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## About This Content

Discover the subtle beauty of the New Mexico landscape. Its nickname - “Land of Enchantment” - fits perfectly. A lot of unique natural scenery will accompany you during all hauls, two trips will never feel the same.

Drive through urbanized areas like Albuquerque, sparsely populated trading posts, rest stops in the middle of the desert, lush forests and mountain ranges. New Mexico has a lot to offer in terms of landscape variety. Cross Rio Grande, visit Carson National Forest, Baylor Peak, Pyramid Rock and other natural landmarks.

Spend your night, rest, refuel and repair your truck on one of the many unique truck stops around New Mexico's highways. Admire the red sunsets while driving past recognizable monumental rock formations.

New Mexico (Navajo: Yootó Hahoodzo) is the fifth largest by area and the 36th most populous of the U.S. states. This corner-state has diverse nature which includes deserts, high plains, and mountains. The climate is generally semi-arid to arid because New Mexico has very little water.

## Key Features

- Over 4,000 miles of new in-game roads
- 14 major cities, including Albuquerque, Santa Fe, and Roswell
- 11 custom rest/truck stops for parking and refueling

- More than 600 completely new 3D graphics assets
- Complex and realistic custom-built junctions and Interstate interchanges
- 8 new company docks and industries
- Unique landmarks both natural and man-made
- New Mexico achievements to unlock

### Cities included in the expansion



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Title: American Truck Simulator - New Mexico

Genre: Indie, Simulation

Developer:

SCS Software

Publisher:

