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## About This Content

Build great palaces or mighty castles with a whole new set of Khitan building pieces that make your constructions look vastly different to anything seen in Conan Exiles. Get ready for battle in three new armors and one new weapon set. Decorate your home with many new placeables, such as cauldrons, carpets, tables and braziers and customize your look with new warpaints.

### The Imperial East Pack contains:

- 39 new Khitan building pieces.  
A full set of building pieces with the same stats as existing tier three.
- 15 new armor pieces in three sets, such as the Khitan Officer Armor.  
Light, medium and heavy sets with an epic end-game version of each.
- 9 new weapons in one Khitan weapon set.  
Same power as iron weapons with an epic end-game version of each weapon.
- 5 new warpaints in Khitan style.  
Decorative warpaints in jade, black, white and red.
- 25 new placeables, such as a dragon idol and hanging lamps.  
Can be created at an all new Khitan Artisan station.

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All the new content from Khitai is exclusive to this DLC and adds a host of new visual options but does not give any in-game advantage in power. All the new items have the comparable stats to existing items.

THE  
**IMPERIAL  
EAST PACK**



**39**  
NEW BUILDING PIECES



**15**  
NEW ARMOR PIECES



**25**  
NEW PLACEABLES



**9**  
NEW WEAPONS



**5**  
NEW WARPAINTS



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Title: Conan Exiles - The Imperial East Pack  
Genre: Action, Adventure, Massively Multiplayer, RPG, Strategy  
Developer:  
Funcom  
Publisher:  
Funcom  
Release Date: 22 Jun, 2018

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**Minimum:**

**OS:** Windows 7 64 Bit/ Windows 8 64 Bit/ Windows 10 64 Bit

**Processor:** Intel Quad Core i5-2300 or AMD FX-6300

**Memory:** 6 GB RAM

**Graphics:** Nvidia GeForce GTX 560 (1GB) or AMD Radeon HD 7770 (1GB)

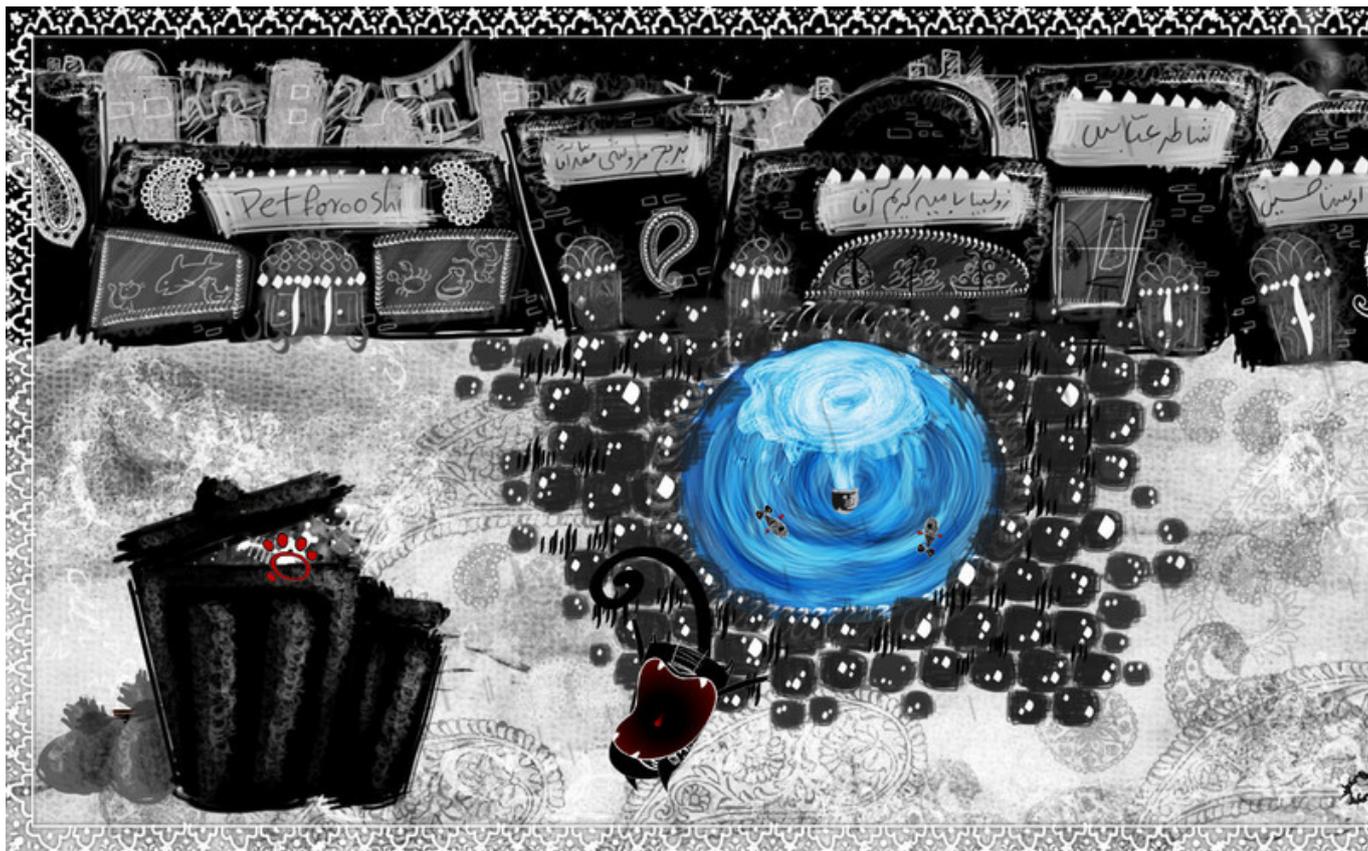
**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 10 MB available space

