Smooth Operators Offline Activation Keygen

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About This Game

Smooth Operators is an advanced simulation where you take control of a call center company and lead it to financial success! Hire employees and customize your buildings with several types of offices, facilities and accessories! Watch your company become alive and grow while your building reach the highest skyline.

This won't be an easy task! Employees will get upset if you don't consider their well-being. Send them some coaches to cheer them up or arrange their working hours and vacations with Human resources employees.

Everything is upgradable! Hire projects managers to unlock new technologies, and improve your offices and employees. If your account managers bring you new contracts, pressure your employees with managers to increase their productivity.

What type of CEO will you be?

Features:
- A highly addictive game with numerous hours of gameplay.
- Customize your company by placing offices and furnitures where you see fit
- Upgrade everything! Improve employees, offices, elevators…
- Killable birds =)

Title: Smooth Operators
Genre: Casual, Indie, Simulation, Strategy
Developer:
Heydeck Games
Publisher:
Heydeck Games
Release Date: 14 Jan, 2013
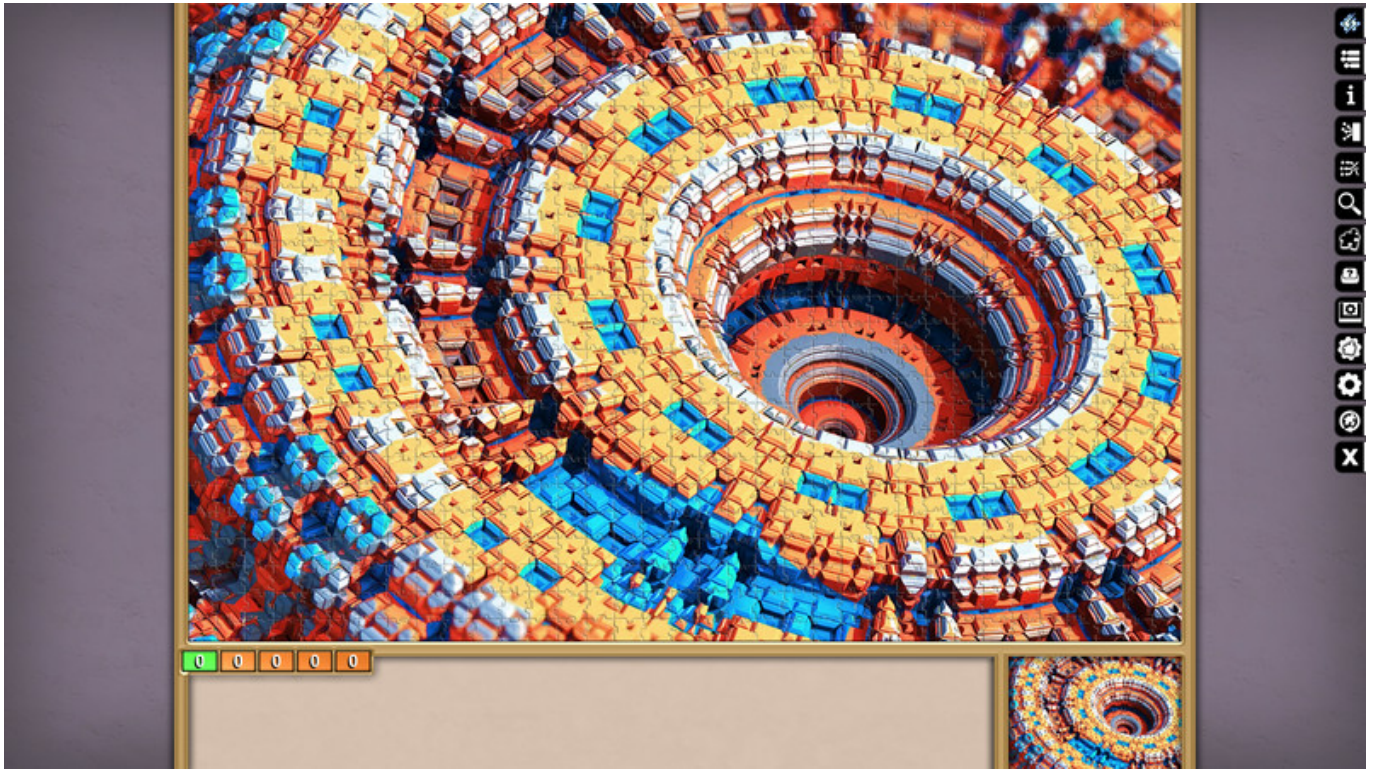
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Minimum:

