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### **About This Content**

Welcome to Trauma, the second add-on content pack for Alien: Isolation. This pack features three all-new maps for Survivor Mode, a time-based challenge to test your skills.

Face off against a range of enemies across the medical bays of Sevastopol station. Will you evade, distract or confront them? You'll have to act fast if you want to survive.

- Three new maps, including a claustrophobic scramble through the Sevastopol vents.
- Play as Chief Medical Officer Lingard and get faster access to Medikits and distraction IEDs.
- Destroy any trace of your research and save the survivors on the station.

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Title: Alien: Isolation - Trauma  
Genre: Action  
Developer:  
Creative Assembly, Feral Interactive (Mac), Feral Interactive (Linux)  
Publisher:  
SEGA, Feral Interactive (Mac), Feral Interactive (Linux)  
Release Date: 2 Dec, 2014

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**Minimum:**

**OS:** Windows 7 (32bit)

**Processor:** 3.16Ghz Intel Core 2 Duo E8500

**Memory:** 4 GB RAM

**Graphics:** 1GB (AMD Radeon HD 5550 or Nvidia GeForce GT 430)

**DirectX:** Version 11

**Storage:** 35 GB available space

English,French,Italian,German,Czech,Polish,Russian





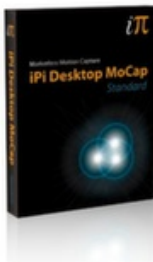
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FPS 29  
Version 1.01

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I like making enclosures full of nothing but giant squids.. Jump'n'run platformer with cool physics.. Just for childs.

Prety adventure game, with good sense of humor and funny characters.

Controls are a tad messy and, the game seems out-to-dated.

Not bad, anyway.. moves on its own

tomato jones. I absolutely love this program. Its a great and easy way to clear up your desktop, and make it not only visually appealing, but well organized.. Played this a lot more than my account shows... when it first came out this was the best drive and kill game ever i must have put 20-30 hours into it

Its a wasteland of empty servers now but i think it deserves a remake. Please make the wheels more rigid and the metal beams lighter.. <https://steamcommunity.com/games/593110/announcements/detail/1808664240333155775>

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I was looking for a quick way to generate some textures for a very specific project, and Zeuxis did the trick. I am not a graphic artists and most graphic softwares are too complicated or are have so many features that I get lost. Zeuxis is simple, light weight, not very expensive. I was able to create the textures I needed within a few minutes of use (I use Zeuxis less than an hour, and I got everything I needed for my project). I could not ask for anything more.. Love this challenging game!. It would be ok, if not for one thing.

When you make a mistake and the puzzle can't be solved, the game wont tell you.

You have to play till you make the last pair match.. Horrible controls, terrible gameplay\balancing\mechanics making it impossible for me to make any progress against the AI with their godlike aiming skills. Absolutely no fun playing this trash.. This game is good for the price. There's a few issues with the writing that I assume is due to translation errors, but they don't take away from gameplay so I don't see it as as much of an issue as others might. There isn't an in-game slider for volume as far as I can tell, but that's fine because I usually change the volume of games with the volume mixer rather than in-game settings anyways, though I could see it as a potential negative for some. It was hard to learn the timing of blocking, at least for me(but I think I'm just bad). There's a quirky mechanic of you recover faster when music is playing based on how loud the music is, and I think it would be cooler if the music was on more often. From what I gather, there's stages, and in each stage there's a selection of characters. You have a starter character in every stage and unlock new ones by beating them. You need to unlock a certain amount of characters in the stage to move on to the next. There's a review complaining that there wasn't 100 characters, but I'm assuming that's because they stopped playing before they unlocked a new stage and didn't understand how it worked. Each character has different stats and an ability. My favorite so far is the first stage's starter character (Wizard) who has Backtrack. When you get punched there's a chance to reset your character's health and durability(I'll get into this later) to 2 and a half seconds from the time you got punched. It's a good safeguard against characters who do a lot of damage per hit, or those with high body hardness.

So, here's how the fighting works. You got Light Left Punch, Light Right Punch, Heavy Left Punch, Heavy Right Punch, Backstep, Dash, Dodge(but pressing backstep and dash at the same time), Block Right, and Block Left. When you hit with an attack, your fist loses durability. If you break a fist, you can't use it until it regenerates. If your opponent blocks a punch, your fist loses extra durability based on their body hardness. Your fist has more durability based on your fist hardness. Dash moves you a small amount towards your opponent quickly, Backstep does the opposite. Dodge moves you slightly back, and some characters have abilities that activate when you successfully dodge an attack. Your fists and hp regenerate over time. When you land a hit, you get a point and your opponent takes damage to their hp. You win a round at 12 points or if your opponent runs out of hp. The battles are in best of seven, so winning four rounds wins the match(and unlocks the opponent's character for you if you haven't already).

Some last takeaways of what I want in possible future updates(I'm not sure if the devs are planning on continuously updating the game, but hey):

I would really appreciate a slider to tone down the visuals. They look really cool, but sometimes block my vision from the opponent's right side, meaning I don't know if I should be blocking or not immediately after I get hit.

If possible I would appreciate a way to fight against other humans, or change the AI difficulty.

Some more music would be nice, at least enough to have consistent background music to make use of that recharge mechanic(possibly even having music that gets more frantic as someone gets closer to winning a round or something).

Overall, I'd recommend the game, if at least give support for something that might be amazing in the future :). Excellent game, if you liked the first two this is a very similar kind of game.

Probably not for everybody , don't expect a deep, immersive story or edge of your seat gameplay. Very fun for what it is though

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