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







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Allen Hallway is a fun fast-paced game. You level your army with better training and weapons to kill the alien hordes. Game is fun and ill say worth \$5.. The Titan corporation demolished Troy's garage to make space for their new highway, not one for petty Revenge he takes an old ship from the wrecked building and sets out to destroy everything the company owns. Reign of Bullets is a side-scrolling shoot \u2018em up where you blown up everything you meet, collect drops and scrap and use them to either upgrade your ship or add new weapons to it; it has a simple yet effective gameplay that's especially fun in short bursts backed up by quite interesting loot and customization systems.

**PROS:**

- nice cartoonish graphics
- frantic gameplay with many enemies and bullets flying around the screen
- tons of loot to gather with different rarity levels amongst the various weapon classes
- great weapon customization
- quirky sense of humour adds to the game's charm
- several difficulty levels to choose from let you make the game as easy or as harsh as you want it to be

**CONS:**

- basically no story, both hero and villains are paper-thin and forgettable
- sounds are simple and tend to get a bit droning
- can get a bit repetitive in the long run
- requires some grinding to properly upgrade for certain harder areas\ bosses

<http://steamcommunity.com/sharedfiles/filedetails/?id=585990282>

[If you strip Reign of Bullets of its loot and upgrade systems you'd be left with a fairly standard and somewhat dull shoot \u2018em up: thankfully said systems truly help the game stand out and deliver an engaging, somewhat addictive gameplay experience.](#)

[The loot is Borderland-esque, you get many drops belonging to different weapon classes and ranked by rarity: each weapon will have slightly different features such as number of bullets fired, range, piercing potential etc and these can be further altered by modding it. Each mod drop will also have a rarity level with rarer mods having stronger effects and costing more to apply thus driving you to clear a few more levels to see what you'll get and\ or gather enough scrap to mod your favourite weapon. Last but not least you can decide exactly where to place each weapon and at what angle to point it, want some weapons firing directly upwards or downwards? Just rotate them and you're set: in fact certain enemies or bosses might be easier if faced with an unconventional setup.](#)

[Reign of Bullets has enough original concepts to make up for its lack of story or straightforward gameplay, it might not hold your interest for as long as titles with more depth but it is a good game nonetheless and a great way to spend a few hours shooting stuff up.. This game would be actually fun if the \u2665\u2665\u2665\u2665\u2665\u2665\u2665 developers had not decided to add the "chicken spell". It is quite literally the worst development descision I have ever seen, and I have played metal gear survive.. The best way to describe MUSYNX is that it's 4K/6K """"""""beatmania IIDX"""""""" due to the keysonding, but a lot more beginner friendly.](#)

[MUSYNX is a good gateway drug to rhythm gaming, giving you a pretty generous timing and it's \\*heavily\\* accuracy based \(the](#)

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timing for the maximum theoretical score of 125% is +/-1ms), so missing a note is not as big of a deal as other rhythm games with combo-based scoring. That said, being off with your note hits are going to have a noticeable effect to your music listening experience so getting the timing as close to perfect as possible is still your main objective. The game does have a Sound Enhancer feature, correcting the keysounds depending on the value you set it on to improve the music listening experience even if you suck.

