Gems Of War - Starter Bundle Download Compressed File

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About This Content

The Starter Bundle offers a great value to help jump-start your collection. It includes the following items:

- 10 Event Keys
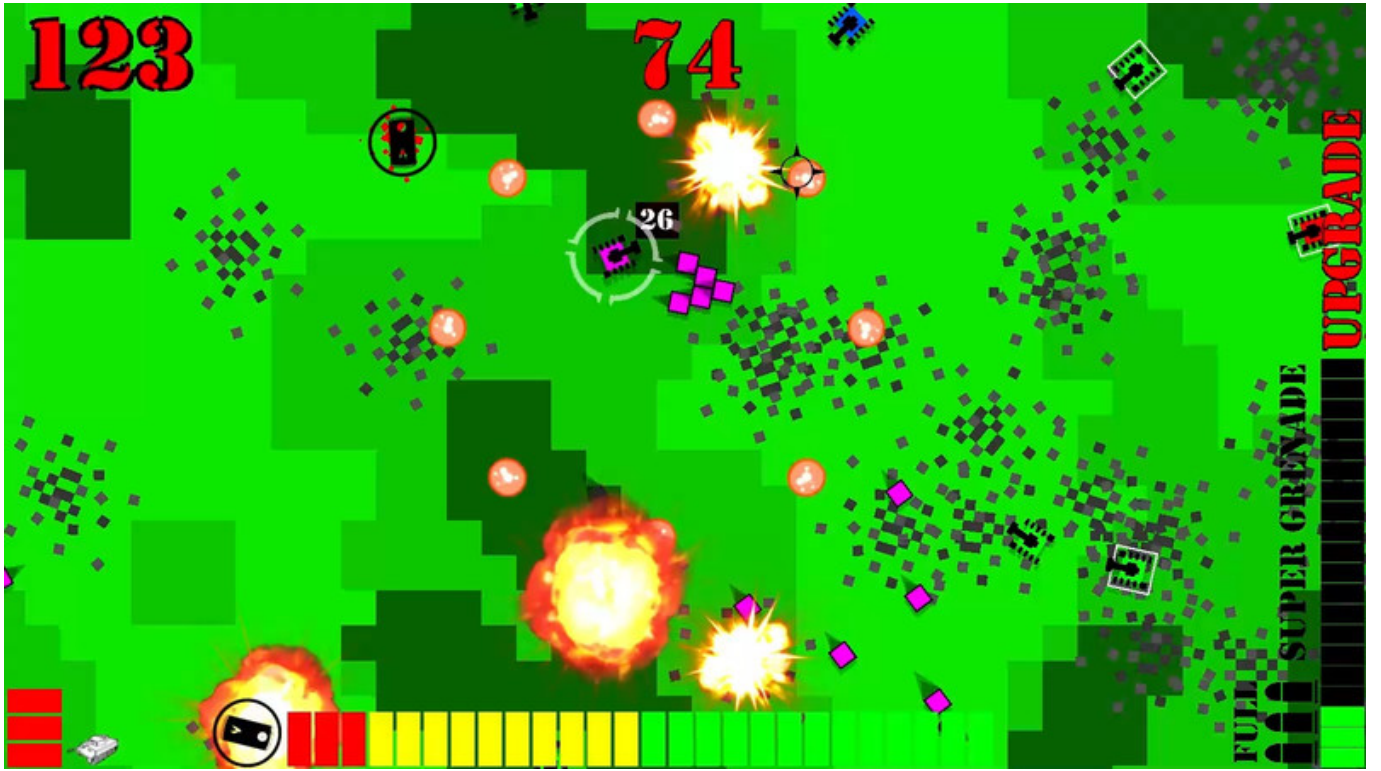
- 20 Gem Keys

- 25 Glory Keys

- 30 Gold Keys

Title: Gems of War - Starter Bundle
Genre: Action, Adventure, Casual, Free to Play, RPG, Strategy
Developer:
Infinity Plus 2
Release Date: 28 Oct, 2016

 a09c17d780

English,French,Italian,German

Its okey, funny and hard but nothing for me.
I liked the fartig of the bear.. This is an interesting and unusual game. It has things that are lovely and things that could be improved (note that it is in early access).

It has a lovely atmosphere and graphics/music, and an interesting and novel concept. It can be rewarding and relaxing to play, and it is very satisfying when one manages to get a five star wine. However, there is not enough feedback for players in some cases, which can be frustrating at times.

In more detail - one starts as a small time wine producer with one plot of "loam" soil, on which one can grow one or two varieties (or "veritals") of grape: cabernet sauvignon or sauvignon blanc. The former is cheaper to buy and maintain, and is easier to get good wines out of it.

