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Feel like a Viking god with a choice of 6 powerful paint jobs!

- Freya's Blessing
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- Odin's Wisdom
- Thor's Fury
- Tyr's Wrath

All of these godly themes are applicable to any in-game truck except for 8x4 chassis configurations.

Title: Euro Truck Simulator 2 - Viking Legends

Genre: Indie, Simulation

Developer:

SCS Software

Publisher:

SCS Software

Release Date: 6 May, 2015

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Minimum:

OS: Windows 7

Processor: Dual core CPU 2.4 GHz

Memory: 4 GB RAM

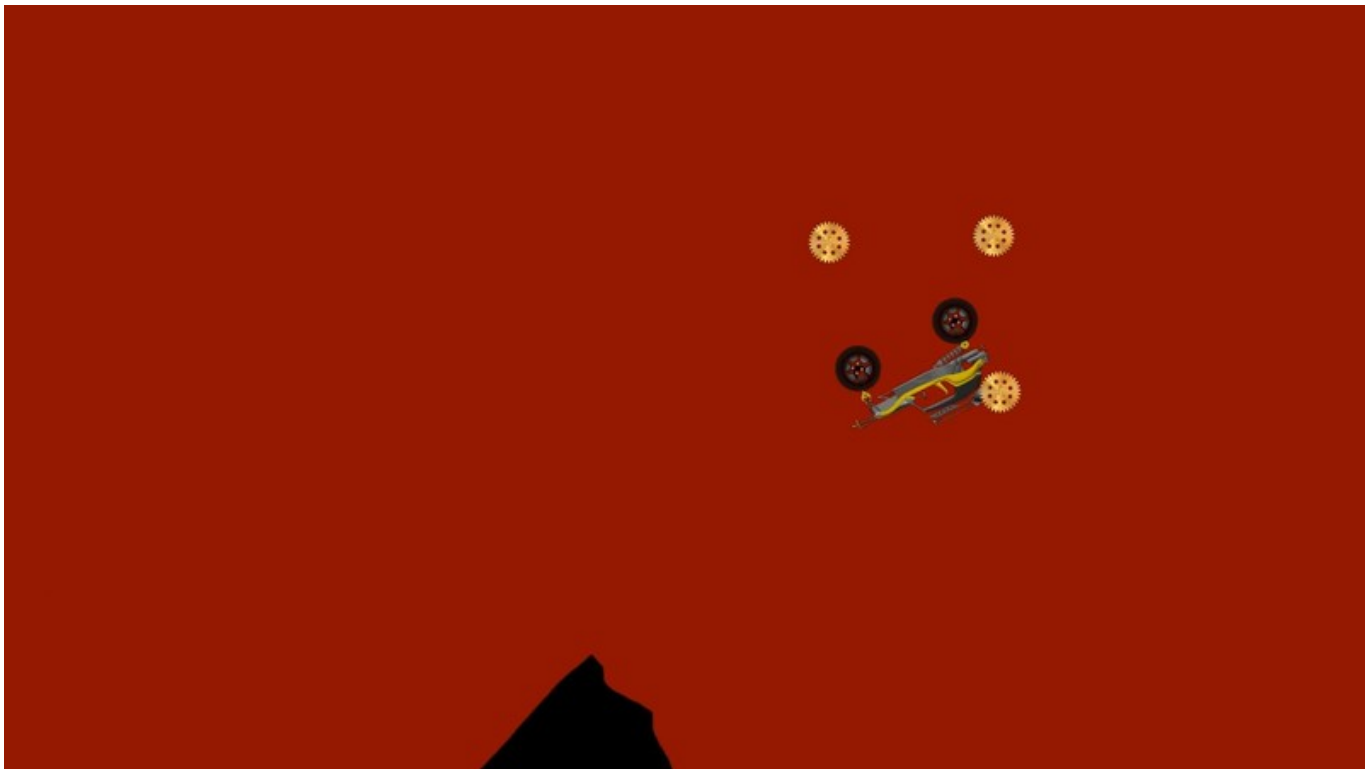
Graphics: GeForce GTS 450-class

DirectX®: 10

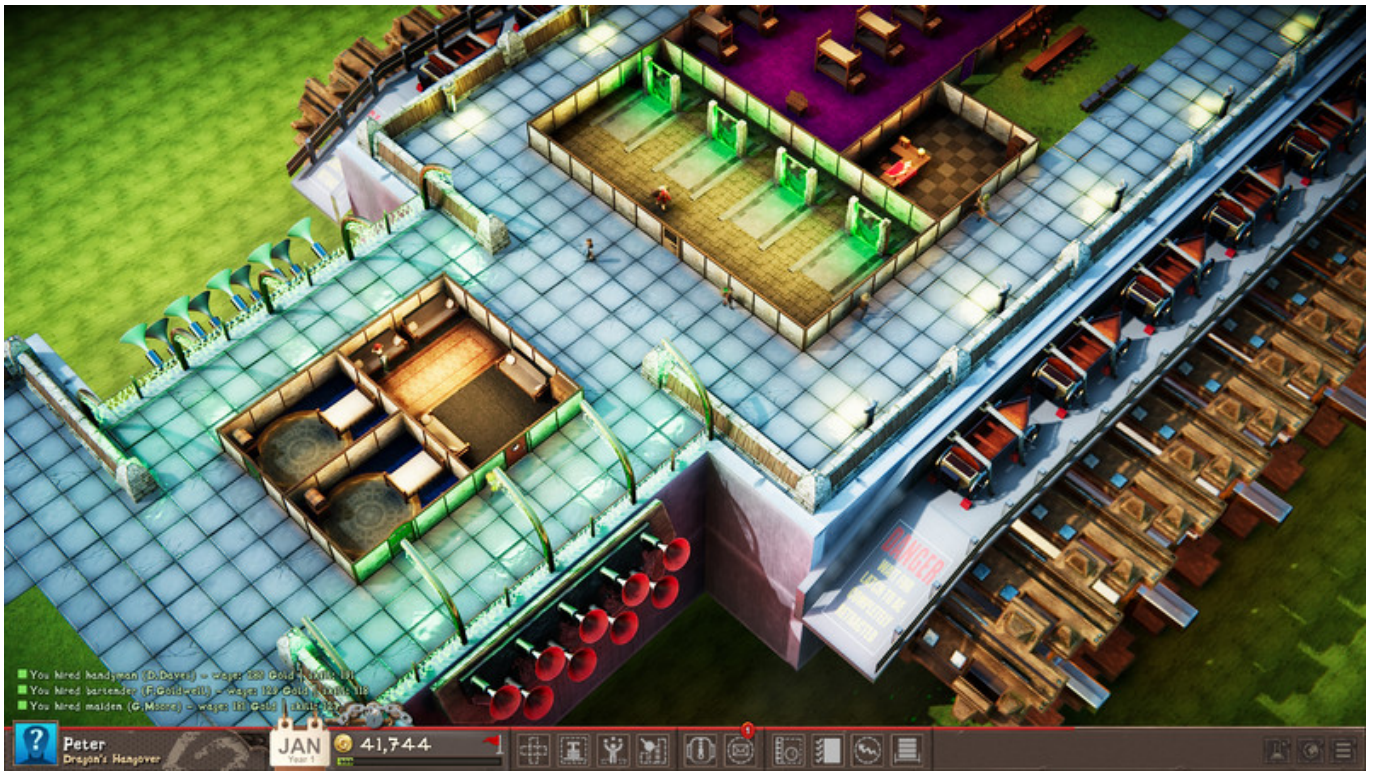
Hard Drive: 40 MB available space

Sound: DirectX compatible

English, German, French, Italian, Korean, Simplified Chinese, Russian, Japanese, Portuguese, Polish, Danish, Dutch, Finnish, Norwegian, Swedish, Hungarian, Czech, Romanian, Turkish, Bulgarian, Greek







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Well graphics are ok but i dont feel the controll, has potential, need some more work. Zipple World, or as I'd like to call it, What is going on even I have no idea 'The Game' wants so bad to be everything, a platformer, a collect-o-thon and a 3rd person combat title. The thing is, unity was involved. Ignoring the small things like the UI and the map designs and layouts, The "objective" of collecting random items to progress requires no scale of learning. Enemies exist to be fought but you can literally ignore them or jump over them. The soundboard was abused in this title. Falling rocks, random junk spawns, points for walking and objects falling on top of a chaotic clipping V phasing map that breaks visually in steps or when I rotate the camera.

