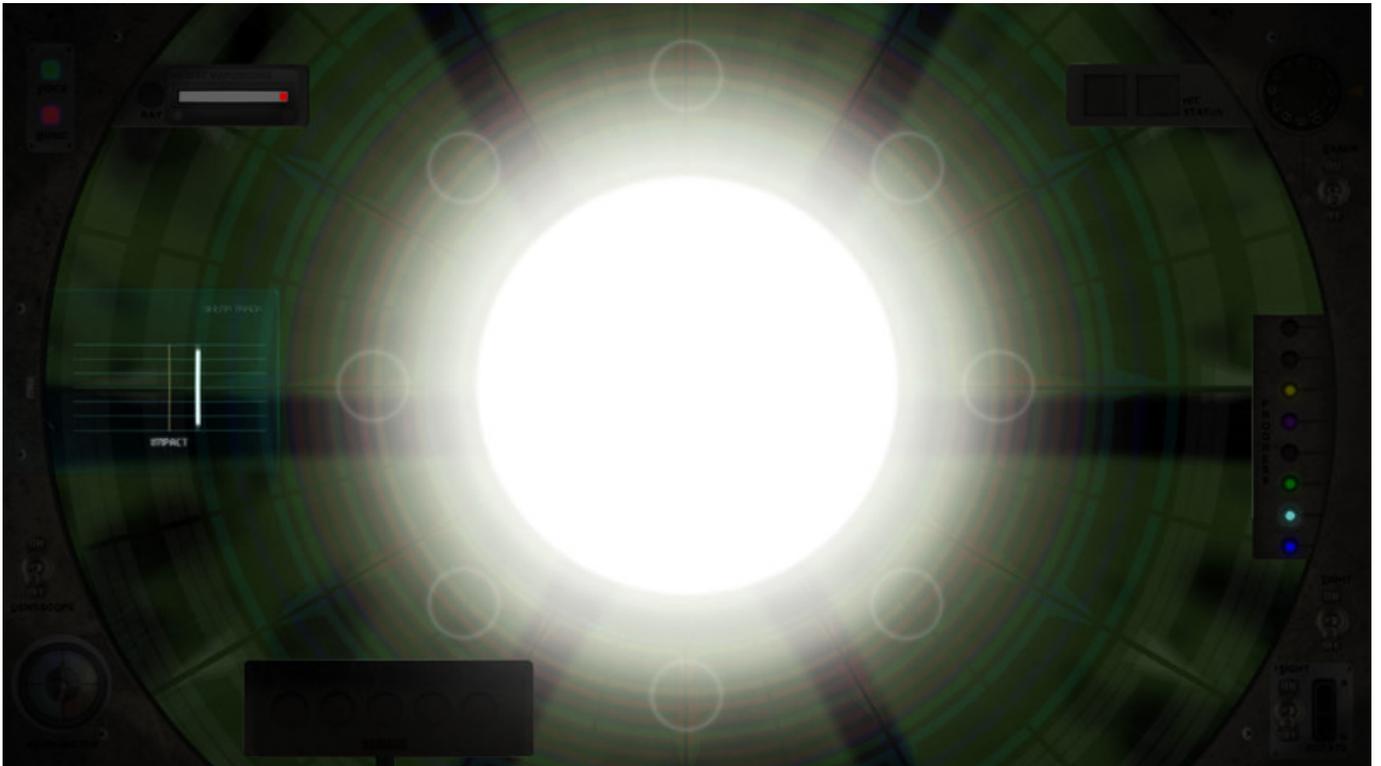


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Cities: Skylines - Content Creator Pack: University City Free Download [Patch]



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## About This Content

Give your city that real “university town” look and feel with a selection of new building spawns designed by **Michael “KingLeno” Warren**. University City adds 36 low-density residential buildings, 32 low-density commercial buildings, and 15 props including commercial signs and logos to reflect the student residents in your neighborhood!

