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## Project Syria Reset Key



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## About This Game

Released in 2013

Project Syria was originally commissioned by the World Economic Forum and created at the University of Southern California School of Cinematic Arts, this immersive journalism piece focuses on the plight of these children. By coupling pioneering virtual reality technologies with audio and video captured at a tragic event, Project Syria transports audiences to the scene as the story unfolds.

Nearly one half of Syria's 23 million people have been displaced in its civil war and no group has been as severely affected as children. Children make up more than half of the three million refugees living in camps or makeshift housing and some news reports indicate that children are actually being specifically targeted in the violence.

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Title: Project Syria  
Genre: Free to Play, Indie, Simulation  
Developer:  
Emblematic Group  
Publisher:  
Emblematic Group  
Release Date: 8 Jan, 2013

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**Minimum:**

**OS:** Windows 8 64

**Processor:** i5 Intel

**Memory:** 8 GB RAM

**Graphics:** Nvidia 970 or higher

**DirectX:** Version 11

**Storage:** 150 MB available space

English

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## Community College Hero

by Eric Moser

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Your opponent can't see in the dark, but you neither can you. Eventually your eyes will adjust, but you're worried that if you just sit back and hide that Downfall might blow the whistle and end the match. You really need to win this sparring match to earn a better grade!

What do you do?

- Hide and wait for a few more minutes. It's ridiculous to blindly attack in the dark.
- Charge blindly in his direction. He won't expect a direct attack!
- Shoot blindly in his direction. It can't hurt to try!
- Try to lure him into a trap. It will be difficult to execute, but he's pretty clumsy!

**Next**

**R**eport

City information | Railroad information | Economic information | Balance sheets | Energy information

City information

City name: [redacted]  
 Size: Village  
 Type: Cultural City  
 Population Change / Year: 36706

Industry ratios	
Agricultural	0.9 %
Industrial	4.3 %
Commerce	7.9 %
Business	6.8 %
Leisure	2.8 %
Culture	69.2 %
House	8.1 %

