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About This Software

Introduction to video editing: **Video deluxe 2018 – Steam Edition**. Whether you want to edit your first video or already have experience, **Video deluxe 2018 – Steam Edition** is the right choice for you. The Storyboard modus with automatic optimizations for beginners and expanded Timeline mode for professional video editing.

NEW

The new Video deluxe speed

Even hi-res material plays smoothly on your preview monitor! Export videos faster thanks to GPU acceleration, in any format – resolutions up to 4K are no problem.

The right soundtrack for causing goosebumps

New and included in Video deluxe: 20 soundtrack songs and 2 sound effect packs.

A whole world of new effects!

Just the effects you need. 900 effects, transitions, menus, intros & outros. Thanks to the reorganized Mediapool, you'll always find just what you're looking for.

- For lightning-fast flick shots: Slow motion. For wonderful timelapse intros: Fast motion.
- Camera pans and zoom effects? To get these in Video deluxe, you don't even have to lift a finger!
- Your own look: Adjust color worlds, correct colors.
- Want to change themes? Simply choose a transition.

The most important features:

- Video editing with tools for virtually all creative tasks
- Reliably smooth: proDAD Mercalli V2 ME
- Unique performance for 4K video material
- Over 900 effects, transitions, menus, intros & outros
- Select two different modes: Timeline and Storyboard mode
- Access even more creative freedom: With up to 32 multimedia tracks

Video editing for every skill level:

For the essentials: Storyboard mode

Select your best scenes, add transitions and set it all to music. This mode saves a ton of time, so it's great for more advanced users too.

For more details: Timeline mode

Develop your creative potential on up to 32 multimedia tracks. Intros/outros, transitions, titles, effects – all in perfect harmony with your recordings.

Title: MAGIX Video deluxe 2018 Steam Edition
Genre: Video Production
Developer:
MAGIX Software GmbH
Publisher:
MAGIX Software GmbH
Release Date: 12 Dec, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 | 8 | 10 (64-bit)

Processor: 2,4 GHz

Memory: 5485 MB RAM

Graphics: Onboard, minimum resolution 1280 x 768

Storage: 2 GB available space

Sound Card: Internal sound card

Additional Notes: Supported import formats Video: (DV-)AVI, HEVC/H.265*, M(2)TS, MJPEG, MKV, MOV, MPEG-1/2/4, MXV, VOB, WMV(HD) Audio: MIDI, MP3, OGG, Surround sound/5.1, WAV, WMA Image: BMP, GIF, JPEG, TGA, TIF Supported export formats Disc: DVD, Blu-ray Disc, AVCHD disc Video: (DV-)AVI, HEVC/H.265*, MJPEG, MOV, MPEG-1/2/4, MXV, WMV(HD) Audio: MP3, Surround sound/5.1, WAV Image: BMP, JPEG *HEVC encoding requires fee-based activation. MP3 export requires installation of Windows Media Player Version 10 or higher.

English,French,Italian,German,Dutch





Talents (2 Pts to Spend)

↑ Back



Piercing Fire I

Crippling Attack; Hinders for 6 Turns at up to 8 Range
Uses 2 AP (per Weapon) and +6 Heat
+2 Ranged Accuracy, +3 Dmg for Attack; Hinders with -9% Deflection, -3 Armor



Grapple I

Buffing Melee Attack; Buffs for 3 Turns
Uses 1 AP (per Weapon) and +3 Heat
+1 Melee Accuracy, +4 Dmg for Attack; Buffs with +2 Parry for 3 Turns



Sensorkit Scan I

Extended Scan up to 7 Range
Uses 2 AP and +6 Heat



Crippling Fire

Crippling Attack; Hinders for 6 Turns at up to 8 Range
Uses 2 AP (per Weapon) and +6 Heat
+1 Ranged Accuracy, +3 Dmg for Attack; Hinders with -2 MP, -2 Dodge



Headshot

Ranged Attack at up to 8 Range
Uses 2 AP (per Weapon) and +6 Heat
+3 Ranged Accuracy, +2 Dmg, +10% Critical for Attack

For five hours, I disliked Sol Trader. I started a character, borrowed a ship from a friend, then found that no one would offer me missions that required a ship. Any missions I could get were in the same city, and all paid less than \$100. So I thought to myself, "Another game with a cruddy mission system." I bought a couple tons of food, flew to Venus, and sold them for a small profit. Noting that contraband was cheap, I carted this back to Earth. I found my first milk run. Another milk run from Venus to Mars followed. All this while, I thought that the game was technically well put together, but criminally boring.

