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About This Content

Seeking to expand your mastery and defeat your foes? This Magic 2013 deck pack includes two brand-new decks for Campaign and Multiplayer play. The blue and black “Rogues’ Gallery” deck disrupts your enemies’ plans with spells, then summons stealthy mages and shadowy undead to deliver the killing blows. Wield all five colors of magic with the “Mana Mystery” deck. A pentacolor array of spells will help you keep the battlefield clear while you set the stage for towering, indomitable creatures!

Title: Magic: The Gathering - 2013 Deck Pack 3

Genre: Strategy

Developer:

Stainless Games

Publisher:

Wizards of the Coast LLC

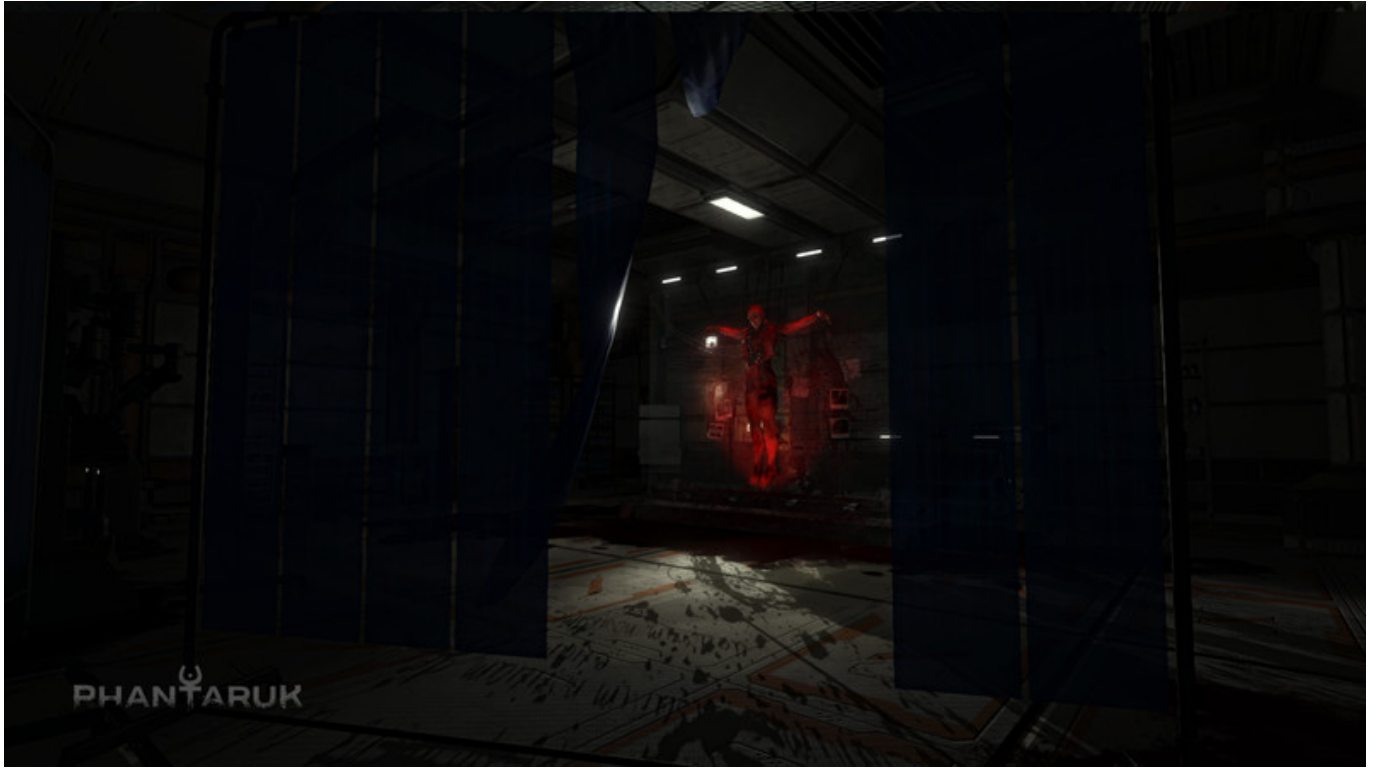
Release Date: 9 Jan, 2013

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English,French,German,Italian,Japanese,Korean,Russian