One plants the vines and tends them depending on the weather, which is random, Rain makes the foliage grow, and sun ripens the grapes; too much foliage can stop the grapes from ripening and too little foliage can over-ripen the grapes in the sunshine. Too much foliage in wet conditions can cause rot, which can be cured by exposing the grapes to the sun - but being careful not to over-ripen them.

One then harvests the grapes, crushes them, processes the crushed juice and barrels the resulting wine. The idea is to produce a wine that has the right characteristics to make reviewers happy. Some relationships are very clearly explained (e.g., fermenting by x time reduces sweetness by y), but some is not explained at all (e.g. how the "body" score is calculated). Perfecting the wine is done by trial and error, and ideal wines for one type of grape have totally different numbers to ideal wines from other types of grape. Also, some wines will be treated as being moderately good if they are close to the ideal range, whereas other wines will be rejected as undrinkable if they are only a slight amount off their ideal range (and those wines will sell for more money if they are ideal).

After bottling the wine, one must submit it to reviews before it can be sold. There are different ranks of reviewers, from one to five stars. At the beginning, one can only attract one star reviewers. Reviews by one star reviewers are less harsh on the wine than by higher star reviewers, but carry less weight. The higher the quality of the review (i.e., the higher the number of stars and the higher the star rating of the reviewers), the higher the price for which one can sell the wine. Some types of wine are inherently more expensive than others (but those tend to be the ones that are harder to grow).

For every 5 star review that one's wine gets, one attracts one new reviewer of a higher star rating. One then often finds out that the wine that would cause lower ranked reviewers to give it five stars will only get four star reviews from higher ranked reviewers, so more trial and error adjustment is necessary.

The reviewers will occasionally give a clue as to what they like about a wine (e.g. "this has just the sort of thing that a cabernet sauvignon should have - tanins and acidity"), but will rarely do so, and will never do so for a bad review ("Ew" is the totality of what one gets on occasions). This can be frustrating as it gives no clue as to the direction in which one should be taking the wine. Perhaps somebody with more knowledge of wine would be better at this than I, as I suspect that the game is quite realistic.

As one gains more money, one can buy more land and grow more vines - but the more vines that one grows, the greater the risk of pests, which need treatment with expensive pesticides - and as each vine needs to be trimmed by hand (i.e., the player must click manually on a vine with the game un-paused and hold the mouse button for a set time before the vine will be trimmed), managing vines quickly becomes challenging as more are added, and requires upgrades, such as pesticide treatment and the ability to cut all vines of the same type at the same time, which can be researched and purchased (I do not understand for the life of me why an individual farm should be researching its own pesticides).

Money management can be challenging - at times, too challenging: one can take a loan, but there is no overdraft facility, and if one misses three payments, the game is brought to an abrupt end, even if one could have borrowed more to start with (one cannot add to a loan once taken out before it is repaid, which is arbitrary and silly), and there are long periods of time when no income is being generated as the previous year's bottles have all sold and the next year's grapes have not been harvested. I advise avoiding loans all together.

There is an element of strategy in deciding what to do with poorly reviewed wine, but there is a simple all case right answer that detracts from the "interesting decisions" as Sid Mier would have it: wine with a 3* or better rating should be sold to the three main distributors; wine with a 2* or lower rating should be sold to the bulk-buyer, "Kruppe". This is because the main distributors will not allow one to sell more wine to them when they still have unsold bottles, and poorly reviewed wine will sell very slowly. Kruppe buys wine at a very low price, but pays instantly (unlike the main distributors, which pay only when the wine is sold), and will take endless vats of the worst possible quality wine without any penalty whatsoever. There is an option to destroy the wine, but there is no reason for a player ever to do this when it can be sold to "Kruppe". ("Kruppe" is a new addition to the game, so there would have been a reason to destroy wine in the past). Selling awful wine through "Kruppe" does not seem to have any adverse reputational effect.

The early part of the game can be very rewarding and satisfying, although if one grows more than one type of grape, it can be very hard to keep up with what works for each variety, and I found myself getting cognitive overload. The trouble is that one almost inevitably starts with one specific variety of grape, cabernet sauvignon, meaning that, if one wants to plumb the game's interesting depths, one has to end up with a multi-grape vinyard, which, for my multi-tasking unfriendly mind, is rather overwhelming. I ended up having to make detailed lists in Notepad of what characteristics worked best for what types of wine (with one type of wine, this can be memorised without difficulty), and this makes the game rather too much like hard work. This would be alleviated considerably if there were a way of looking back at previous wine reviews and the statistics of those wines so that one can deduce from that what reviewers liked: having to write this down outside the game in order to do well is just silly.

