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## Project Highrise: Brilliant Berlin Download Install



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### About This Content

Willkommen in Berlin! This city has experienced profound change during its turbulent history. Yet through it all Berlin is still Berlin. Its spirit and elan have endured to create an astonishing, heady mix of artistry and industry that looks to a bright future while remaining ever-mindful of its past. Having reclaimed its role as the capital of Germany, Berlin is now evolving into the world's reigning capital of cool.

In **Brilliant Berlin**, you'll be challenged to adapt and keep up with the diverse needs of this thriving global city. To succeed in Berlin, you will need to build towers brimming with art, amenities, and elegance to lure in discerning tenants.

### German engineering

**Brilliant Berlin's** new offices and apartments are a cross-section of the city's population. From software engineers crafting code that will define the next tech trends to the global headquarters of major auto manufacturing firms, you'll create office space to accommodate a wide spectrum of Berlin's diverse and expanding economy. With apartments specially designed for families and children, you'll have a hand in ensuring that Berlin's future is a bright one. These new office workers and apartment dwellers will expect a suitably apportioned building, so make sure to pay attention to their likes and dislikes to maximize your profitability.

### Urban adaptation

**Brilliant Berlin** expands the impact of your influence and consultants with new art museums, political offices, union halls and tourist centers. You'll deploy these to create more efficient and prestigious developments. You'll need to provide ample parking

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for your new Berlin offices and apartments. New German restaurants coupled with sleek art-deco lobbies and artworks will firmly establish your building's Berlin bona fides. Top off your new towers with greenspaces in the sky with enticing rooftop decorations, and end your workday with a lager at one of your classic German beer halls. Prost!

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Title: Project Highrise: Brilliant Berlin

Genre: Simulation, Strategy

Developer:

SomaSim

Publisher:

Kasedo Games

Release Date: 19 Jul, 2018

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English,French,Italian,German,Russian,Polish,Simplified Chinese,Japanese,Traditional Chinese









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It's a simple game with the old fashioned visual and a lot of platforming. Worth the money spent.. Amazing game.. The sprite and tile art are terrible- reminds me too much of the 90% of games in the GameMaker library.

Other than that, it lives up to being like Chunsoft's Mystery Dungeon line of games as mentioned in the game's description, which is worth it if you grew up with those titles and don't care much for the game's visuals.. There are 3 DLCs for Homefront The Revolution and all of them are roughly half an hour long (beyond the walls is bit longer but still less than an hour) and they play out like a single call of duty mission just more mediocre. It reminds me of the linearity of the first game. I don't mind linearity just that there is nothing to grasp onto in these DLCs they were all over so quickly, feels very weird paying money for them. Maybe I wouldn't have minded if the gameplay was outstanding but it's more of the same generic shooting you've done already. Story wise it continues on after the ending of the base game and it tries to give a more satisfying conclusion and it does but it's all just very generic liberation stuff nothing interesting going on.. Highly recommended for any fans of retro-style games or shooters. There are 4 different difficulty levels that each give a different experience as opposed to some games who would have included difficulty levels as an afterthought by increasing damage values or boss health. CometStriker has a TON of replay value, with a huge amount of achievements, multiple playable characters, and an in-game leaderboard to compare and compete against other players. Art and soundtrack is amazing. Solid game that is well worth a playthrough.. You can't even play this DLC against AI unless you want to jump through the hoops of getting a dedicated server. Please release this for singleplayer.. +graphics might be better than other clicker -gameplay is too boring, no other mechanic beside clicking (yeah i knew it's clicker game) -uninteresting upgrade, mindless.... damn kanoko is cute af

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The striking thing about this game is how well organized it is. Information is easy to find, you're never left wondering what to do next, and there is a good balance in the types of gameplay, so you're always doing something new.

The story isn't much, but serves its required function of explaining what you have to do, and why. There is significant dialogue between the characters, which is mostly for humor (which it does successfully), and little else.

Puzzles are a primary feature of the game. They are just challenging enough to be fun, and no two are alike.

Quests come in the form of islands. When you receive a quest, you unlock that island on the map. The game has four seas full of islands to explore, with a nice balance of required and optional quests.

Progress through the game is nice and tidy. Nothing takes too long, and you always feel like you have a choice of which quest to take on next.

Overall, this is a very well made game, and I recommend it highly.. Pretty fun time killer. Seems like in the current state there are some issues with the way menus and unlocking recipes work. For example as I unlocked drinks they automatically add to menu, exceeding the 12 drink limit and the shop was easily sustained. Then I decided to follow the limit manually and create seasonal menus... then bankrupt. I look forward to a polished up version though.

In the current state I don't think I can recommend, as it seems a lot of the systems are unfinished so I don't see anything other than potential at the moment.. not fun sryy. Full of glitches and errors. It's all fine until your inventory bar completely disappears and won't re-open!. The Great Gatsby: Secret Treasure is an easy casual H. O. Game.

