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## Rescue Team 6 Collector's Edition Hacked



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### About This Game

When Mother Nature does her worst, the Rescue Team does its best! Guide the brave members of the Rescue Team as they save people in distress and rebuild a devastated infrastructure after earthquakes, tsunamis, and volcanic eruptions leave a once prosperous land in ruins. You'll have to manage your resources well as you repair bridges and roads, restore factories and homes, and send doctors and rescue dogs to save the sick and injured. Work quickly as you command a fleet of machines ranging from helicopters and motorboats to airplanes and trains, and you'll beat the clock and win the gold! This special Collector's Edition of Rescue Team 6 features a thrilling bonus chapter with all new adventures, a walkthrough of the entire game, downloadable artwork, and more! Strap in for the thrill ride of a lifetime and begin the adventure today!

- Dozens of thrilling levels
- Timed and untimed game modes
- Bright, colorful graphics
- Achievements to unlock
- Tons of bonus content



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Title: Rescue Team 6 Collector's Edition  
Genre: Casual  
Developer:  
Nova Ideals, Alawar Entertainment  
Publisher:  
Buka Entertainment  
Release Date: 13 Dec, 2016

b4d347fde0

English,German,Russian





75700

Level 1

Level 6

Level 2

Level 7

Level 3

Level 8

Level 4

Level 9

Level 5

Level 10





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rescue team 6 collector's edition level 21. rescue team 6 collector's edition

A Decent Remake of the original which I played on the Amiga, I don't get what people are saying about, yeah you need to install Uplay to be honest its pretty unobtrusive and only starts when you actually start the game up. Ok, so maybe its a bit redundant to have both steam and uplay as drm but its not such a big deal as people are making out (waah, waah, Uplay, Ubisoft evil, paranoia etc.)

Comes with a free copy of the 1993 original as well, what more can you ask for?. I don't even know why I have this game. Played it for a while and feels truly outdated. Its old.

If you want some classic RTS/RPG, you know where to find them. Not here.. This game is just... fun! Makes me feel young again just smashing stuff. The random levels and upgrades/perks mean if you take the game too seriously you may have a bad time, but if you're just looking for light, satisfying gameplay it's really a gem of a game. A gem you can destroy for points!

I do have one wish: It'd be reallllllllllly nice if there was a way to quickly restart both during a game and when you die. You will die a lot.. I'm a huge fan of Nancy Drew games, but not this one; this one is bad, very bad. Just left me feeling very disappointed :V After playing this game, I am completely astounded at the way PC GameZone, GameBoomers, and GamersInfo praised this game in reviews, on the store page. I'll explain why in a sec.

- PC GameZone said: "A wonderful mystery for the whole family! The best in children's games always tries to meld education with fun, and this game does that superbly, with a smooth integration of factoids about various things coupled with critical thinking activities and a fun adventure. Male or female, Nancy Drew fan or no, get this game!"

GameBoomers said: "Her Interactive has set itself the goal of providing well rounded, well crafted family fun with an eye for a solid story and familiar gameplay coupled with a versatile challenge mix. Here they have scored a success on all points. Now the only sad part is I have to wait til October for the next Nancy Drew game to come out. Happy sleuthing."

And GamersInfo said: "In fact, as mysteries go, this case is one of the best. It's got plenty of puzzles, suspicious activity, sidetrails to investigate and interesting characters, both current and past."

Whaaaat?? After playing this game, I can honestly say THIS IS NOT THE CASE! So far, out of all the Nancy Drew games I've played, this game hits No.1 on the worst Nancy Drew games list, for me. And here is why:

One of the things that really ticked me off in this game was the puzzles. Yeah, I know, almost all of the Nancy Drew puzzles are tricky, and if you get completely stuck, you can just look it up in the walkthrough, problem solved. But the puzzles for this game are absolutely INFURIATING, even when you pick Junior Detective! (Even Nancy Drew herself gets frustrated, when you keep making mistakes, that says something!) They're so hard, that, even if you look them up in the walkthrough, it's still really hard to complete them.