OS: WinXP

Processor: 1ghz

Memory: 2 GB RAM

Graphics: 500mb

DirectX: Version 10

Storage: 200 MB available space

English

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If you're into simple matching games then this game is for you!. This game has me on the edge of my seat when im playing it i feel just like a terrorist on the front lines its graphics are astounding for the games price and the gameplay is even better. Good game to play with friends too, team up with other masked shooters.. hot, hot garbage. Meh. I'm truly one way or the other about this one. i like the style, the music, and the humor, but the gameplay and controls are a tad wonky. gonna have to thumbs down this one, but not with contempt or anything, it just isnt my thing. This is a prime example of what not to do for a DLC.
Very little new content and broken AI causing endless frustration.
For example: There are a couple of "new" races that are just plain aggro. They will instantly declare war on you upon meeting you.
That is ok unless you have just started a new sector and the first race you meet is one of them.
No more safe harbor for a long time unless you get lucky.
You basicly just lost all your money and ship.
Lazy programming, don't even get it even if it was free.. very fun to play if you like these types of game. Turba is sort of a Lumines clone ('Lumines ? What's that ?' Well... do your homework !) but instead of multicolored squares you try and match 3 or more single colored squares. Yes, yes, it's like all those other games (Bejeweled, Puzzle Quest, you name it) but you can also use your own music (everyone knows that my taste in music is excellent ;)). It's a plus for me, especially since it's integrated into the gameplay.
Solid puzzle game right here.

[Rating: 67/100]. it is a really good route to add to your game it joins up to the riviera line with the class 43 first great western hst gos past the riviera with dawlish exeter and all that lot in it if you got the riviera line but nether mind about that the route is really good i like paddington in the route big station but what this route need is more track and houseing and trees beacause it is just fields and fields and fields.good route but more work recommend it ;]

short, simple, beautiful.. More charming than I expected it to be, but is still lacking polish.

- I had issues with both the keyboard and xbox 360 controller as input.
- The Achievement for the hardest difficulty is an RNG grind due to your dependence on quickly finding randomly dropped time-extending power ups.. This is a great game that should please most fans of the genre. The game appears simple on the surface but there is lots of depth that slowly reveals itself upon repeated plays. The power up system allows for lots of customization and the stages offer branching paths that open up harder routes for good players. While the scoring system is a much overused chaining system, it 's a rush to build up the medal value and rack up tons of points. This is a very fun game and it's worth every penny to shooter fans.. One Word Review: Exhilarating. This game is simply amazing. From the astonishing writing to the great visuals, 'Who is Mike' knows which notes it has to hit to take you aback.

. good game to waste time on however there are many glitchs to fix for example units getting struck in rivers after making pontoons and getting killed but otherwise amazing game. Funny, sometimes hardcore platformer, about hamster(or dog?) who likes apples)
. (Most of the critisism here is about the expansion campaigns-- although I found the original campaign frustrating at times, it was in a more pleasant way!)

I love pretty much every game Zachtronics has released, and while I find this game mostly enjoyable, the amount of artificial difficulty introduced is maddening. The AI isn't particularly intelligent. The computer will frequently, for example, equip a weapon to an ironclad that is 3 empty spaces away from making it to your side, which is a waste of AP. If you pop an ironclad with a melee weapon right in front of an AI ironclad two spaces from your side equipped with a 2+ range weapon, they wont swap that weapon out to kill your ironclad and make it to your side-- it'll just sit there and die. To make up for the lackluster AI, however, the player is handicapped in a number of ways, making the game feel exceedingly frustrating at times.

The player receives a base 1.0AP per turn, while the computer gets 1.5AP. Then add on the fact that many of the AP-boosting objectives tend to be on the enemy's side, and the enemy often has units on the field to claim or defend them before turn 1.

This provides the illusion that the enemy's deck is an endless bag of cards where they can just pull out any card they desire at any point. The computer rarely needs to play defensively because they can just spam units to put YOU on defense. Maybe 10% of the time am I able to sneak a raider by the AI when there is an ironclad in play that they can maneuver into his path. Manage to an armored ironclad out to scrap with one weilding a 1 damage weapon? you've got about a 75% chance that they have some way to boost the damage to ignore the armor(depending on enemy factions). You can see how many cards the enemy has in hand, so I don't think the computer actively cheats in this regard-- it's just because of the massive AP boost that the AI gets-- cards don't need to go to waste.

TL;DR- Playing checkers with a skilled player is fun, even if they beat you. Playing checkers with an incompetent player whos friends pop in to give them extra game pieces whenever they lose some is frustrating.