Restaurant Empire II Xbox Download Code

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About This Game

The sequel to the widely popular Restaurant Empire game takes you further into the depths and delights of the culinary universe than ever before.

Take part in an exciting world where the customers are fickle and the bounty in your cash register changes as quickly as their tastes. With two handfuls of cash and a dream of stamping a legacy, build, cook and hire your way to the very top of the gastronomic biz, where tasty food is king and smart management reels in the cash. And if you're lucky, you just may go further than any other before you and cement your status as a true legend of cuisine...

Key features:

- A brand-new 16-mission campaign that gives us a look at the ongoing story of the Leboufs, as they try to tiptoe through the minefield of marriage and the unique circumstances of professional success.

- A superior graphics engine brings to life the cities, characters and restaurants that populate the world of cuisine using advanced techniques such as real-time reflections to give unprecedented realism. Food has never looked so good.

- Two new enterprise categories: Coffee Shop and Dessert House that complements the existing Restaurant enterprise; with each category having over 130 unique delicacies, beverages and recipes to choose from.

- New themed restaurants ranging from the aquatic deep, exotic rainforest and motor racing takes the idea of "themes" to unprecedented heights. You've never seen restaurants looking this amazing before.

- Over 700 new interior objects, bringing the total number to 1400. There is more variety and fun than ever before in setting up, decorating and managing your very own restaurant.

- Introducing the new German cuisine category of restaurants complimenting the existing foods and architectures of the French, Italians and Americans. Over 600 total recipes.

- Munich, in addition to the triumvirate of Paris, Los Angeles and Rome is now yours to select as a destination to set up shop and expand your burgeoning business.

- Hire live performers to perk up your restaurant's atmosphere, varying from concert soloists to rock bands and indoor circus performers, and set up their scheduled stints to entertain your valued guests at the right time of day.

- With the new Recipe Research feature you can now actively invest into improving the quality of your food as well as gain invaluable knowledge in the formulation of new delicious recipes.

- And finally, Armand awaits for you with a secret mini-game inside.

Title: Restaurant Empire II
Genre: Casual, Indie, Simulation, Strategy
Developer:
Enlight Software Limited
Publisher:
Enlight Software Limited
Release Date: 27 May, 2009

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English,French
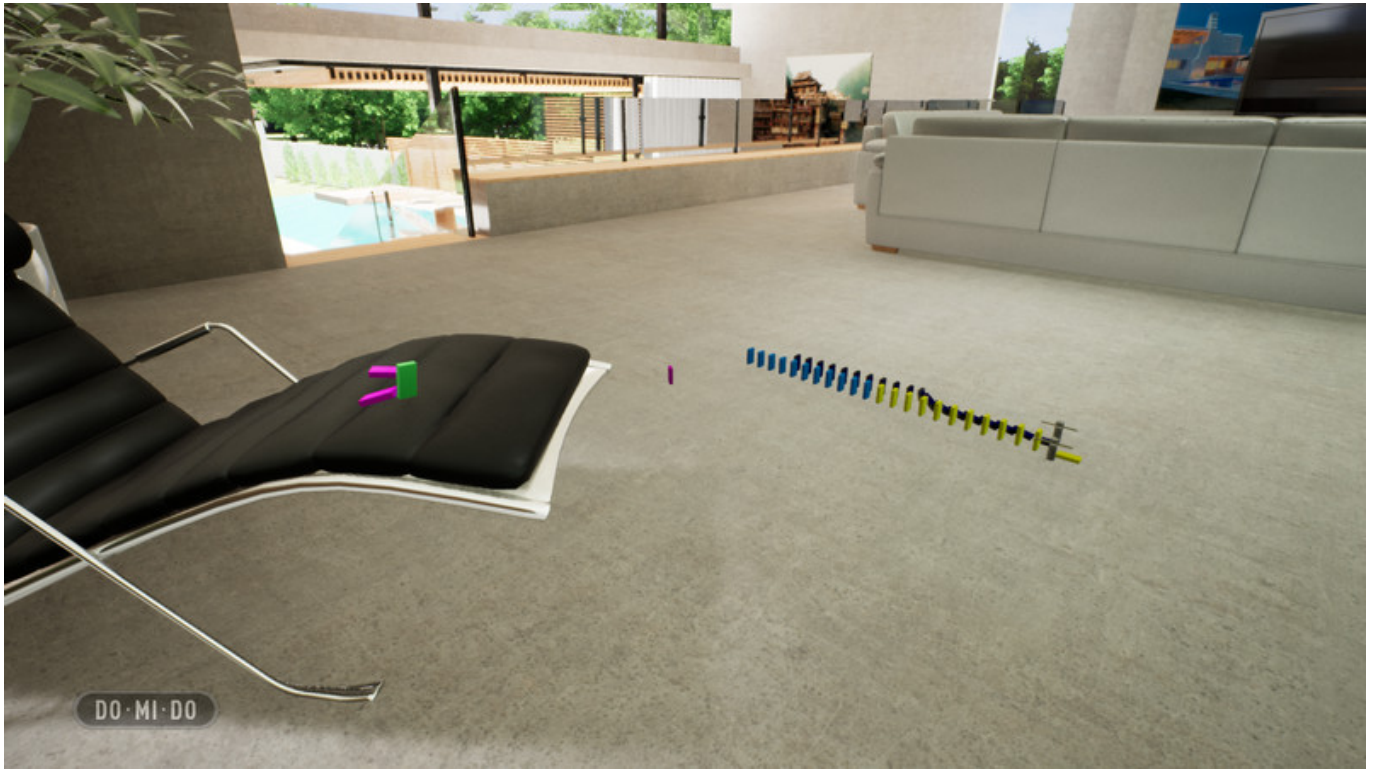
It works great and it has very clean simple ui. I hope it will have features and tips that will update and tweak the performance of my cpu too run smoothly in the future.. Not bad for the price, not more then an app for your iphone or tablet, but fun. I like the tones of socialism in the game. Fun to see how the people require the gov to fix everything and do nothing on their own. Sort of like how America is becomming.. I enjoyed the game. It is exactly what it says it is, and well executed.. Simple but fun text base role play game. The movement is pretty clunky and requiring mats for casting spells kind of ruins the game if you like playing dungeon crawlers as a caster, it's melee or...melee...as you will never find enough mats to cast spells even 1\/100th of the combat. Which is a real shame.