There are also lots of features with which one can decorate one's wine farm and purchase for in-game money, but I have still not worked out whether any of these things have any actual function or not.

The graphics and sound are lovely, and the game concept is refreshing and delightful. The game can be quite fun despite its flaws, and, given that this is an early access game, there is a possibility (but of course not a certainty) that some of the flaws will be fixed. Given the game's low price, it is worth having a go with, I think.. I used to love this game, bought it as soon as i saw it on Steam. Unfortunately, they have changed absolutely nothing within the game. 0 improvements, nothing new. Same static camera, maybe %5 improved graphics and nothing more. The cars, the music, the gameplay remains the same; dont know what the redline edition implies tbh. Was utterly disappointed and im sadly refunding the game.. Crash , crash , crash ..... dont touch the slider bar .... gues i give it back and get spine instead. Really simple but funny game with achievements.. This game is a good time! The music and the theme of the game is scary and exciting! Highly recommend!. I love this game, all of the parts are amazing! It's really a lot of fun and the visuals look very nice. I just love the art! 10/10 would buy again.. Everything wrong. No comment more :/. What a nice refreshing attempt to grab the 'player who does everything' -title that has been floating around for quite some time. It doesn't achieve this objective but it sure tries and gets very close.

My needs for a generic media player are not exactly heavy but diverse: living room pc. game rig. workshop pc. several laptops. preferably some type of dj/kiosk mode or settings that allow it to be used effectively during parties.

This far no setup does a 10/10 job but this one appears to be a good replacement candidate for Winamp on windows machines. This far Winamp+VLC combo has been the best tools i have used since they 'just work' (good enough/always available/rarely fail or start crashing). Yes i have tried other players too but always return back to this ol' workhorse duo sooner or later.

I especially liked the nice base interface and the fact that just about anything can be changed and settings can be exported to other machines. Gamepad can also be used for control which is good in living room.

edit: forgot one thing. some reviews mention bad video support but after doing 'Advanced interface' -> 'Help' -> 'Check update' and installing some plugins i can play just about anything i have on my rig and all works. So this means VLC is under the loop now too. This one has a better interface though only time will tell if it's better since crashing is what i hate mosly about VLC. If this one works better then it will beat VLC.

Its pretty good. Intense speedy action platforming with a unique mechanic, this game oozes gorgeous cyberpunky aesthetic goodness. The art and music, voicework and sfx are all top notch. Varied and fun boss fights with supercool badass bad guys. An intriguing and equally intense story arch. I'm three bosses in and loving every minute of it. I recommend this game!

ps. Works really well with my Xbox PC controller. Probably the quirkiest offering in recent years, a girl detectives mystery story set in the 1920s, presented as a board game with challenges in the form of card-based minigames. Utterly charming!. Its fun but very easy! I think it would help if ships where lost completely once destroyed but, to balance it out so it won´t get too hard because of that you should get much more money for destroying enemies and finishing missions.

That way it would feel like you realy lost something when one of your ships sinks...

I didn´t realy play much (only 4.5 hrs so far) but already I have 2 Carriers and 1 Battleship in my fleet... if I was able to loose ships if they get blown up I would not be so far in such a short time.

Still I recommend this game because it is fun and uniqe and I realy hope there will be a mod or update that allows you to only play 1 ship wich you have to select from your fleet and every other ship will be manned by different AI captains who can get better or worse with rank etc. and also have individual ranks to realy make this game realistic. I don´t like the "hopping from ship to ship" system that is in right now it will cause many mistakes on your part and fleets usually arent commanded by one person micromanaging every ship.... so just give me controll of 1 ship and a 1st person perspective while you make the ai of the other ships in the fleet smarter and I will be your biggest fan forever! :D. A really fun little game. I like how the guns feels. I would have appreciated a zoom button to see more screen estate but I think the game wanted me to make use of the minimap.. Very good music!. While I'm very interested in playing his game I have encountered a snag. No matter what I do I cannot put anything into any of the 9 bottom user slots for use!! This problem basically stops you from playing. If you try different keys or mouse clicks to put say the laser drill into the slots you end up crashing the game. So either the tutorial is not sufficent or the game has issues. Might want to wait for a while before purchasing it.. A fairly decent platformer game. Especially pastel-like graphics are impressive. BGM is also great for listening. Puzzles and actions are in proper and natural harmony. Animation also makes the game more interesting. If this game is the developer's first steam game, he has good potential. Maybe, Of the indie games released this week, it is the most worthy of note.

*Nyanco Channel (Steam Curator) ⬚(=^⬚ω⬚^=)⬚
https://store.steampowered.com/curator/33855818/
https://youtu.be/Jj174TssX90. More Nekopara's, more reasons to live.

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