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## About This Content

*Only the host needs to own this DLC.*

2-6 Players | Ages 13 & Up

~60 minutes

## Backstory

You find yourself in a dystopian cityscape with a few workers at your disposal to make your mark on the world. Like most people in dystopian fiction, your workers are oblivious to their situation. This world is all they've ever known. You may use them at your whim.

The world as we know it has ended, and in its place the city of Euphoria has risen. Believing that a new world order is needed to prevent another apocalypse, the Euphorian elite erect high walls around their golden city and promote intellectual equality above all else. Gone are personal freedoms; gone is knowledge of the past. All that matters is the future.

The Euphorians aren't alone. Outside the city are those who experienced the apocalypse firsthand—they have the memories and scars to prove it. These Wastelanders have cobbled together a society of historians and farmers among the forgotten scrap yards of the past.

There is more to the world than the surface of the earth. Deep underground lies the hidden city of Subterranean, occupied by

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miners, mechanics, and revolutionaries. By keeping their workers in the dark, they've patched together a network of pipes and sewers, of steam and gears, of hidden passages and secret stairways.

## Object of the Game

In Euphoria, you lead a team of workers (dice) and recruits (cards) to claim ownership of the dystopian world. You will generate commodities, dig tunnels to infiltrate opposing areas, construct markets, collect artifacts, strengthen allegiances, and fulfill secret agendas.

Euphoria is a worker-placement game where dice are your workers. The number on each die represents a worker's knowledge—that is, their level of awareness that they're in a dystopia. Worker knowledge enables various bonuses and impacts player interaction. If the collective knowledge of all of your workers gets too high, one of them might desert you.

You also have 2 elite recruit cards at your disposal. One has pledged allegiance to you, but the other needs some convincing. You can reveal and use the reticent recruit by reaching certain milestones in the game...or by letting other players unwittingly reach those milestones for you.

Your path to victory is paved with the sweat of your workers, the strength of your allegiances, and the tunnels you dig to infiltrate other areas of the world, but the destination is a land grab in the form of area control. You accomplish this by constructing markets that impose harsh restrictions of personal freedoms upon other players, changing the face of the game and opening new paths to victory. You can also focus on gathering artifacts from the old world, objects of leisure that are extremely rare in this utilitarian society. The dystopian elite covet these artifacts—especially matching pairs—and are willing to give you tracts of land in exchange for them.

Three distinct societies, each of them waiting for you to rewrite history. What are you willing to sacrifice to build a better dystopia?

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Title: Tabletop Simulator - Euphoria: Build a Better Dystopia

Genre: Casual, Indie, RPG, Simulation, Strategy

Developer:

Berserk Games, Stonemaier Games

Publisher:

Berserk Games

Release Date: 20 Nov, 2015

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English



lucid Exposure and Effects

Exposure & Colors ☆ Effects

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Shadows 58

Highlights 100

Levels 0.00 0.50 1.00

Black point 0

White point 255

Saturation 1.00

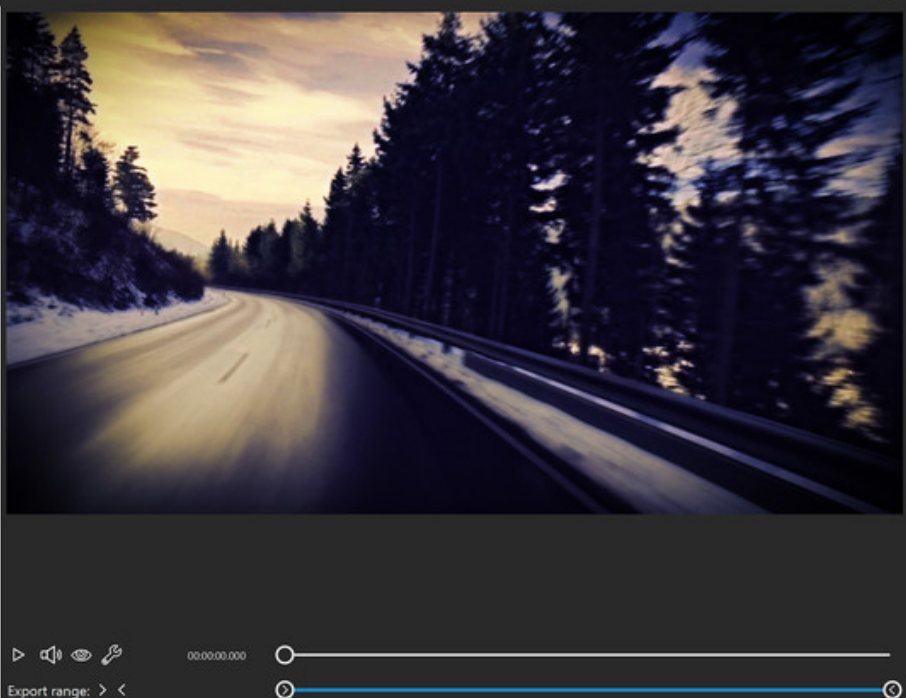
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Highlight color #661a33