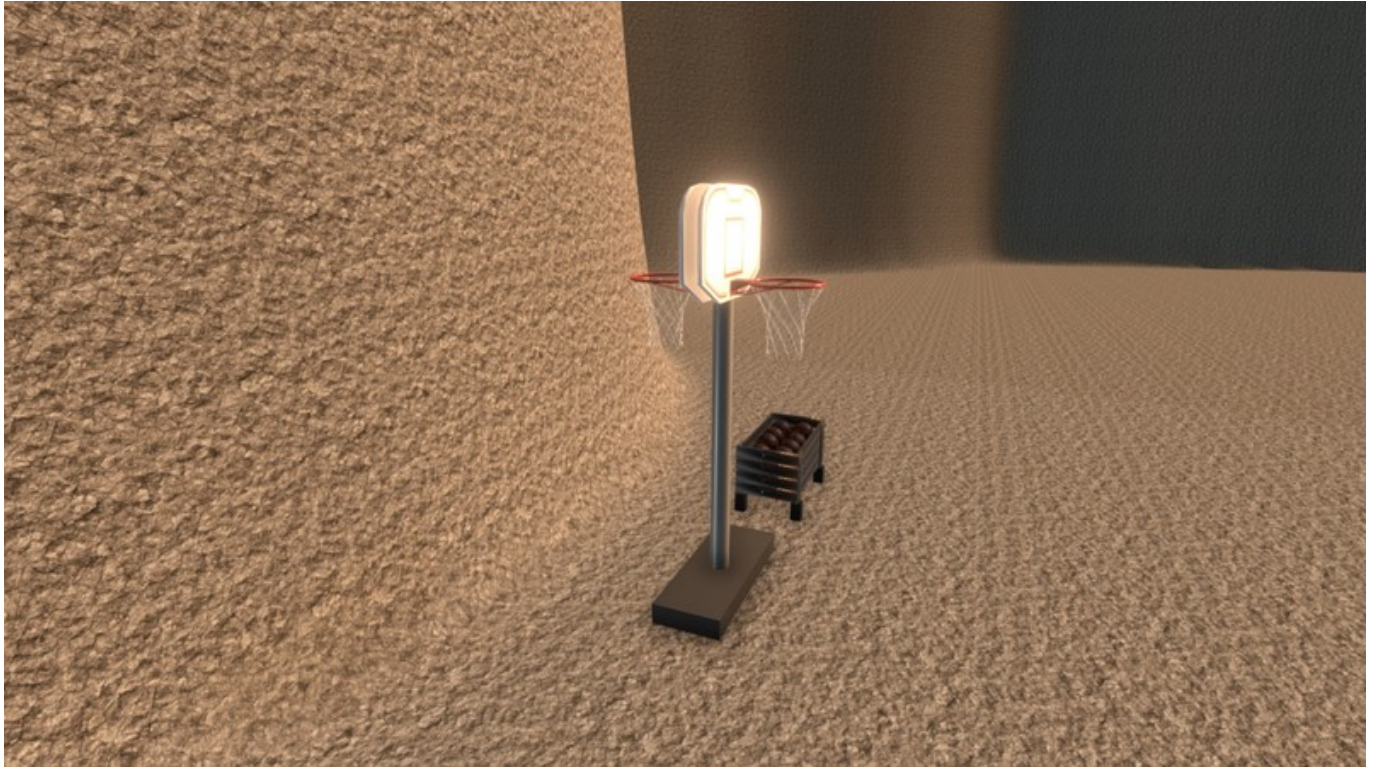
Traffic facilities

Station	5
Bus Stop	14
Loading Bay	1
Port	0
Heliport	0
International airport	0
Shinkansen	0
Maglev	0

Game Name: Riverside City

Map tips





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the voices project syria campaign. ajacs project syria. dummar project syria. bhel project in syria. the project syria. memory project syria. project syria virtual reality. green project syria. syria reconstruction project. project syria vr. green project syria facebook. pipeline project in syria. syria airlift project. syria mapping project. joshua project syria. the voices project the syria campaign. project 66 syria. project syria immersive journalism. usaid project in syria. project on syria. project syria. syria dna project. syria bread project lord aleem. syria bread project. project reality syria. project center syria. project syndicate syria. project manager syria. storytelling project syria. project x syria. syria reconstruction project symposium. project hope syria. project syria live. voices project syria. mam project syria. grayzone project syria. syria pipeline project. unity project syria. project syria steam. project syria nonny de la pena. project reality syrian army. syria accountability project. winter project syria. genographic project syria. project about syria

I've been seeing a lot of negative reviews on this DLC....

To be honest, I went ahead and bought it with the full expectation that it was going to be as bad as was stated.

However, it turned out quite different.

Yes, I lost my first attempt to play a simple skirmish match... but then realized it was the things I needed to do that was at fault. There are some major differences from the other two factions.. but overall, it's still run the same, just some new twists.

These twists may have confused some players into thinking the faction is weak, but I attest, soon as the Undead get going... they can be a Tidal wave of poisonous, infectious, freezing cold to the touch, skeletal death to any enemy.

Using the poison cloud when your troops are in a cluster and then leaping at the enemy groups simply is a sight to behold.

From what I've read there may be some misunderstandings about the Bloodsucker units...

At the start (as a bat), they are pretty weak (easy to kill).. however, they run (or fly away) until your other units begin engaging... then they swoop in and deliver some nasty hits on the enemies.

They also have a task.. hanging around the cemetery helping revive your dead. So it DOES pay to have several of them ( ended up with 6 even from the start with no problem).

One more nice little tactic... is to cast the "Summon General" spell on the battlefield (or in the dungeon)... this summons a ghost with a sword and it is a similar spell to the Summon Evil spell that all factions have (including this one). However, this one in particular can be cast outside the dungeons also...

The warrior, comes with a few skeletons to fight... they are good at causing such a diversion you can then cast a 2nd spell nearby... "Summon the Undead" which summons ALL of your heroes (or rather, villains?) to that spot.

They will rise up out of the ground like a horror movie and lay waste to the enemy which is already engaged in fighting the General.

Then cast that Toxin spell and enjoy!

The other units can be confusing but just know this, hire a couple of zombies first and go for about four. Because they are tougher to kill and hit well. They also run the Laboratory which is like the forge.

It is similar to the forges of the Orcs and Demons but with a twist... at level two you get the ability to add a second type of structure to the room. It's not a replacement structure like the Orcs had when they upgrade to the master forge... but a leveling chamber (similar to the Orc's Fighting pit).

There is where you can UP your troops.

Also, similar to the Orcs, is a "Place of Rest" area... Not to be confused with the cemetery. My first mistake was thinking that was the place my troops would heal up... and they do... but not when they are dead (lol)!

The cemetery revives them... the Place of Rest is kinda like a healing bed AND... the Beer room in one.

So not only does it restore their hitpoints (like the admiration platform of the Demons) but it satisfies the units (like beer).

The other room is where the pots are made for using in research (and traps)... it (like the Orcs' Tinker room) has a structure that can be upgraded with a better one. Just think of the Goblin room when you make one of these, however, do note that the Skeletons that run it --- are ranged (archers).. unlike the Goblins from the Orcs.

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As for the traps...

There is a skeletal hand that slaps enemies around as they walk past (like those swinging blades of the Orcs -- or the tentacle of the Demons).