I asked for a refund from Steam. That is how bored I was. When Steam said no (on account of my 5 hours of gameplay), I figured I would give the game one last try. Luckily, this was the moment that I realised that I'd been playing the game all wrong. I bumped into an old friend (from my characters history) who asked me to track someone down for them. They were offering an astonishing \$2000 for the job! I figured, "Hey, why not. I'll be able to buy my own ship if I can earn that money."

The next half hour or so of my life was spent visiting bars, pubs, hotels, and markets around the inner solar system, chatting with everyone remotely connected to my target. New people brought new information and new leads. Eventually, I found someone in London who told me that my target had been on her way to Ceres last time she had seen them. Back in my borrowed ship, and out to Ceres I went! A couple of questions at the starport and I was directed to a local hotel. Finally, there she was! I had found my target, and received my pay! With this, I had found my calling in this game. I would be a private investigator, tracking down people and information for money!

I bought myself a small ship, installed a passenger cabin so I had a place to sleep that wouldn't cost me anything per night, and found a new job. The more people I met, the more jobs became available.

I'm not far into this game, but I am truly enjoying it. It requires a different approach to the average spaceship game, and having an imagination to build out the details that the game gives you will definitely help. If you want to try something different, strap on your social boots, and start meeting everyone in the solar system!. This game is extremely easy and extremely short.. A fairly enjoyable adventure-puzzle game with a subtle and cute story. Definitely worth playing.. Its sehr schwer spiele. The game is a lot of fun for the low price point. Despite a couple small glitches, the gameplay is solid, it offers a good challenge that scales at a good pace, and a good amount of variety with it's eight worlds to play through. As long as you don't mind having no story in your game, it's a great way to kill some time.. This comes with a bare recommendation with a caveat. The game is simple. Much of the puzzle gameplay falls down to trial and error while you learn how to create various celestial objects. So if you like simple, relaxing games than you will like this. If you don't like trial and error though, this game will be INCREDIBLY frustrating.

A delightful little puzzle game with visual novel elements. Basically the crux of the game falls down to: you are asked to create specific celestial bodies (stars, nebula, planets etc) in the 'Star Seeing Basin'. The basin contains gases of five elements, and placing various 'seeds' at different locations within the basin affects what celestial object will form. So trial and error. You are given hints as to how specific things will form \u2013 which not only includes where a seed is placed in the basin, but its proximity to other placed objects \u2013 but essentially it comes down to experimentation. This basin affects the flow of energy within Kyoto. As you form new celestial bodies in the basin through experimentation and thus complete requests, you then travel to each of the five locations in Kyoto within the game which will give a progression of the story. Each location has a character to meet, and basically you affect their lives as you manipulate the basin.

One of the first things you notice is how animated characters are. Usually even with higher budget VN games it is static images talking to each other. Here there is lip-flapping, clothes and hair moving to wind etc. The drawings can be a little on the crude side occasionally, but it still fits within the distinct artstyle. The music likewise is very good and matches the mood and style of the game very nicely. The localisation is solid and has a flair and finesse to the translation that Carpe Fulgur have become known for. It is something a little different from them and adds nicely to their catalog of interesting titles. Basically this game is something good to chill and relax with.. Five Word Review: Short, decent, ultimately incomplete game.

Favorite Thing: Aside for the stiff animations, everything else was enjoyable.

Least Favorite Thing: The recap didn't help at all. It barely even made sense.

Playtime: ~ 3h

Enjoyment: 6/10

Recommendation: No. The story is incomplete and from a brief look on the forums the next chapter isn't even in development.. why invent survival zone when we have a real one?

Chernobyl was the one and only catastrophe of a kind for long 30 years before Fukushima. Now both have exclusion zones; but while Fukushima's too young, only 5 years old - Chernobyl exclusion zone is already 30 and noone seems to know what is going on there indeed..

Red Forest is a real anomaly of a forest that saved lots of people taking most of damage: trees were simply burned with

radiation without any fire, and then lots of different mutations appeared there...
i recommend.. Great game. Dont know why more people are not jumping on a game like this. Wish there was even more to do for the town. But with low sales. Just glad the game works. Keep it up.. With 2 hours in, I'll jump the gun.

This is a hectic lane-based defense game relying on tapping power-ups all over the place and moving your heroes around between lanes. There are four directions with 5 lanes in every direction. There are a dozen levels or so, and you have to pass them at least three times each (I'm on the second lap).