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Vignette 100

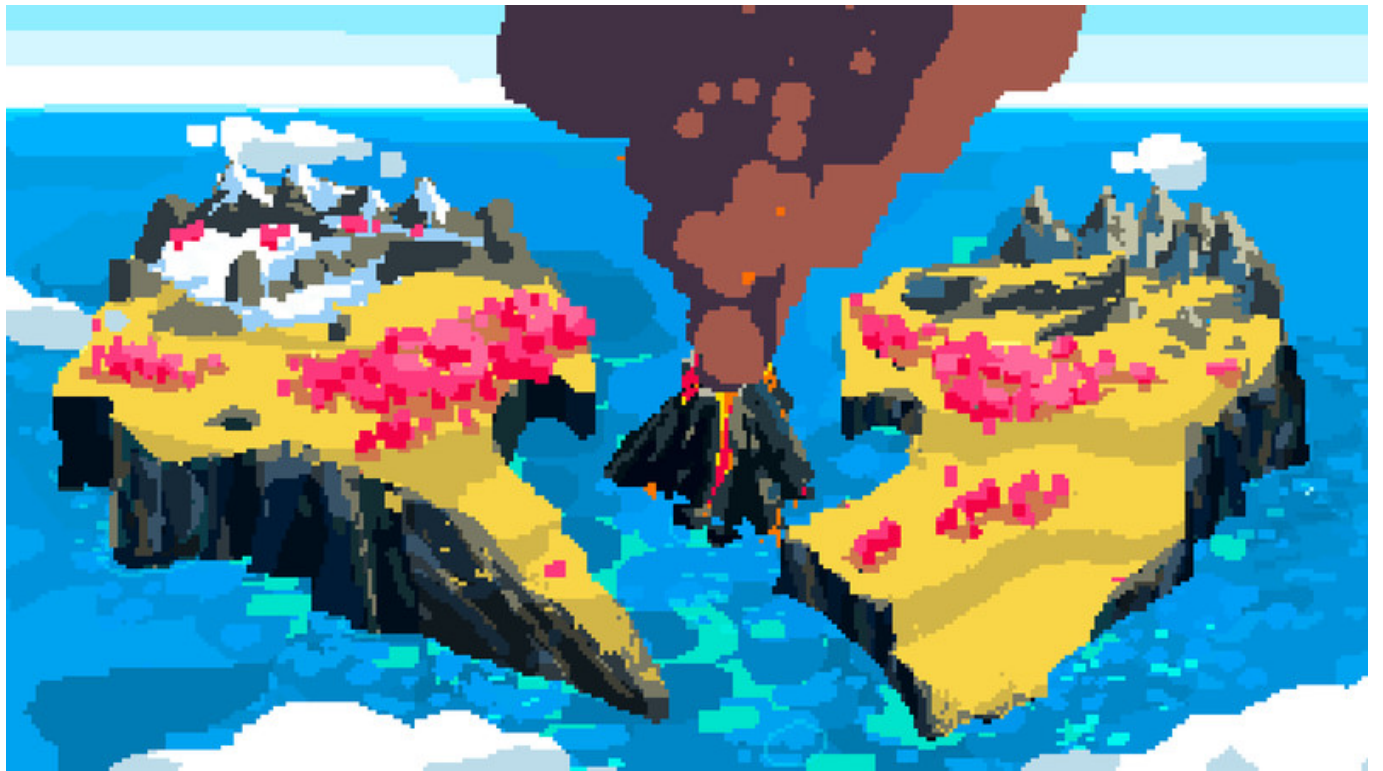


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Export Size: 3840 x 2160 px Quality: 61 ~246 MB  Remove audio  Deinterlace





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I really enjoy the game. It has a good concept, cool mechanics, and a good plot. It's worth the money. I recommend you get it.. Nice and decent graphics overall, though not the top of the genre. Lack of proper AI workers is a major drawback. This game is a ♥♥♥♥♥♥♥♥ i just open because it's have cards. The nave moves like a ♥♥♥♥♥♥♥♥ in a ♥♥♥♥♥♥♥♥ house! (out of control!!). Tidalis is a simple puzzle game based around destroying blocks by use of energy beams! Which sounds a lot more exciting than it is. Essentially you point blocks that drop down in tetris-like fashion in a specific direction and attempt to create a laser-path that passes through 3 or more blocks of the same colour. It leads to the occasional brain-teaser, and is nicely done.