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Title: Cities: Skylines - Content Creator Pack: University City  
Genre: Simulation, Strategy  
Developer:  
Michael Warren  
Publisher:  
Paradox Interactive  
Franchise:  
Cities: Skylines  
Release Date: 21 May, 2019

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Microsoft Windows XP/Vista/7/8/8.1 (64-bit)

**Processor:** Intel Core 2 Duo, 3.0GHz or AMD Athlon 64 X2 6400+, 3.2GHz

**Memory:** 4 GB RAM

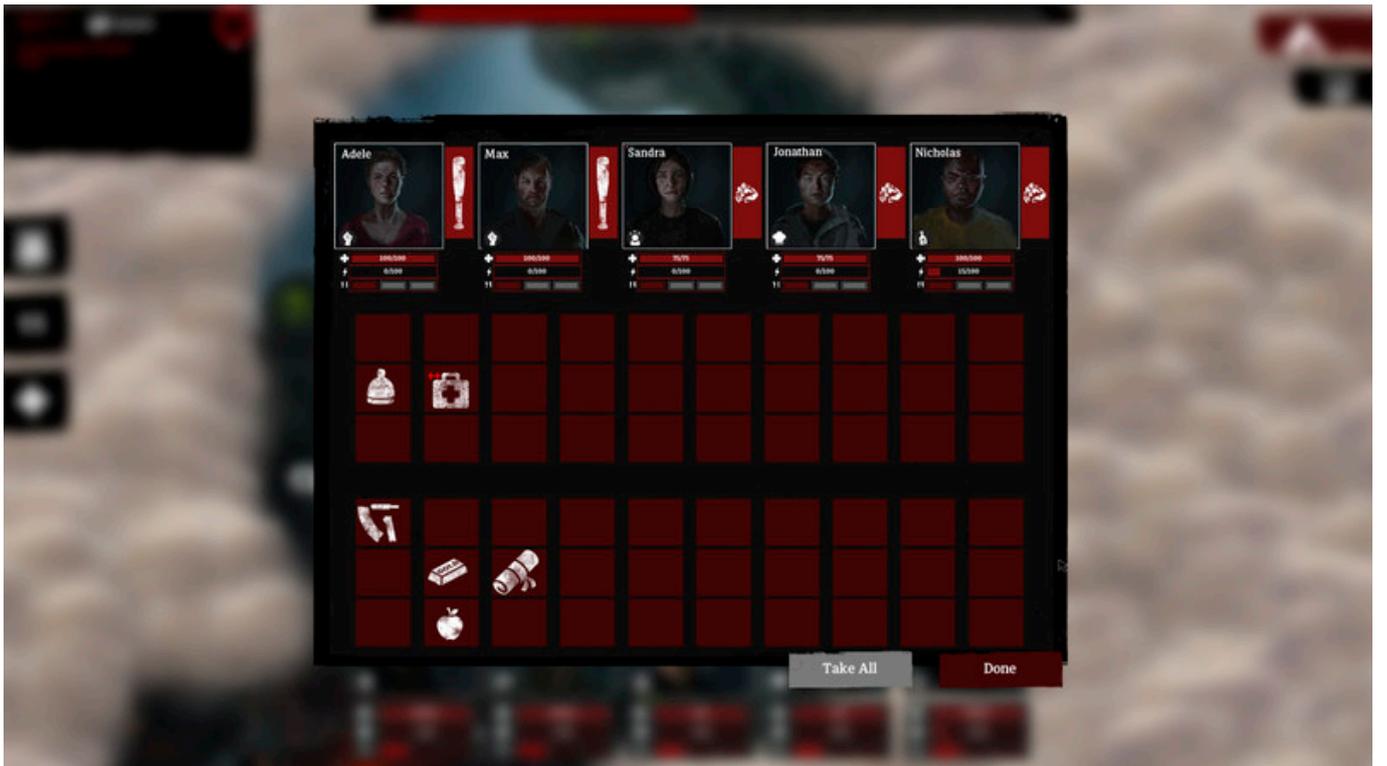
**Graphics:** nVIDIA GeForce GTX 260, 512 MB or ATI Radeon HD 5670, 512 MB (Does not support Intel Integrated Graphics Cards)

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 6 GB available space

English,French,German,Polish,Russian,Simplified Chinese,Korean







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I bought this on accident and I regret it.. Extremely fun for the whole family.

11/10 for the butt-clenching gameplay.

Would highly recommend if you have a damaged anal sphincta.

It would definatly be a game to work those glutes back into shape.

With 12 orbits, I can finally squeeze into those skinny jeans and feel confident in my body shape.

It's really helped me to balance my health and family life, with my Partner Fannie Licker.

I hope this was helpful.

Love,

Moe Lester. Game crashes all the time, and crashes steam every time I exit. I don't know if the game was bugged out or not, but I couldn't even get out of the first room no matter what I did.