It has achievements that force me to do things I would never. I have to kill 500 enemies on the same map. They spawn in soooooo slow. Has badge progression as well. Eh.. Terrible mouse controls. It's like it's lagging when moving and it really just feels terrible when turning around. Also, when I tried to change sensitivity from the menu I couldn't get back into the game anymore. Oh, and the loading time is annoyingly long.

This game needs fixes.. Amazingly fun game when there are **people actually online**. Basically only when the game goes on sale it's alive for about 2 weeks and then slowly becomes dead again. How about adding some *AI (Bots)*? More maps would also be welcome as the playlist gets old... Or maybe open this up for **WorkShop level creation** so we can do it. Come on Ubisoft don't forget about this little gem!. This is such a fun game. I remember when I first played this on my Android tablet, I was hooked for months. When I saw it on Steam I just had to get it. I paid five dollars, downloaded and installed it, then booted the game up. It started without an issue, and I played it for about an hour before calling it a night. I went to play it the next day, and it just wouldn't boot up. I tried everything I could think of and nothing worked. I looked online to find that apparently this has been a major issue for a couple years, and the developer just refuses to fix it. In fact it would seem the developer has just abandoned this game altogether. This is a great game, and I would highly recommend playing it. However, don't waste your money on the Steam version that just doesn't work. Don't support a bad product. Go for the free version on Android instead, at least then you'll get to play it.. This game has some potential, I know have only just started, but it was very easy to get into. Played through the tutorial which maybe should be expanded a bit more, that or they need to get a cut of the manual out there as some of the features I am not totally sure of at this point. The campaign I started was pretty easy to get into, with the cards and random dice roll I get a sense of the old style games I loved from SPI and Avalon Hill back in the day. Will have to see how it goes over the next few weeks as it marches towards release. But so far I will say thumbs up.. Crappy horn and bell, but everything inside works such as the opening doores and windows, would strongley recomend if you love shunting locomotives.. I would give this game a "meh" rating. If you're a Nancy Drew game fan then go for it, if not then it might not be your cup of tea. It's fun but it's also frustrating and tedious. Also, I hate Fox and Geese now.

The game should not have taken me as long as it did to finish, that's just first and foremost. Why did it take so long? Because besides being a dectective Nancy is also made the maid and cook at the inn you're staying at; joy! Now, these two extra jobs were actually easy to do but time consuming. There is an in game clock and you have to wake up and make breakfast plus maid duties and then fit in investigating. Oh, but make sure to be back in time to make lunch and dinner. Oh, but the weather outside also plays a factor so there are only certain times it's safe to go outside. Needless to say, night time isn't one of them so after a certain hour of the day you're stuck at the inn.

The game itself wasn't hard but the time factor dragged everything on longer than it needed to be. The story itself wasn't bad, easy to figure out though. But I would take being the maid/cook any day over having to ever play Fox and Geese again.. Edited: After filing a bug-ticket, the bug was fixed within days. Well done!

As I still have a few issues with this dlc (related to core game design), I still leave it in not-recommended state

Original post:

Although the original game sometimes freezes up and drops to desktop, this is the first time I encounter this new bug. I can't but to wonder if its related to the DLC:

After a few turns on DLC map, the game was not able to end my turn. I was caught in a limbo state and had to Retire to get anywhere.

However, the map looks good and will provide some new mechanics (if it only worked).

This game is good but no better than another games under 25.00e > I don't recommend this game because i have only 40fps :(.
Atmospheric game! We are waiting for the full version.. not better than 2018 but that's all right. this game's cheap anyway. It's
fun; i don't know what is going on most of the time but it's pretty good. It's sort of half turn based where things happen each
ingame day; however you can't sit on the one day forever because the game will progress. Also 10V10 newspaper realism
because you can't make them happy.. Awesome tool! A must have for every dev's arsenal.

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