I'll give you an example. In one of the puzzles (this is hard to describe, but I'll do my best), you have to use a magnet to drag 4 pieces through a maze on a board, to get them into their correct slots. But the maze on the board is filled with passages that are very narrow, and dead ends, and, on top of that, there are wooden pieces on the board that cover up parts of the maze, so you can't see what on earth you're doing at some parts in the maze. You have to move your mouse around to use the magnet to drag the pieces through the maze, but even the slightest little movement of your mouse can cause you to lose hold of the pieces and drop them, when you so much as brush against a wall (which happens a lot, not only because the passages in the maze are very narrow, but also because sections of the passages are hidden under those wooden pieces, literally putting you in the blind). VERY frustrating, and can even make the most patient of people break, and lose control. If this description of this puzzle is really confusing, and makes your head hurt, sorry about that. But, trust me, trying to complete this puzzle makes your head hurt even more, even with the walkthrough. This particular puzzle is so frustrating and confusing, it's actually not funny, seriously :(

Another thing that really gets on my nerves in this game: 2 chores you have to do that are really REALLY hard! The first one is picking vegetables for the cook. You must only pick the ripe ones, because if you pick ones that aren't ripe yet, or are over-ripe, you get in trouble with the cook, and have to use a second chance. Now, don't get me wrong, I don't mind doing chores, I like doing chores or errands for people in games. But what I don't like about this veggie chore is that, even when you know what colour the ripe ones are, you can still get it wrong. That doesn't make any sense, right? Bear with me. You are given information about vegetables in an internet article on your phone, where it explains and shows pictures of what veggies look like when they're under-ripe, ripe, and over-ripe. BUT, some of the vegetables' under-ripe, ripe, and over-ripe colours look so similar to each other, that looking at the article and pictures on your phone is no help, and you can easily get it wrong when picking the vegetables. You have to do this chore a couple times for the cook, and when you have to do it the second time, you're like, 'Oh

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no, here we go again.'

The second chore you have to do is even worse, and literally the worst part of the entire game: feeding the horses and chickens. You do have a billboard that tells you the amount of food you need to give the chickens and horses, but some of the amounts are in FRACTIONS! :(((((((((((( To know the exact amount of scoops of food you have to give the horses and chickens, you literally have to be a mathematic genius, and know your fractions. For crying out loud, why make it so complicated? Realistically, if ranch owners were having visitors stay over, and needed them to do chores to feed the animals, they would leave instructions with the exact amount of scoops needed to feed the animals, not expect every visitor that comes over to be a mathematical whiz, and automatically know the answer (you also have to bake a cake later in the story, and have to know your fractions, to know how much of each ingredient you need to use for the recipe).

This is not why I like the Nancy Drew games. None of the earlier Nancy Drew games are like this, where you have to work out fractions to move forward in the story. It's so unnecessary, HER interactive wasn't very considerate here, because not everyone here is a mathematical genius. For people like me, who struggled with fractions at school, working out fractions in this game is so annoying to do, and takes so much out of this game. You just want to get it out of the way, and enjoy the actual story. I like solving things myself, but I had to cheat (looking at the walkthrough, which takes the fun out of the game) just to know how many scoops I had to give the animals. Lame! They should have only left the fractions to Senior Detectives, and just had simple instructions for Junior Detectives, where they tell you exactly how many scoops you need to feed the animals. HER interactive didn't do a good job with this game, and it's so disappointing, because most of the Nancy Drew games I've played so far are so good. When you play Nancy Drew games, you want to have fun doing it, but everything I mentioned above just doesn't make that possible. Hope none of the others are like this :( If you have trouble working out fractions, just like I do, please, do not get this game, because it'll only leave you feeling frustrated and disappointed :/

