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## About This Game

Half-Life: Before – is a modification for Half-Life with new levels and story. Mod is based on Spirit of Half-Life 1.8 technology, that increases visual and functional component of the mod.

You're playing as a Black Mesa scientist Andrew Winner. Your mission is to enter another world to find an artifact that will allow Black Mesa scientists to open portal in another world.

## Features

- Intense action
- Set in Half-Life universe
- High quality soundtrack
- Spirit of Half-Life technology to enhance visuals
- High definition models

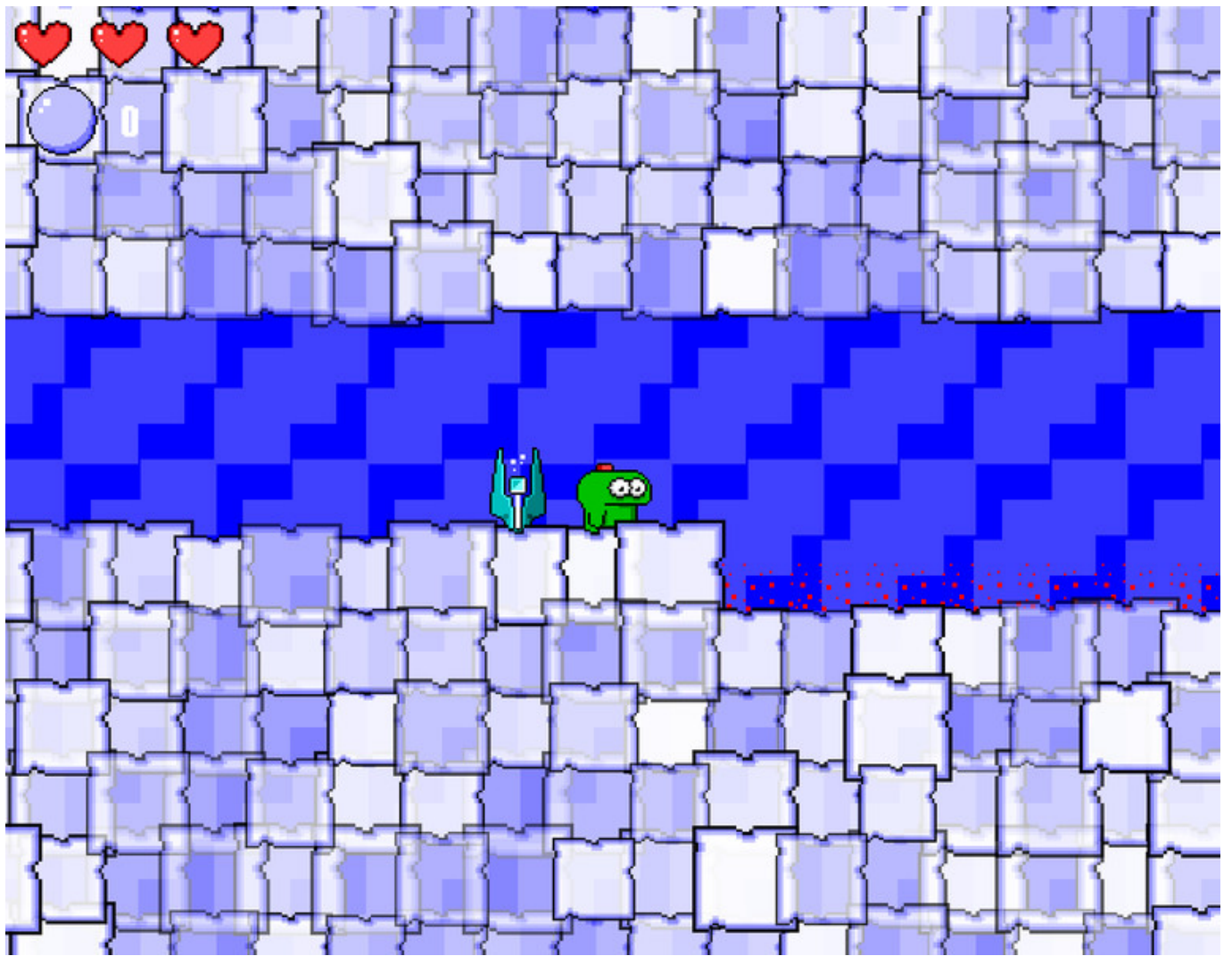
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Title: Half-Life: Before  
Genre: Action, Adventure, Free to Play, Indie  
Developer:  
Creashock studios  
Publisher:  
Creashock studios  
Release Date: 5 Mar, 2009

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English







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Super Saiyan Yes!!!!. In short, this is a great route, truly excellent. Let me explain why.

EDIT - I forgot to mention something in my original review. For customers outside the U.S.A, Metra and BNSF branding is missing because of licencing issues. Although I understand that having branding is nicer than not having branding, I didn't find the missing branding an issue and hence I forgot to mention this in the original review. Also a branding patch is available online.

