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About This Content

Customize your truck with your country flag! A choice of four unique paint jobs will come handy if you feel you need to show your affiliation...

- Matterhorn Formation
- Timeless Precision
- Swiss Flag Metallic
- Swiss Flag Decal

All of these themes are applicable to any in-game truck except for 8x4 chassis configurations.

Title: Euro Truck Simulator 2 - Swiss Paint Jobs Pack

Genre: Indie, Simulation

Developer:

SCS Software

Publisher:

SCS Software

Release Date: 15 Jul, 2016

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Minimum:

OS: Windows 7

Processor: Dual core CPU 2.4 GHz

Memory: 4 GB RAM

Graphics: GeForce GTS 450-class (Intel HD 4000)

Hard Drive: 3 GB available space

English, German, French, Italian, Korean, Simplified Chinese, Russian, Japanese, Portuguese, Polish, Danish, Dutch, Finnish, Norwegian, Swedish, Hungarian, Czech, Romanian, Turkish, Bulgarian, Greek





Beginner 16





Very addictive game, I like it's high hookability and it's easy to pick up and play for a few minutes or hours. Highly recommended puzzler!. Trash game. I DO NOT recommend!

>LITERALLY NO SETTINGS.

>Seating position is always rotated 90 degrees clockwise.

>Awful motion control system

>No steering wheel support. Talent Not Included is a 2D platformer where the levels change as you play.

A lot of effort went into the artwork design for this game, but there's a number of flaws which, despite the hard effort of the devs, means I can't give this a recommendation. First up, resolution is fixed and there's no option to change it, that's unacceptable on PC. It's obvious the game was console ported, because there's a lot of controller prompts as if the devs think you're somehow on a console and not a PC (were they not aware this is Steam?). That's also unacceptable on PC.

Finally the gameplay itself... 2D platforming is an old, dead concept that lives only vaguely as a party game on Nintendo. It's usually the go-to format for lousy indie devs just because it's easy to slap one together, dump it on Steam and run back to the cafe to get to work on time. But these guys put a lot of effort in making one, which is a lot like people putting in a lot of effort to make a super cool multimillion dollar Yugo.. Super Sprint + F-Zero + guns for no real reason. fell down after getting first achive so haaard. Overall, Eterium was a pretty fun game to play. It definitely nails a lot of its design goals to bring back the feel of Space Combat games from the 90's and while some aspects of the game are off-putting to some (The horribly stockVgenerated looking Anime art) I don't think it really detracts from the overall experience; unless you personally have a stick up your

The combat is fast paced and exciting, and with the multitude of control options now available, people really have no excuse not to give the game a try. It can feel a little "stiff" at times, and it does seem like no matter what craft you fly, you might as well not have shields at all compared to the enemies, but it makes it all the more sweeter when you score that final kill to complete a mission in a banged up ship that is 1 hit away from exploding.

The story overall is certainly not unique in that it has been told countless times before, in many different forms, but I still think the story is passable and has some very interesting moments - this despite the bland and generic conversations between characters. My only real let down was that near the end the story wraps up too quickly, almost unexpectedly. They really could have gotten another 5 or 10 missions out of the final story-arc and it would have been great to see that fleshed out more.

For what the game costs, and what its stated goals are, I think the product delivers on every level. Wait for a sale if you must, but do not neglect this game if you are longing for that 90's space combat experience.

this game is ok because u know i love space stuff but i kinda wish it had more things to do than just repair stuff.
this game also has the motion law that when you move in one way, you keep moving in that direction unless acted upon by another force. That is what makes this game somewhat realistic and challenging.
for a \$6 game it's pretty good, i recommend this game to people that like space and to try a new kind of game experience.. Just as a disclaimer, I actually DO recommend the base resources included in this pack. The music is great and allows you to set just the right tone. I have no problems with the songs in this DLC.

That being said, the description of this product clearly states that it ALSO includes 54 Steam Punk sounds and musical cues, which can be found NOWHERE in the DLC folder you get after purchasing. DLC for RPG Maker isn't cheap, and when you buy a lot of it, it starts to add up. The inclusion of those sounds and musical cues were part of the deciding factor when I purchased this, and what I got was only half of what was promised.

Again, the BGM tracks included are great. Just felt the need to leave this as a warning to others. The extra content the description claims you get is not actually included anywhere.. My sons love this game and rate it 9/10 (preschool V kindergarten level). Short puzzle game, good for achievements.. Good bad-art, cool music, fun level design.

If you've ever seen a speed run of Monkey Ball where they ricochet their way to the goal, imagine levels made around that, but which are really short and have instant restart to avoid frustration. Easily worth a couple bucks IMO.

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