Oh, and one more thing that really annoys me about this game: the riddles. You have to follow a bunch of riddles to get to the ultimate prize at the end. Now, normally I'm ok with riddles, but these riddles make no sense whatsoever! What makes it worse is that talking to the characters or phoning Bess, George, Ned, or other contacts, is, most of the time, no help. It's so easy to get completely stuck a lot of times in this game, with the walkthrough being the only answer. Trust me, don't get this game, you spend the majority of it doing really really hard and annoying chores, and having to go look at the walkthrough on the internet over and over, to 'figure out what this awful riddle means.' For all these reasons, I do not recommend this game, and have permanently removed it from my library, it's not worth playing. Wish Steam would allow refunds :( 1/10

Thanks for reading. Sorry my review is so long, but I really felt I needed to get these issues in the game out there.. Was pretty good fun, plagued by a poor release and lack of funding, then THQ went under. Shame there aren't more games like this. There was a slew of them at one point but now the team based fps seems to be dead. Don't buy this game now, long dead. It was pretty cool 10 years ago though.

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Personally, I like games like Dark Souls.

But, I have fun playing this game. Fun, branching quest, and most importantly this game have HEART. It brightens this back cold heart of mine.

9/10. I really like the new music. The devs were also nice enough to put this one in the soundtrack folder after all.

My original review (negative):

The new music is pretty good, but as with most (possibly all) music DLC for both EU4 and CK2 for a while now, the music doesn't appear in the soundtrack folder in the mp3 format.. <https://youtu.be/UpLChtpbrUI>

[I don't even know where to begin...](#)

[I'm at a loss of where to start to critique this. It's buggy, confusing and generally not fun. It may only be \\$1.99 but this isn't something that is in a state where it should be charged for yet.](#)

[It doesn't even feel like a lot of effort was put into it. I can overlook some issues if it seems like the dev/devs cared about the game. This just feels slapped together and tossed out to make a buck.](#)

[VR Gameplay 2/10 \(swing your arm in front of you and hope it activates your attack\)](#)

[VR Graphics 8/10 \(It was pretty, kinda reminded me of Kojimas Death Stranded trailer\)](#)

[Audio 6/10 \(Out of place music and repetitive sound effects that sometimes randomly went off for seemingly no reason\)](#)

[Locomotion 1/10](#)

[Weird pull the trigger then step to the side to hop platform to platform. It was buggy and kept popping me up in the air. If I was prone to motion sickness I have a feeling this game would have set it off pretty badly.. Only local but it's ok if u got someone to play with.. If you liked carving in SSX Blur \(or: "The Snowboard Game"\), you'll love carving with your downhill bike in Descenders as well.](#)

[Descenders can be summarized as a unique mix of physics-driven downhill biking with a semi-arcadey, but simple trick-system sprinkled on top - finished off with a dope DnB-Soundtrack to listen to.](#)

[Once you get into the controls, which feel somewhat similar to EA's Skate series \(do yourself a favor and play with a gamepad\), you'll end up smashing face-first into trees, ramps and other obstacles along your path to honing your skills. Roguelite elements \(procedural map generation, unlockable stage modifiers by score\) give you fresh track-layouts while the sight of multiplayer-riders \(hooray v1.0!\) encourages you to be more bold and try out riskier tricks. Surviving "longer" \(= more stages\) nets you some neat cosmetic items to give your rider the proper attire and bike.](#)

[If you're more into the thrill of "going fast" without thinking twice about how or where the track will actually lead you, you'll be glad that the game doesn't force you to stay on the procedurally generated path. Descenders gives you enough freedom of gameplay-modes to play the game any way you want: With friends or without, with "lives" \(= your amount of tries that you can fail before you're sent back to the start of your career\) or just casual riding without any pressure.](#)

[While the trick-system is not that deep and fleshed out as I'd like it to be \(it's basically "hold left shoulder button + hold the right stick in any direction"\), the basic downhill-gameplay-loop feels fresh enough to make this game one of the better "tune out and relax"-type of sports-games that also challenge you, if you want to put in the practice/effort to pull off great runs.](#)

[Steam needs more action-/extreme-sports games like this!. Better than the last one, with new mechanics such as comeback, you can also add custom characters through the workshop. Recommended](#)

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