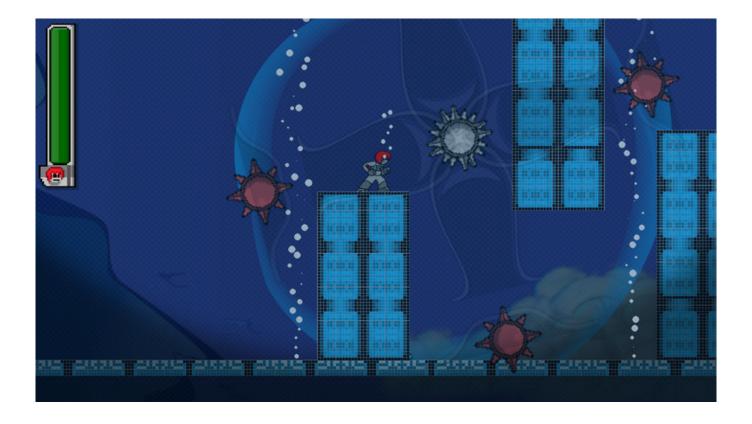
GameGuru - Antiques In The Attic Pack Free Download [Ativador]



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About This Content

GameGuru Antiques In The Attic Pack

If your game idea requires old-style decor to populate and furnish your levels, then look no further than this amazing collection of over 100 high-quality, PBR ready assets for your next game-making project.

The detail you get from each object in this assembly is superb, and yet you get a huge choice of items, including:

- 5 Bed Objects
- 6 Chairs
- 6 Books
- 11 Cabinet Pieces
- 3 Cat Cage Pieces
- 10 Fireplace Poker and Log Pieces

- 4 Grandfather Block Pieces
- 3 Radios
- 3 Old Bottles
- 3 Luggage Boxes
- 4 Rugs
- 3 Shelve Units
- 3 Standing Globe Pieces
- 5 Tables
- 2 Vacuum Cleaner

You also get a statue, canoe, chandeliers, coat hanger, desk lamp, doll, desk fan, frame, iron stove, lamp, mannequin, old lamp, old bathtub, old sled, old TV, old washing machine, phone, pistol, ski and pole, standing lamp, tennis racket, trumpet, typewriter, violin, washer and an old wheelbarrow. These game ready objects would not be out of place in a contemporary AAA game, and they can be yours for an amazing price.

To use this pack, when you run GameGuru and click on Add New Entity in the Library you will see a category called "Antiques In The Attic". Click on this to start browsing through your new game assets. All the assets in this pack are royalty-free, meaning any game you make with them can be legally sold by you.

Title: GameGuru - Antiques In The Attic Pack

Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Game Development

Developer:

The Game Creators

Publisher:

The Game Creators

Release Date: 4 Sep, 2018

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Minimum:

OS: 7, 8, 10

Processor: Intel Dual-Core 2GHz or AMD Dual-Core 2GHz

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 2GB Video Card (Minimum Shader Model 5.0)

Storage: 2 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

English







no, it's trick OR treat. Bought into early access a long time ago. this game just is not developing fast enough for a reccomendation. Stay away until you see significant improvements. I'll update this if things change for the better...

No improvement. Do not even spend the .99 cents. I need to find a way of actually deleting the game from my game list.. Been driving the new cars and tracks in the beta. Absolutely stunning work. My personal favorite so far has been the Formula Trainer (either Novice or Advanced) at Cadwell Park. Terrific work.. Best textured foliage and tree bark I have ever seen in a game 10/10 would cull again. Really good for a free game. I definitely recommend for those who like football manager but don't have enough money. Not as detailed as Football Manager but it's good enough. If your like me then you always wanted a bowling ally in your house, unfortunitly the Gods who are in charge of that type of affairs decided that its not in my cards..

But we can say screw them, by buying this game, and just like that you are the master of your own home bowling ally..

Now if they can only make a indoor VR swimming pool with a bunch of sexy ladies in skimpily clad bikinis.... You come off as surviving a spaceship crash. You are the only hope for a lost legion of space explorers trying to find a new world. There's a lot of great puzzles to solve and vast array of mazes in ruins to venture thru. It's exhilarating yet scary. I'll be honest: I was feeling very tense just venturing thru the caves and ruins. But still, what an amazing expedition I endured.

The game always has challenge that change all the time. The design is really well made. The use of Unreal Engine 4 make it look so realistic that you are literally on another world. Overall, it's fantastic. It could be made more replayable and more dynamic if some DLC (i.e. new campaign\stories\chapters, expansion pack, etc.) was added, but otherwise it's pretty good.. This game sucks. Why? Because they can't seem to get the lag out of it. Never again Playway, Mr Muffins!!!. i am a big fan of multiplayer rts games, and cannot recommend this game.....NOBODY EVER ONLINE!!!!!! EVER!!! So if you buy this game, consider it a single player only. Damn shame cause i thing it would be a good multiplayer rts game.

Honestly might be my least favourite nancy drew game, and I've been playing them since the start. While the idea behind playing multiple characters is nice, it doesn't really feel nessicary, and the fact taht you have to go through Nancy for every switch is tedious.

The game is majorly lacking in any sense of adventure or even mystery. There's nothing really at risk, and that plus the very VERY dull setting makes me actually regret the buy.

There is also no awesome food-related minigame that i've found.. Cons (Negative Points):

- *It Was ♥♥♥♥♥ No Directive Point On What Happens!
- *The Game Is♥♥♥♥♥AF!
- *THE GAME IS SO TAMATO! BLOODY AF
- *I Wish They All Died Cause The Character Models Were♥♥♥♥♥!
- *This Game Is Sick
- *TOO MUCH ♥♥♥♥ING DIALOGUES!

Positive Points:

*None, Developer Go Hang Ure Self U and With Ure Graphics:) :D:3. I think charming is the right word. Graphics, while clean, seem so tiny and old to be laughable till after I started playing, I realized the it's all part of the charm for this game. Where it really shines is game story and playability. Funy jokes and all aside, it feels like a grand rpg experience with as much polish as anything else Ive played recently.. First episode is great! It's really interesting to see 2 people sit down and make a game within 48 hours. It's inspiring, which is always something that is a plus with something like this. Highly recomended. Also, the first game, Navigator, is pretty fun!. Cool little game - demonstrates what a room scale game that runs well has the potential to deliver whilst maintaining good graphical content. I leik the pard ware skletin go bang. game not for undercooked egg childer go away if you will think you will scaer off ease.. If you are going to get Cossacks 3, go big and get all the content with ALL the nations and missions. You won't regret it if you like the base game. Do you remember the game "Godus".

Where you had to raise and lower the terrain for your minions to build.

This game has a similar mechanic but instead of limiting what you can do. Afterwards you choose which people you recruit. It's a number balancing game. Woodcutter -> Farms -> Blacksmith -> Soldier\Priests

After you figure out that pattern with recruiting. There isn't much else to learn. Tau is a unique faction with its long range and ability to bring tons of smaller ships. It also has a more diverse fleet compared to the rest which really helps.

Only thing I wish they had was a campaign style mode where each win\loss mattered. It doesnt have to have a story, because that would increase the price, but they could have something similar to the main campaign without the story elements.

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