I like the idea of the game, but it's essentially unplayable for me. Not recommended.. Disclaimer: This 'review' does not convey the full extent of the experience as I couldn't play it past 20 minutes.

My first impression of this game is negative. Its not abysmal, its not mediocre either.

My first feelings after playing this game for a bit was regret and disapointment.

Which seems to be a trend for many new games on Steam nowadays, but I digress.

!!BEWARE!! This is a mobile port.

Which is important information that is surprisingly missing from the steampage and even other steam reviews for the game so far. The quality of the overall product as far as I can see does not justify 10 US dollars ON PC and there are many better games in the same genre available on steam. The only place this is actually hinted is in the company discription.

It might be fine on mobile but its a different ball game here on PC.

Although it supports controllers, movement using the analogue sticks feel laggy, uncoordinated and unresponsive. Clearly showing how the game was initially built for touch screens. This is further proven by the clunky UI that is also evidently designed for touch screens instead of being adapted to PC. Elements of the UI also serve to detract from the artistry and flashiness of the moves during battle.

Thereby making the overall PC enjoyability of this title below that of the mobile version.

As a side note: Unless there is some way to disable specific elements of the UI, I'm curious as to why it does not show up in the screenshots in order to display the games fundamental mechanics (its only barely seen in the trailer in the background).

The characters themselves fit all the highly popular japanese character archetypes in every possible stereotypical way. Each character with any remote amount of backstory was clearly designed around an archetype rather than created with any one of said archetypes applying to them after creation.

As such many of said characters have clear psychological problems, from spontaneous outbursts of lethal violence for seemingly little to no reason to inability to display emotions and understandings of any kind of common sense.

To list some positives however.

Personally I really do like the art style for the cat,

The music is not bad.

The moves are flashy and sometimes nice to look at.

The jewel customization system is also innovative and novel.

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Anyway if you're a fan of anime fantasy stories, common japanese romantice subplots, cat gods and like reading (because theres no voice acting whatsoever) then perhaps this game is for you. But do yourself a favor and get the mobile version instead, clearly thats what this game was designed for.

But in my eyes this is a mobile port, with unrelatable 2D cutout characters placed in a generic fantasy world with generic romantic and inexplicable subplots centering around the harem master main character (and only relevant male in the entire game, perhaps the cat is also a guy who knows) facing a generic enemy based in a generic conflict between Light and Dark. With light naturally being the good guys and dark being the bad guys.

So therefore its not the game for me and therefore I do not recommend it.

. Probably the best IDE I have used...very nice.

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Aero's Quest is one of those games that you need to get into it to totally appreciate it. In the very first beginning I was skeptical and I was thinking for the worse. Then, after the tutorial, the game hooked me and I found it very entertaining. The graphics are simple but not outdated with some nice touch here and there. The sound is beautiful, I'm a musician myself and I love all the tracks of the game. Mechanics are simple but are working well and generally the game, despite the challenge, hooks you up. . Its a very nice game. I like the logic required for the puzzles.

Though i have a few suggestions:

- pleas add ultrawide support, i dont like the black 'boxes' on each side on my screen.
- the learning-ai screen is a bit unlogical, and could be made so its easier to find what you need.
- the medal system is fun but a bit weird, sometimes with silver and bronze, there's only a faction of a second between them.

. **Pros** - Good, soothing soundtrack

Diversity between fast and puzzle levels

Fun concept

Cheap

**Cons** - Occasional glitchy background (at least for me)

Minor but frustrating bugs like dying on spike that was already inside the platform

**Overall** - If you like platformers or just wanna chill out with nice soundtrack for low price, get it. Good paintjobs. Surprisingly awesome game. Creepy, mysterious, best yet the story will keep you wanting more and more. I've only completed 4 levels but it's already got me HOOKED. Each level my mind goes....wait what? I can't help but move my mouse and unfold the story. My main goal is to complete this game as soon as I can. I highly recommend this game, I don't usually HIGHLY RECOMMEND, BUT I DO FOR THIS ONE! I hope they come out with more levels/stories or make a sequel.

<https://www.youtube.com/watch?v=NhBONrHBtlk&feature=youtu.be>. Garish, ugly and twitchy as hell.

Obviously don't bother.

<https://youtu.be/nkQhfYNMxvo>

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