SCS Software

Release Date: 9 Nov, 2017

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**Minimum:**

**OS:** Windows 7 64-bit

**Processor:** Dual core CPU 2.4 GHz

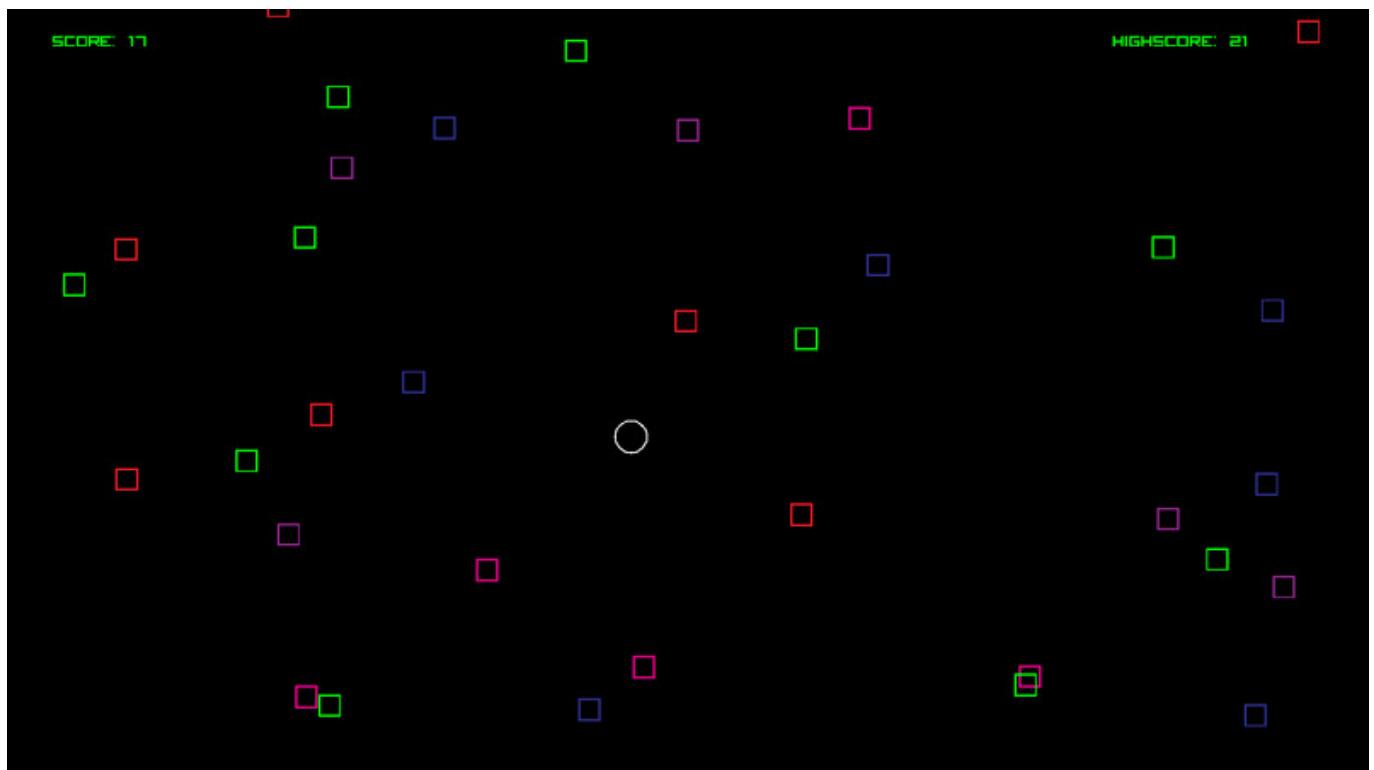
**Memory:** 4 GB RAM

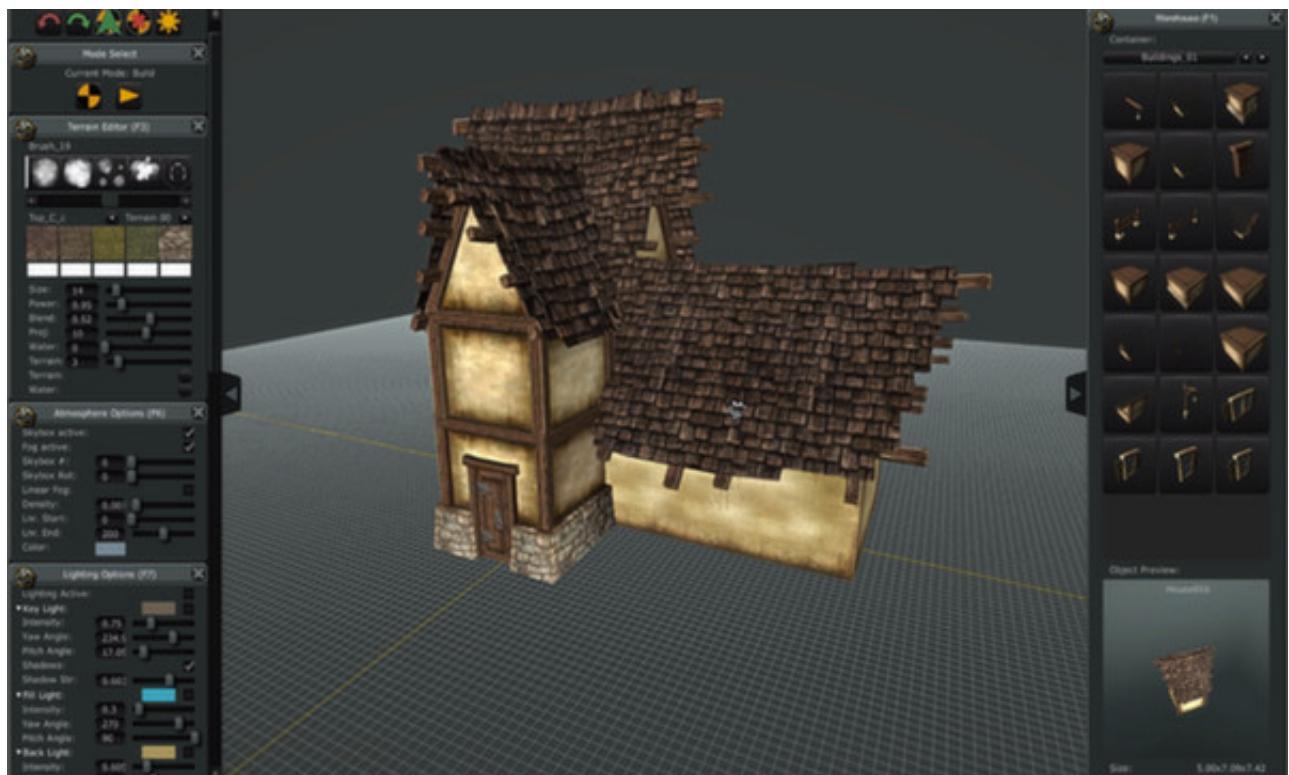
**Graphics:** GeForce GTS 450-class (Intel HD 4000)

**Storage:** 100 MB available space

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Im a huge fan of the graphic novel, I liked the movie, but this game sucks pretty bad. It's short, the story is really lame, it can hardly be considered a pre-quel to the movie/comics since there's no connection whatsoever to the original events.

The gameplay is simple, but it suffers from the camera problem of old games (you can get attacked from people that arent showing up on the screen and you dont get warned about it). Few combos, but the executions are really sweet.

And the graphics are nice.

But the biggest problem is: it is **VERY REPETITIVE**. Its like: fight, open door, fight, open door, fight.

If you played Ghostrider for PS2, its exactly the same thing.

The characters have some philosophical discussions through the game, but it's hardly any deep like the comics intended them to be. The voice over is pretty decent, tho.

But all in all, this game is REALLY NOT WORTHY it. The repetition of the same things for 8 chapters makes it really boring and annoying. Just a very bad spin off.. Excellent characters and ambience.

