the stage maps - my game character sometimes went in directions I didn't intend.

One of the later levels included a sudden jump in the enemy beasts' levels. There my beasts were, only at level 30, suddenly attempting to beat level 50+ enemies. After a *lot* of grinding, I leveled myself up enough to handle them and figured that things would just get harder from there. I thought the next stage might have level 60 or 70+ beasts. It turns out that level 70 is the max, most of the enemies from that point on were level 30-45, and by leveling myself up to handle level 50+ enemies with ease I'd made the rest of the game, for the most part, too easy. The biggest challenge I had was dealing with a few enemies that could change the direction of my twists (very annoying) and the puzzles I needed to beat in order to collect all the beasts. I looked up solutions for two of those puzzles, the Match 6 and Match 7, because there's no way I'd ever have managed those on my own - even knowing what I had to do, it took a lot of work to get the right colored stones into the right places.

I've now finished all the main stages (the story was very boring, awkward, and badly written fantasy), accomplished the achievements for most of the levels (I've decided that some just aren't worth the time and annoyance), and I think unlocked all the beasts. I'm as leveled up as I can get. I'm not 100% done with the game, but the few things left to do don't particularly appeal to me. After all those hours put in, the end just feels very "meh."

#### Pros:

- + A good time waster, once you've leveled up enough that the enemy beasts can't kill you in two or three moves.
- + It's fun to collect new beasts you can add to your arsenal.
- + Trying out the different beasts is fun. I had particular favorites, like the bird-based ones, the spider, and the Motu (the only favorite whose name I can remember). I worked hard for that Motu, and its abilities were worth it.
- + Decent artwork.

#### Cons:

- Cheesy music.
- Badly written and utterly boring story. Also, I was a bit annoyed that the main character, a dude, was great at everything, while his female traveling companion seemed useless and kept either dying or offering her life so that someone else could live.
- The game mechanic where idle twists increased your chance of having enemy gems added to your board and made the enemy

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gems count down faster was very annoying. I also hated the (thankfully very few) enemy beasts that could change the direction of your gem twists. It was hard to get my brain used to the new direction.

- Accidental idle twists are really easy to do, which makes the game mechanic where you get punished for them even more annoying.

- Enemy difficulty was, after a certain point, badly planned. The game threw very high level enemies at players at a relatively early point (still several stages to go). I leveled up in response, only to encounter almost nothing but weaker enemies (lower level than the enemies that inspired me to level up) for the rest of the game.

- Some of the beasts in the beast roster seemed to be designed more for the computer to use against you than for you, a human, to use. For example, the gnat-based beasts had special abilities that were so annoying to use that they seemed to count more as handicaps.. Very fun, family friendly game.. Nice, brainless game to play when you just want to waste time away. A wonderful work of art.

Everyone needs to own this and play it.

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