Trendpoker 3D: Texas Hold'em Poker Download Thepcgames



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About This Game

Are you a rookie? Or a professional? Whatever! With this poker game you can compete against a powerful A.I. based on neural networks - or other poker players in the online community!

In No Limit, Pot Limit, Split Limit poker and various game modes such as single-player, tournament, network game and internet game you can train and improve your poker skills - or just play for fun.

Even people who have never played a round of Texas Hold'em Poker are quickly and easily introduced into the rules and can immediately start exciting poker tournaments!

Features:

• Single-player: different degrees of difficulty

• Tournament: up to 160 players

• Heads-Up-Tournament: up to 128 players

• Powerful A.I. based on neural networks

• All limit types: No limit, pot limit and split limit

• Environment configurable: 10 different tables and environments available

- Chips and card design configurable: Dollar or Euro chips or Euro coins
- Realistic full 3D-animated graphics, voice output and sound effects
- Multi-player modes: LAN mode and Internet mode
- Online statistics and rankings
- Tutorial and detailed game help
- Beginner mode with tips

Title: Trendpoker 3D: Texas Hold'em Poker

Genre: Casual, Free to Play, Indie, Massively Multiplayer, Simulation, Sports, Strategy

Developer: BufoProject Publisher: BufoProject

Release Date: 12 Dec, 2017

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Minimum:

OS: Windows 7 / 8 / 10

Processor: 1 GHz

Memory: 256 MB RAM

Graphics: 64 MB / OpenGL 1.2

DirectX: Version 5.2

Storage: 300 MB available space

English,German







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He is life. He is love. He is Toadled.. Nice Game and Fun :D. TL;DR - Fun game, buy it.

Review:

- Huge selection of Disney and Pixar characters to choose from, and Power Discs are all available to use, as opposed to the console version where you had to buy everything seperately
- Playsets are basically mini campaigns, and each can take a couple of hours to complete
- Toybox has many mini games and objects to use and create with, and plenty of possiblities for creative minds to shine

This game, while initially targeted at kids, can be very fun for any adult who likes playing around in a sandbox environment, destroying things, building/playing mini games, or just likes Disney/Pixar characters.

The *only* reason not to get this game is if you prefer the Star Wars playsets or the Marvel playsets that are included in the other versions. Otherwise, this is a great game with many hours of fun in store, especially if you are a Disney/Pixar fan.

Recommended!. The gameplay is usually a or b and not very captivating. The decisions do not seem to follow logic when it comes to your "ressources". In one case if you deicde against the followers of R'hllor your religious level goes down. The next instance when you decide in favour of them, the church of the seven is angry and your level drops again....yay...
You ally with the Lannister? You loose money...yes...makes sense that you have less money when you ally with the richest house.

Speaking of alliances, this is pretty much nullified by random events. First you help Sansa and John against the white walkers....aaaand an event popps up that the north has declared war on us...what?!

I have no idea where the hype is coming from. Must be the soundtrack which let people forget that they only got a klick simulator

This game is really really really bad...two thumbs down..... Talent Not Included is a 2D platformer where the levels change as you play.

A lot of effort went into the artwork design for this game, but there's a number of flaws which, despite the hard effort of the devs, means I can't give this a recommendation. First up, resolution is fixed and there's no option to change it, that's unacceptable on PC. It's obvious the game was console ported, because there's a lot of controller prompts as if the devs think you're somehow on a console and not a PC (were they not aware this is Steam?). That's also unacceptable on PC.

Finally the gameplay itself... 2D platforming is an old, dead concept that lives only vaguely as a party game on Nintendo. It's usually the go-to format for lousy indie devs just because it's easy to slap one together, dump it on Steam and run back to the cafe to get to work on time. But these guys put a lot of effort in making one, which is a lot like people putting in a lot of effort to make a super cool multimillion dollar Yugo.. Great little indie game. good game for all ages

. Its a nice game but i completed the whole game but no trading cards found.... :(. it's the wrong version but it'll do

i like it. its fun. hard when it needs to be. -"A special kind of third-person action shooter: set out in breathtaking pursuit of dangerous terrorists!"

Bull. There is nothing new about this and it's only breath taking because of how BORING it is that you'll be wasting all your breath yawning.

-"Diverse missions and a series of new assignments: complete all the challenges; action-packed Combat missions, stealth missions and hot pursuits in vehicles! "

Challenges? There are none. It's not diverse at all. Run in and kill everyone. That's every single mission. EVERY SINGLE MISSION. They are completely lying that there is any stealth.

-"A massive arsenal of different weapons and vehicles: use all the means available to you to catch the criminals!"

There's like six weapons. That's it and I'd hardly call that "massive".

-"Hours of gameplay fun: either solo or with friends: complete 9 single-player levels and show what you\u2019re made of in 3 different online Multiplayer modes!"

Hours as in five. That's about how long the game will take most players. It's only taking me longer because of a lag\optimisation issue which results in a lot of restarts.

-"Detailed graphics: fight in realistic settings from Greenland to Libya!"