It is a nice ride for newcomers.. Great game but many bugs also Quintana is to overrated on mountains and timetrial in regards to his real skills with this said there is no better than to drive up the mountain stages with your favorite rider and doing the multiplayer part with your friends.

If you aren't a cycling fan I cannot recommend buying the game but if you are it's a great buy.,

\u2665\u2665\u2665\u2665\u2665 DLC not worth \$15 has a tiny boring location with quite\u2665\u2665\u2665\u2665\u2665\u2665enemy placement and pretty much useless bonus weapons and armour.

The 2 bosses in the game were pretty good tho. Fun single player dice-based board game.

RNG can be brutal if you get unlucky, very strong early enemies can present unbeatable obstacles. Fortunately that doesn't happen too often. Also food, which lets you reroll your dice, is scarce early on. These two factors may combine to make it seem more frustrating than it is.

You can mitigate these a few ways: you can tweak your starting character's dice so they have more balanced results, you can rush your first 2 quests to get 2 more people (for more dice to roll), and you can spend a few early turns on a food-rich square to stock up. You can still end up totally screwed, in which case just chalk it up to bad luck and restart.

Once you get the hang of it, it's not that tough to consistently beat the game. I think some of the negative reviews that took issue with the RNG weren't carrying enough food, especially by the time winter rolled around. I'd usually stock up to about 40-50 food, you really need to be able to slam rerolls. Also hunting down skill books is key, they give you unlimited once-per-roll dice face changes or rerolls.

The achievements' requirements force you to limit yourself instead of just playing for the easy victory, which nicely added

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replay value for me. One or two require a bit too much luck for my liking, but for the most part they were a fun way to extend my enjoyment by making me tweak my playstyle and think creatively while upping the difficulty.

Overall a fun game for a fair price. If you like board games and you'd be happy with something that's entertaining enough for a handful of plays, give this a shot.

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I walked on the docks and mused about how society has failed criminals and not vice versa, while simultaneously breaking said criminals necks. Overall a quite amusing, if a little repetitive, action game. A little too short but i will give it an 8.5/10 Would fight crime in a trenchcoat again.. In short, Quell Zen is harder and not as well-made and enjoyable as Quell Memento. If you buy only one Quell game, make it Memento, not Zen.

In long, after Quell, Quell Reflect and the terrific Quell Memento, this is the fourth installment in the series. I am sad to report that Quell Zen does not live up to the high standard set by Memento.

Zen has only a few more levels than Memento, but it is a substantially longer game. Levels requiring more than 30 moves to solve are the norm instead of the exception. The problem is, that more complexity and length alone do not equal more fun. This game again adds new mechanics to the series, but unfortunately ones I mostly did not enjoy. Many of them change the layout of the levels (arrows move rows of blocks, green bubbles leave trails of blocks), which I found very demanding\frustrating to plan out in advance. I guess in this regard Zen is confirmation of the old adage that sometimes less is more. The difficulty varies wildly all through-out the game. It's not uncommon for open-ended levels with 40+ step solutions to occur in proximity of 7 step linear levels, even quite early on.

They did improve the start-up loading time compared to Memento, but virtually everything else is a downgrade in my opinion. I didn't like the new asian theme and aesthetic - Memento is easily better looking. The "story" was about as useless as in Memento, but now the competent voice acting is replaced with badly-written letters. They start out unrealistic and end up awkward and horribly clich\u00e9d. Memento had a certain charm and consistent style in its presentation, which seems all but lost in Zen.

Unless you found Memento way too easy, Zen is in every regard an inferior game. A few levels are undoubtedly quite smart, the majority is decent if uninspired, but sadly there are quite a few bad apples which are just tedious and frustrating. Still, over-all there's more good than bad, and if I hadn't liked Memento so much, I probably wouldn't be as harsh on Zen. If you like the series, pick it up on sale. Personally I wouldn't pay full price.. What can I say, It's just surgeon simulator but now you pay double for vr. It's overall kinda meh, the hand interactions are wierd, and the game is very short. Good shoot 'em up. The graphics are sharp (and look cool), it reminded me a lot of Alien Hominid. The game itself is, like I said, pretty good but straightforward. You just press and hold Space to shoot, ocassionally press X to use your powers and Control to grab bigger enemies (and press Space some more). The goal is to keep enemies from flying past you. If you let 50 pass, it's game over. If you can keep them off you're awarded a medal. So nothing groundbreaking.

However, I wish there was a little bit more variation in enemies (and enemy designs as well). But it's a solid game nonetheless. Would I recommend it ? No. Unless you're really into shoot 'em ups, that is.

[Rating: 62/100]. awesome, raw, synthy, chipstyle, analog drum machine, big toms, beautiful, 10/10

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