There are some floor traps... one that freezes enemies briefly (for the hand to slap around)... and another that releases a toxin. And another "center of the room trap" ... is a freezing blast thingy that works wonders on troops.

The best trap... imho....

Is the rolling snowball trap.

Like the Orc's Rolling ball or rolling explosive ball... this one rolls alright.. but it does not push the enemy back... but rather makes them stick to it as it rolls.

The laughs I had from those (sometimes my own troops would get caught in it).. was well worth the DLC price I paid.

Overall... I think this DLC is good.. it's great to have a 3rd faction to break the boredom of the other two.

Might be tougher to some... but really it is a learning curve probably more than anything.

10/10 would Roll the snowball over my guys and the enemy again. This game runs into all the standard problems that plague the point-and-click genre with the added insult of making you wait WAY too long for certain animations. That being said, the game had a decent story and some, SOME, stellar voice acting, in particular I loved Linda and the guitarist. Definitely deserves some of the "Mixed" reviews, but worth the play. Don't buy this at full price.. It was a good concept until you see the flaws. No auto trader option makes me have to do work. I don't appreciate work or that fact that I have to perform it. I also have a problem with the time speeding up thing. If you don't go to church and take a bath every day, then you get♥♥♥♥♥♥♥♥♥♥ by the locals. When you speed up the game by 1 month a second, it will destroy you.. Risking premature judgement, I'll say after only 20 minutes of playing that this game is bloody awesome. It's a tough puzzle platformer, taking the player back to the times when it wasn't a crime if you had to practice a scene before completing it.

The visuals and the music are OK, but in a game like this, the controls are everything. Now, I'm the guy who \u2665\u2665\u2665\u2665\u2665es about controls in four out of five platformer reviews, but I can't find any flaw with these ones - they're snappy, consistent and well designed. Also, I see people complaining about the lack of ability to change controls - you can't change them in-game, but you can do that on the Unity launch screen, just select the 'input' tab.

All in all, Eron is a tough and brilliant game, and I applaud its creators. It's no casual game, so it's definitely not for everyone, but I can recommend it to anyone who likes a challenge and doesn't mind his\u2665\u2665\u2665\u2665\u2665whipped every once on a while :)

Update: I got to the last level, and my initial impression fully holds. This game is a gem.. \u2b50\u2b50\u2b50\u2b50\u2b50. Another match 2 game that should have been a DLC to the original game, a FREE DLC that is. How can you justify charging money each time you just change the Googled stock images for the cards?. Very fun game. I played a game similar to this called Tumblebugs, but Zuma is way better.. its not open?

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wtf i love skeleton now. i love the music.. the gameplay not really bad.. just remind me play some.. mafia wars game .. it fun.. & enjoy the musics <3. Fish Simulator 2015.. Bought this game pretty much immediately after it was released. Can't say I expected much, but at least i was hoping for an enjoyable kill-time little game. Risks were calculated But oh man was I bad at math .

So The game plot setting seems a little cliché : detective, murder, supernatural element, ghosts, investigation in the middle of the effing night (who does that ?! ). But it promises me "deep horror experience" and "no screamers" and puzzles. Sounds interesting enough.

( First time set-up took me 20 minutes. for a 500MB game that's pretty long, but it just could be my potato computer. )

Thus I was thrown to this abandoned seemingly haunted house with a flashlight, which was probably a luminated donut because it has a big black spot in the center of the lighting. I had to examine things from the corner of my view, otherwise i can't see sh\*t. The amount of batteries are very limited, and they burn faster than Usian Bolt. Is this intended for added horror experience ?

The tutorial and hint style is somehow familiar, then I found a twinkling book that read " PRESS TO SAVE PROGRESS". Press what to save ? PRESS WHAT TO SAVE? I tried almost every key on the keyboard, also my mouse. Nothing worked. I feel trolled.

Also, everytime I go through a door the game throws me at an weird angle. Sometimes I am facing the door i just came through, sometimes forward, sometimes to the left. It's just very confusing.

Puzzels in this game aren't strictly "puzzles", most of the time you'll just be running around checking every nook and cranny for items, then use these items on obvious places. It doesn't seem that the devs put too much effort into puzzle design. I mean cmon, a flash game could do better than this !

After 20 minutes of gameplay, I couldn't save, ran out of batteries, in-game sound disappeared, and i was bored to my skull.

Dio Alias Games does an okay job with casual sim games like Battle of painters and Joy Pony, and it might be a brave move for them to step into a new genre. But sorry, this game is just not good at all , it's not even sincere, It feels like a quick money grab. And it certainly not worth 1.7 bucks.

P.S. "No screamers " is a lie. very short living game. got bored fast



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