They're completely mediocre. Boring and bland. And so many boring hues of brown terrain.

Well. That's me disputing the description. Onto the review.

Finished the game on toughest or whatever and got all the achivements so let's start this trainwreck of a review.

Let's start with the good. The graphics aren't terrible.

The achivements are all relitetively easy.

That's it. On to everything else. In otherwords.

THE BAD.

First for me is LAG. For some reason at least for me, It was horrifyingly laggy, everytime I tried to move the camera ended up with a huge lag spike. It finally fixed itself when I changed the affinity to two cores and back to eight while the game was open. Who knows if that fix will stick though.

(Update. It didn't. Seems like it's a texture issue. A very poor one.)

Facial animation. There is none. At all. If they speak it's a blank face. ALL THE TIME.

That brings me to the next point. Voice acting. It's HORRIBLE. They sound bored and not at all natural. And even though the game involves a russian and libyan in a cutscene they both speak english with really poor accents.

Weapons. They don't feel like they have ANY impact. It's like your shooting marshmallows. And on top of this the weapons themselves are kinda crappy for accuracy. Have an enemy a bit of a distance away? Be prepared to waste half your magazine

hopeing that one of the bullets hit the enemy you're aiming straight at. Sniper isn't bad but obviously a pain in close quarters.

The story itself. Completely and utterly forgettable. Bland and boring.

A.I. - Utterly horrid. Half the time they just run past my ally and run to me. Sometimes they'll just APPEAR next to me. As you play harder difficulties the game doesn't make their AI any better. Just stronger weapons. That's it.

In game dialouge. It's like they got a bunch of teenagers to write it. Every other word is either a swear word or a ridiculously stupid joke. It's not even fun to listen to.

UPDATE

They didn't pay any attention to detail. There was one moment where I noticed that the character's head was the SAME height as the doorhandle. The couch nearby reached up to his waist. The turret gunners, if you get close to them you can tell that the character's are only standing there with their normal guns in their hands. There was no attempt to make it seem like they were holding it at all.

There was a few moments where enemies came in a car and the door opened and closed. No one came out or anything. The four enemies just appeared outside it.

There are some parts. The vehicle parts. They aren't nearly as good as some say. The enemies are hard to hit while moving and due to the lack of impact you don't know if you hit them. There is no on screen reticle while fireing in a vehicle aside from the first one. UPDATE. When you're in a tank later you actually have a reticle.

Overall. This is a painful experience that I urge no one to attempt.. its ok/10 ign

. [Initial review] I wrote English just for Devs or Publishers, what a Shamful dispray.

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Again a classic RPG game with classic Koei Tecmo Bad Port make it mix\u2665\u2

- +Good characters and CGs from \u5cb8\u7530\u30e1\u30eb
- +A nice second line or maybe third line? JRPG compare with PersonaVFinal Fantasy 1-14\/Zelda
- -Classic Koei Tecmo Bad Port
- -Just simple key remapping to keyboard again
- -No setting at all
- -windowed mode only 720p and 768p (Fullscreen mode can use 1080p but I find others got problems with 2K 4K in discussion)
- -micro stutter every 0.6s-0.8s with very high and stable framerate 60-75Hz during CG or Ingame (Can be fix only if I plug in my Xbox1elite controler, didn't try with my 360 controler)
- -Koei Tecmo sell this game with full price after decade (Just few month now) of first release, with no inprovement Again! NMSL KoeiTecmo
- -When setting on English, all audio an VO also fixed to English can't change it.(My mistake it's can be change inside ingame setting)

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- -\u8bbe\u5b9a\u4e3a\u82f1\u6587\u7684\u60c5\u51b5\u4e0b\u8bed\u97f3\u4e5f\u66f4\u6539\u4e3a\u9650\u5b9a\u82f1\u6587\u65e0\u65a0\u5b9a\u82f1\u6587\u65e0\u65a0\u65a0\u65a0\u65a0\u65a0\u65a0\u6cd5\u4ee5\u6539). First things first, im sure this game is in an early development stage so this review may not hold up to future builds, but...

I have played Asseto Corsa, i have played numerous Forza titles, i have played Gran Turismo titles. is this game in the same league? welp... No. But, it has plenty of potential. Physics are OK so far, it feels good on a gamepad. Graphics are very poor to todays standards but i can look past that. Microtransactions are present, so i dare say it can be pay to win at times, but if you arent a caveman behind the controls and know how to race, you'll do fine without them. Keep in mind that there is i believe a single person working on this game. It could very well be the next cult hit like Street Legal Racing: Redline was, and that is exciting to any fans of the franchise. Now on to one of my biggest gripes with the game. The sound design. Every car sounds exactly the same, i would recommend the Dev improves and adds more realistic engine sounds in the future. Also the lack of all-wheel drive. Would i recommend this game despite its lack of polish? Your damn right i would. For \$4.99 its a solid buy, ive already had much enjoyment with the game and cant wait to see what the Dev has in store for the future.

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