The route is incredibly detailed, especially around stations. This combined with a truckload of new assets make many of the locations along the route very recognizable. Signage is also very nicely done, especially the whistle signs. I'm really hard pressed to find any faults with the route.

Now how about the included locomotives and rolling stock. Well, those are really rather good as well. I really love that the head-end power mode and the speeding and vigilance alarms are simulated on the F40PH. The only gripes I have with the F40PH is that the brake pressure gauges are a bit wonky (the brake cylinder pressure gauge always pops up to 64.5 psi even with the smallest possible reduction of pressure in the brake pipe, however if you check the F5 HUD, the actual brake cylinder pressure does rise with a reduction in brake pipe pressure properly instead of immediately popping up to 64.5 psi. After some reading on some forums, I learned that this might be a bug in the core simulator. If that is true, I can't really fault this DLC for that) and the cab signalling display seems a bit wonky as well. The cab signalling works great on relatively simple track layout, but as soon as the track layout becomes a bit more complex, the indicated aspects are all over the place and more often than not don't correspond with the wayside signal aspects. Because the cab signalling works pretty well most of the time, I didn't think this was a huge issue, just a minor gripe. The cab car is nicely modelled as well and, strangely enough, doesn't suffer from the same wonky pressure gauges.

As far as sounds go, I'm not that familiar with the real life sounds, but as far as I could tell the sounds are quite recognizable.

In conclusion, I only have a few minor gripes and I really can't recommend this route enough!. Pretty good puzzle game/chaos simulator. The monkey island games really are the gold standard of point and click adventure games. If you haven't played the monkey island games, and you're spending time on PnC adventures... you're doing it wrong.. disappointment is immeasurable. you cant play online because no one bought this game and if you go online you play with bots all the time. you get disconnected constantly and game crashes sometimes.. This experience made me very dizzy very fast to the point I could not finish it. The surrounding seems to be made out of a stereo cube map, which works only if you rotate on an axe, any translations of your body will cause weird effects and dizziness. I felt imprisoned because I had to restrain myself from moving to decrease my discomfort before finally giving up during the "show"... I will ask for a refund, because I can't experience it. The idea is interesting though the execution needs to be rethought.. One of the cheapest DLC for SW4-2, and, to my mind, one, if not THE best DLC for this game.

The weapons are instantly accessible which makes the early game (leveling) much more fun. The attack speed is extremely helpful (especially if you have to play/level with those characters you dont really like to play with). The weapons look pretty nice to the biggest part and are quite strong, yet not overpowered (like, you cant rush Nightmare Difficulty 10-star missions with a lvl1 char only because you have this weapon)

Only downpoint is that i just started to try and get the rare weapons asap (for my fav chars at least), as i discovered this dlc and instantly lost the ambition to do so (for now).

Still, i RECOMMEND this DLC. Not a must-have but a nice-to-have. (:

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Gorgeous visuals, ambient music, and fun cartoonish archaeological theme, but the game is very short and easy. Recommended if you like hidden object games, and if bought on sale in a bundle with the other Samantha Swift game. It's also kind of annoying that you can only get half this game series on Steam. The Mystery From Atlantis and Fountains of Fate are missing, and the latter is the most advanced and best of the series.

Rating: 3/5. Not worth the time.. really bad, no smooth gameplay, runs horribly even in a good pc, you will not know if you hit an enemy or not, environment quality is worst, and there are so many more complaints do not waste your money on this game. Do not recommended.

Very buggy User Interface.

Campaign progress resets randomly.

Buttons are unclickable.

Game freezes in random cases.

. To put it quite simply, if you are a fan of 2D zelda you will like this game. Any complaints I've seen about it in reviews are from people who clearly don't like Zelda style games.

It's a very charming well designed top down action RPG similar to zelda, where you collect items, do dungeons full of puzzles, and explore a giant overworld map. The thing that makes this game unique is that you only use spells, so it's very interesting to see all the different types of spells you get to cast. There is a lot of content including lots of hidden collectables, and lots to explore, items to collect and upgrade. There is backtracking just like you would expect from any zelda style game; You backtrack and try to find areas you haven't been to before as you get newer items. My one complaint is that unlike Zelda, the map isn't very good, so you won't be able to rely on as much to find where you are; the game even jokes about this itself. (There is a great map that someone created in the guides though).

Overall it's quite good, and if you are at all a fan of legend of zelda, you will be a fan of this game.. I am really disappointed in this game. For the first time you get scared of the bear and that's it... Every time the screen goes dark you know what's coming for you. There is no need for me to continue playing this game. Please change this and will have a look at this maybe later.

Thanks a lot. @Vote No for now. Solid turn-based tactics game set in the Warhammer Fantasy universe.. Pretty good. i love it quite alot.. First of all this game is gorgeous, the soundtrack is awesome and fits perfectly with the game i never thought i was going to have this much fun. Even though i keep dying i don't feel frustrated as it is an enjoyable experience. This game was just being obtuse, making you wander around and setting you back to the start, also the "epic trolling" was really droll

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