A lot of the music are from Chinese and Japanese indie DJs so it is an acquired taste, but this is pretty much expected for a regular Asian rhythm game. That said, you can find some soundtracks for a few games like Opus, ICEY, and even Nekopara for some reason.

I highly recommend you try this game out, with the Friends Forever pack if you want to enter the world of rhythm gaming. This is a good introduction to standard 4K/6K gameplay of a lot of rhythm games (specifically mobile rhythm games) and keysounded gameplay. While the Smartphone versions of MUSYNC are available to download for free, a lot of the good songs are locked behind purchase except if you buy the Forever Friends pack, which costs 30 USD -- a big price gap compared to the Steam version. Besides, this is an objectively superior version due to the use of physical buttons rather than touchscreen with massive input delay, which is detrimental to the keysound-dependent gameplay.. If this game is not being purchased for it's nostalgia, do not buy it. It doesn't hold up and is incredibly cumbersome to play by today's standards. Honestly I don't know how this game could have done well back then either.. I'm upset that I paid \$0.59 for this and it's as satisfying as it is. I have lots of junk that I paid the same price for, and I knew I was in for a "good" time, but this actually is a more than worth it good time.

In EA phases now, but it has fantastic potential as a game that you can sit down, play, and enjoy. It really captures the arcade style well, and I feel like it can only get better. It has flaws and currently lacks content behind it, but there's still a lot of room for this to grow and I look forward to seeing it.

Well played.. dosent load

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Fun concept, I think this game has a ton of potential, and will be following closely as it's developed.

I particularly like the art and music styling. It's light and fast paced.

Game has a good sense of humor and is genuinely fun to play.. This game goes so much further than you would think from the trailers. Its fun and full of surprises.. I would honestly wait for a better tactical strategy game to go on sale. For six bucks, this game has poor variety in missions, clunky combat mechanics, no interesting concepts, lots of racism, and an obvious skill ceiling where money trumps experience. It is riddled with microtransactions that pester you about spending money on upgrades and cosmetics.

So, in summary, its six bucks for a reason.. Very relaxing but also challenging the further you get into it.. After spending \$25 and having to deal with an annoying Win 8 interface I'd expect this software to work. I went through the support forums, did what they said (including using beta versions, 4 updates so far I think), still no dice.

I know it's an NVIDIA problem but no one seems to know how to fix it.

NOT HAPPY. And I have no idea why it says that I've used this software for 0 hours, I've been trying to get this rubbish working for at least 2!

EDIT: This review was recently commented on by someone who gave their name, whom I assume was representing PlayClaw. This person thought that because I said nVidia was the problem that I couldn't use this program that I shouldn't have given a negative review of the product. They then went on to say that I should uninstall then reinstall PlayClaw for it to work, which I did. It still does not work.

Now, whenever I try to launch this program it wants to connect to the internet to authenticate or some such thing. Which of course fails, even though I am connected to the internet, as this edit shows, and throws error windows everywhere.

**DO NOT BUY THIS SOFTWARE, ESPECIALLY IF YOU HAVE NVIDIA GRAPHICS!.** new update makes it really good. I love this game! I have wonderful memories of playing this with my Mom and the steam re-release doesn't disappoint. While I say "re-release", nothing has changed - it's just been updated to run on modern operating systems (I'm on Windows 10.)

The audio is a little old, but there are unique question types - such as the celebrity collect call - that make it fun. The questions are snarky and surprisingly have a "dirty mind" tilt to them - in a great way, but I'd avoid junior high and below.

For new players, this is very much a computer game - not a controller or mouse game, Multi-player is done via a shared keyboard and there are fill-in-the-blank questions where you, yes, have to type (it's pretty forgiving on typos, tho.) This is in many ways a nice reminder of old style multiplayer...you get creative with seating.

This is also a blast to play solo. You get lots of teasing.

When you first launch, the screen will seem very small. An easy fix:

- Right-click the game in your steam library and select "View local files".
- Right click the main program (something similar like YDKJV2.exe and select "properties".
- Click the "Compatibility" tab.
- In the "Settings" section select the checkbox next to "Run in 640 x 480 screen resolution"
- Click Apply, Click OK, launch game from Steam.

While the initial white box won't be full screen, it will quickly flip to full screen. Don't worry, you haven't changed your desktop resolution, and once you quit the game everything will go back to normal. Problem solved!. I really enjoyed this DLC, the enemies are more balanced than the last one's and I think enjoy the map layout and size a lot more. It does a

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great job extending the Iron Keep area in a fun way, and reminds me of the mines (my favorite area) from Demon's Souls in a lot of ways.

+Minotaur helmet made it all worth it.

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