The art style, the graphics and the atmosphere are nice. It's a bit dark and that totally fits the storyline.

The story is fine enough and it's realistic. At least there's nothing fantastic or supernatural like zombies, monsters, ghosts or vampires.

It takes place at night, it's raining. All this contributes to the mysterious atmosphere in which the inquiry takes place.

The music is not intrusive, it's not disturbing. It perfectly goes along with the overall ambiance.

Voice acting is fine.

The game isn't difficult at all.. that is, not very stimulating too. You go there, do that, take this, use it over there to solve a tiny puzzle and so on. None of the puzzles are original.

Puzzles and H.O.Scenes are easy : no head scratching, no screening or pixel hunting during hours.. that means not challenging too. And it adds nothing to the H.O. genre, it's very classic.

Sadly that contributes to make the game lifetime quite short.

**It took me 9 hours to complete the game 4 times on Expert Mode and with that I got stuck during a long time on my 1st playthrough because I didn't understand something with the game UI.**

**So, about that UI, be aware that sometimes you can click on a pocket watch or on car keys (bottom right hand of the screen). The watch can be use to relive scenes back in time and car keys are needed to travel to some far away places. If you don't get that, you'll soon be stuck like I was.. for days !! I eventually had to use the hint button once to understand that.. (probably because I didn't play the tutorial on my 1st run!).**

**About "Expert Mode" achievement (no hint/no skip button, on expert mode) :**

**Like I said, I had to go through the game 4 times to unlock it.**

**First I thought the "no skip/no hint" to achieve "Expert Mode" was only applying to mini-games/puzzles and H.O.S. But when my 2nd playthrough wasn't enough, my guess was I still didn't unlock it because I skipped the 1st cutscene on my 2nd playthrough (even though I am still not sure of this).**

**Since my 3rd playthrough wasn't enough to unlock that achievement, I don't know what I did wrong and what's the catch ! I am sure I have not clicked on the hint button by accident and I didn't skip anything (no mini-game and not a single cutscene!).. I wonder if that may be a bug. Unfortunately there are not many players and too little discussions topics for this one to be tackled.**

**I gave The Great Gatsby: Secret Treasure a last try and it worked (on the 4th playthrough that is!).**

**Like every H.O.G. The Great Gatsby: Secret Treasure has little replayability value. That being said, as far as H.O.S are**



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concerned I want to acknowledge (since I ran 4 times through the game), that even though you'll often visit the same H.O.S. in a same playthrough, from one playthrough to another the objects you're supposed to find in a H.O.S are not always the same (that's the only thing that changes from one playthrough to another).

Apart from that achievement glitch, there are a few other things I don't like about The Great Gatsby \_ Secret Treasure:

- The game being a bit short. The 1st time I reached the end of the game I was surprised that the inquiry was already finished.
- The difficulty. Too easy, even on Expert Mode.
- The map. It shows where available actions are, but it doesn't allow to travel faster from a location to another. That just makes the game seem to be longer but actually it's only forcing you to go through useless places many times.

In conclusion, for those who are H.O.G. or adventure games beginners, getting The Great Gatsby: Secret Treasure on an interesting sale can be a nice way to entertain a few hours.

But achievement hunters and confirmed H.O.\adventure gamers should stay away from this one, though I hate to say that, mainly because I really liked the atmosphere of the game and the way it was rendered.. This is literally a half-anused PlayStation1 Emulator; so weak is the port that the on-screen indicators are PSX icons which are useless and annoying to navigate. It offers no audio or visual improvements AT ALL, running at a painfully dated VGA resolution (320x240x256c). It doesn't even seem to run at 60-fps. No PC port should be inferior to the console version, especially a console from 1994. You don't even get the benefit of Crystal Method's 'Vegas' on CD, or for that matter \*\*a way to play any music at all.\*\*

I'm especially mad because I'm one of the hundred people who loved the original. Do yourself a favor: find a copy of the PlayStation CD-ROM, get an accelerated PSX emulator (some of them are free) or even just a used PS1. This class of shovelware is overpriced at a dollar... \u2612\u2612. The concept is good. Gameplay is fun.

The game is CPU intensive but shouldn't be. It is badly optimized, it lags horribly. It can become a slide show sometimes.

There's also a UI problem where you can use your gamepad for everything except for login into your EA account. At that exacte moment you have to use your mouse.

The puzzle difficulty is fine, but the challenges are impossible. I recommend this game only if it's on sale for 5\$ or less. You can finish it in a cople of hours.. I was very surprised when the game suddenly ended, because it felt so abrupt. There isn't much to say about it: there is no coherent story, there are no interesting characters, there are very few situations when you really have to consider every option. Maybe it was my bad luck, but I could hardly make anyone fall in love with my character (despite all my effort). The original idea of the game sounds fresh and promising, but in the end it looks like a wasted opportunity.

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