Yes teh spells do a LOT of damage, but so does my staff. And the spells would give it variety over the fairly cookie cutter combat.. This game is exactly what it says on the tin. A sim game, you build your town. You start with a small area, and get larger, get more people, need more materials, make more items...it is a logical progression.

It is also very short. Once you get the town built, the game is over. There is very little challenge, very little tension...you just go from point A to point B. So why do I reccomend it?

Well, it is also very cute. The artwork is good, the characters are cute, even the town looks cute. The gameplay was also smooth. Things worked the way I thought they would the first time through, there were no crashes or hang up. My daughter also loved it and while she can't beat it in a couple hourss like I did, she doesn't care.

So no, this game is not for the hardcore gamers, but it was a fun ride, and one that my daughter will enjoy a lot longer that I will.

I wish the intro was skipable. I've learned to get it loading and walk off to do something else in the meantime. The DC fanservice and references are hilarious, which made the experience a lot of fun. I recently completed a second campaign with a friend. I keep coming back when I need stress relief. There are definitely some glitches that make things frustrating, but overall quite a fun game and worth the price. I enjoyed the DLC, but get it bundled together, not separately. Or, wait for a sale. Either way.. I DID SPEND A LOT OF TIME On chinese parents, and i really wanna marry the most beautiful girl in my class. But, i failed seven times!! can you believe this???? Maybe i'm just a guy who will be spending his life forever alone.:). I understand that this game is still in early access, but it seems to have several fundimental flaws. The bigest flaws I take issue with are the wonky controls and for me personally, the fact that the game assumes you are only 5'8". I'm quite a bit taller than that and this makes it very difficult to use the game's weapons in any effective way when the avatar's shoulders comes out of where my sides are. Not to mention how disconcerting this is.

The developers need to work on scale and overall weapon handling. Maybe take a page from Raw Data and let you calibrate your height when setting up the game.. This is a really fun game! It is a unique twist to Pong. For the $2 that the game is, that is a really great price! I got the game while it was still in early access and had a lot of fun playing it. I would recommend this game. :). sans is my mum. I wasn't sure about this game. I thought it may be very slow, basic and simple. How wrong was I.

Basically, this is a game in which you are trying to get the ball to one side of the 'field' to the other, while your opponent is trying to stop you and get the ball to the opposite side. Sounds simple enough. The way you do this is quite unique. The game is split into turns. Every turn, you tell your robots (which look stunning, just like the rest of the game) to run or throw the ball. Your opponent does the same. When both are finished, you hit the 'play' button and see what happens. This is a great way to structure a game. Personally, I am a big fan of having a more chilled out, relaxed approach to the game.
But there is more to the game.
When it comes down to it, this is a strategy game. You need to work out where you think your opponent will move, try to intercept their throws, tackle them, and just generally get in their way. There is an extrordinary depth to the game, and is very easy to spend hours at a time trying to fine tune your tactic.

There is only one very small issue I have with this game, and that is that even when you are playing against the computer, you have to wait for it to complete its turn. I don't know whether this is just to make the game seem like you are actually playing against another person or what, but I personally would prefer to not to have to wait. I want to see what happens next!

It is a game which is very easy to get into, but very hard to master.

A sports game on the surface, a strategy game at heart, an overall package that is, for me, very hard to beat. There is nothing like it, in a very good way.. There is a bit of a learning curve but once you figure it out, this game is a lot of fun. It's sort of a cross between a twin-stick shooter and a tower defence game, but with the added bonus of room-scale VR. You can physically walk around the environment and pick up items for your character to use, or risk leaving your dessert under the care of your towers while your little guy runs for that power-up. It also has a progression system and alternate wave-based challenges, so you'll have a reason to keep coming back.
Anyway, the dev has been responsive to feedback from the community and has made some great changes since the initial release. For the price, you can't beat this!. \u2591
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Double clicked that damned spacebar & the whole hour of recording disappeared (I wish developers many happy days of pain while fixing the usability!. This game HAS POTENTIAL. However, the game is just poorly optimized and can barely run the game on a system that is over its recommended specs.

For now, I have to thumbs down. However if they optimize the game, I will change my decision to a thumbs up.