Not a bad game. The game is fun and brings the past come alive as the arcades used to be the place to be. It can be hard at times but for the most part, it's just an easy going simulation game that passes the time. None the less, worth playing for some easy fun.. Great game, would recommend to anyone who is familiar with the DMC series.. DON'T BUY, NOT EVEN A REAL GAME. Why does steam even allow this to be on here.. So I've played through the first two chapters (which as far as I can tell is all there is at this point), and I have to say I was highly disappointed. The dialogue is very juvenile, it really seems like a early teenage guy trying to sound super tough. As far as actual game play goes I would start by suggesting more payoff of exploration, by which I mean beyond the office there really isn't much you can click on or investigate. I'm not a huge fan of the blocky graphics but that is mostly just a personal preference. The final thing I have to say about this slightly dull game with potential is that at no point in any game have I ever thought to myself "Gee if only I could actually watch my character that would make this experience so much better". While I won't be recommending this game anytime soon, I will certainly play the next two episodes when they come out in hopes that there is improvement :). I, a random internet stranger, completed every puzzle in this game, without any hints. Surely you won't let a random internet stranger one-up you, right?

More seriously: This game is basically "Think Outside Of The Box: The Game". In almost every one of the 225 levels, you're given a box to think your way out of. You start with some nice boxes, moving on to more evil boxes one by one. New mechanics are introduced throughout the game, and the game wastes no time at all forcing you to use them in several utterly unorthodox ways each.

The game has a very nonlinear worldmap, so if you get stuck on a few levels you can just go complete some other levels instead, then come back with a fresh outlook and an epiphany waiting for you. You'll definitely be happy about this nonlinearity, because this game, more than any other game, has the unique ability to make you think "This level is literally impossible". You don't just get the feeling that it's just very hard and you haven't found the solution yet, you literally think "Yep, there's absolutely no way this can be done." You're always wrong, of course. The correct statement would probably be "Yep, there's absolutely no way this can be done using the techniques I am aware of". So you need a new technique, a new approach. And guess what: The new approach is *always outside the box. Sometimes outside several boxes at once.*

The game is not unfair. The rules of the game are ridiculously simple. To solve the puzzles, you need to learn to understand them. For each word in the game, you need to understand two things: what the word means, and what the word doesn't mean. The game loves to mess with your preconceptions like that: for example if there's nothing on screen meaning "LAVA IS HOT", then lava isn't hot, no matter how intimidating it looks.

If you're out of ideas on some level, try to think backwards. What needs to be where for YOU to WIN? What needs to happen to achieve that? Very often, the game wants you to plan ahead and build a certain setup, one you can't just find through trial and error, but one that becomes way more obvious when you think about what needs to have been done.

Later on in the game, you'll notice that the game has secretly begun to build more boxes around you while you were playing it. It lulls you in, repeatedly shows you things you'll come to expect, acts like there is an underlying structure to things beyond just the written rules. And then... it just starts subverting your expectations, mercilessly, one by one, without even breaking any of its rules. It's absolutely magnificent to experience, and it's all your own fault for believing there are limits in the first place.

The game has an unlimited undo feature, and it's the one feature you'll use most in the game. You will live the undo, breathe it. It is a good feature.

Now get to it, buy this game.. more like zombie portraits than nordic portraits

WHY DO WE KEEP BUYING THIS. I like this game very much and have to give it a 'Thumbs Up' mainly 'cause I love weird games! However, personally I wouldn't pay full price for this game.. Search and Rescue for 911 is great.

Can we have more dlcs for 911 for:

1. world war 3 ?
2. alien attacks from outer space ?
3. nuclear war or post nuclear war ?
4. diseases, pandememics, viruses, and etc ?

THANK YOU. I dont know why people are complaining about it... It costs 99 cents. This game is worth it.. There is no possible way of downloading the "Ultra Texture Pack". 0V10

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