The music to the game is nice and restful, and the graphics are well, it's a tetris/bejeweled hybrid. Do NOT expect high end graphics. The background artwork is at turns nice and creepy though. Seriously, those weird mutated animal things in the background are deeply disturbing.

Doesn't get a huge score, given its derivative nature and lack of ability to completely addict (see Candy Crush Saga or Bejeweled), but fun enough for some casual game-time.

<http://steamcommunity.com/sharedfiles/filedetails/?id=348099889>. Great game. I'm loving it. If you raise the rifle to your face and aim, you actually seem to be more accurate. The reload mechanics add to the immersion and the difficulty level is a nice gradient, easing you into the mechanics.

[I've only played the one map, defeated two of the big mofo's before my little shelter was overrun but the game never felt unfair. I look forward to it's further development and this will be one that I frequently turn to for 'a zombie apocalypse' fix.](#)

[Update: The new updates and content make this game even better.. Arcade game without any realism or flight physics. Has nothing to do with those Jane's simulations. Bad controls and no tutorial. Absolutely dumb AI in single player. Graphics is pretty enough to take beautiful screenshots of the plane, but no more - terrain is terrible. Not worth the time.. Cool fast paced horror. Atmospheric scary and simple fun.. Some of the graphics are pretty nice but gameplay is terrible and short. Its a good example of what they can do if they made an epic game.](#)

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THE FIRST GAME WHICH HYPNITIZED ME. BEST GAME EVER #####SPOILER

ALERT#####

#####CONTAINS HITLER. i totally recommend it

. Thats what you get when you put a stoned monkey write code for a game in a comodore 64.... nice match 3 game (slide-block-to-align-3-or-more-blocks type).

While, it is not at the level of (my) standard "Craddle of Rome", it fares pretty well for the kind.

Main issue for me : getting stuck without solution way too many times AND no automatic reshuffle !!! grrr. I wondered why the "restart" button was so visible on the playing screen ... No, the player has to detect there's no more move and act on it.

I reached level 72 like this where it simply became unplayable. I then went to the "shop" and bought all I could => the game became wayyyyyy too easy after that as the player can buy all kind of bonuses that recharge while playing.

Second issue for me : creating a match with a rectangular 5 block doesn't get the player a bonus (bomb). This bonus works only with vertical or horizontal lines (4 blocks or 5 block generate the same bonus)

Third issue for me : when the game automatically fills the screen after a move, if 4 block are aligned vertically, it doesn't trigger a bonus as the game matches only the lowest three first blocks only.

I'm playing this on Win 7 and I've had no issue whatsoever.. This one is a blast! The first game - Predynastic Egypt was a blast by itself but this one is even better. Actually the best resource management game I've encountered with nice historical inputs and facts decently mixed in as a bonus. There's even a quiz minigame bundled where you can test your earned knowledge about ancient Egypt. The visual style is very similar to the first game, which I appreciate very much thought the gameplay itself is quite different you'll realize. In first game luck and chance played a big role. Here you have wide variety of tools and choices on how to influence the strategy and minimize bad luck to minimum by investing resources. Dev game designers are genius to make such a versatile and balanced gameplay. Easy user interface and mechanics learning curve, hard decision making and calculations. Replayability is triple higher than the first game, you choose your patron god in the beginning which makes the playthrough style and final stage quite different. Just like with Predynastic Egypt I barely made it through the first playthrough on normal difficulty, then I immediately had to start over on hard to benefit from earned experience and knowledge triumphing easily in the end. If you loved the first game like I did you will definitely love this one too and admire how it is different and even better still. If you haven't played the first game and you like resource management games and history of ancient Egypt you can't go wrong with this one. These would shine like diamonds at GOG. . Why isn't it there already?. I've played this game since my childhood, revisiting it every year or so to play it again, so seeing it in early access is wonderful. The controls are simple to use and the music and visuals are very nostalgic. If you've played the original game, probably one of the best and most notable things that they've done to update it so far is allowing for 8-directional shooting (up from the original 4-directional).. If you're looking for a simple little game that gives you something to play for a few minutes at a time, you could probably do worse than playing this one. It doesn't quite have the same feeling as another old classic (Kennedy Approach) but it's just fun enough to keep you interested for a while.. This Chinese anime is only propaganda for schools in China

+Chinese anime

+educative?

-friendzone. if you are up for a 2-3 minutes long "experience" ended by an ear drum piercing scream look no further

trully the peak of modern horror



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