The ugly:

- * Smartphone port.
- * Lots of tap mechanics that only really works well on phones and tablets.
- * Entire levels dedicated to tapping enemies (well, one level really).
- * No hotkeys.
- * Can't close dialogs with escape. But escape opens a quit-dialog.
- * Escape opens a new quit-modal every time, and you have to close all of them.
- * No pause. (Not even the quit dialog(s) pauses the game.)
- * There are bad translations all over the place. Sometimes incomprehensible.
- * You are handed money after losing a few times. It feels really cheap.

The not so ugly:

- * The graphics are crisp and colourful and does not suffer much from having been scaled from mobile.
- * I'd say the idea and implementation is fairly unique, but maybe that's me who haven't played enough games.
- * The game feels polished. The upgrades are atleast somewhat balanced.
- * The first trip through the levels was pretty bland. Much more hectic tapping than actual strategy.
- * When the second "classic mode" unlocks, that feels much more sane and you have to actually consider where you invest your upgrade points. (Upgrade points are refundable at any time.)

That's all I have for now. It actually seems promising and the gameplay has grown a bit on me. But I still feel a bit dumb for participating in all this tapping using a mouse. The game is likely much better on a handheld device.

I cautiously recommend, but not at full price.

Easy and fun to learn
+ It's a bargain (cheap).
+ Every game is different.

+/- Great game to play with friends.

- Only 3 maps (current version).. Love the soundtrack! Get's you hyped everytime!! PAPS AND GRISZCZ

<https://youtu.be/vLYEbHNOSzY>. A fun and challenging puzzle platformer like the original. True to genre, there are levels that are infuriatingly based in precision timing and positioning so determine your preference based on how you enjoy that kind of thing. You will fail many times before uncovering all there is to find and several of the levels will make you think for a bit to come up with a workable solution. The base levels are not entirely that difficult and the rest is optional so you can complete the game without even touching the hardest levels there are.

The music is lovely and the art is crisp and clean. The story is rather abstract - You're a goat with a mouse in a tower rescuing sheep souls and talking with the dead animals that built said tower as you continue on to escape it. The mechanics are solid and using the mouse in clever ways adds another dimension of complexity and variety.

The achievements are rather interesting. Many are standard fare such as play every level and find everything, but some involve beating specific levels with specific conditions and those can be quite the puzzle themselves sometimes. Beyond those, beating the game in under 30 minutes is the only other achievement worth noting.. Very good game.. 3V10!

Open game then close game = all achievements.. I was a bit skeptical when I heard the praise for this game. It seems rather peculiar that procedurally generated puzzles could be as expressive and focused as human-designed ones. But, the game does an excellent job of crafting and curating puzzles. The mechanics are few but very deep. Many puzzles initially present you with situations that seem to be very limited but after some experimentation you discover new avenues to explore. And the difficulty of the puzzles (and they are difficult) doesn't feel cheap like those in sudoku generators. The game never inundates the player with large numbers of platforms or generates overly complex shapes. Each puzzle's difficulty is the result of very few moving parts. Overall, the success of the game comes down to the approach the designer had in presenting the mechanics which feels like a Zachtronics game in a weird way. Rather than having puzzles be a vehicle for facts about the game's universe the puzzles are varied and unique enough that at a sufficient number of puzzles you will encounter plenty of golden nuggets. If you like puzzle games, this is one not to be missed!. I tried that just for the fun without any expectations and have to say it was great fun. I would love to see it in my school !. Fun game, interesting mechanics on top of very creepy atmosphere makes for quite the immersive playthrough.

For a dollar ya cant go wrong xD (eggsDee). There are some mechanics spoilers, and I haven't blacked them out, so if you don't want to see them, don't read any further.

I want to like this game, but it's too slow for the pay off. Being a roguelike game, there are obviously frustrating moments, like getting to level four only to discover that apparently some enemies can blast you against the wall at nearly full health and insta kill you. Well, FTL and Don't Starve have those moments too, but at least they don't seem as slow as this game.

I don't have a problem with turn based games--original XCOM is one of my favorite games, and some of those turns can be quite long. The problem here is, that it just isn't as fun for me. This isn't really objective, as some reviewers don't mind it. What I really find frustrating is that when you loot sarcophagi it can take you a full turn to equip the item, unless it's the first item. For example, if you loot a shield and you didn't have one before, it's automatically equipped. If you already had a shield, you now have to choose to spend a whole turn equipping it. The problem is the turn based system for this game. It's the whole design. It seems to be built around initiative, so you get our speed up and it seems you get more turns, but it still just takes way too long.

I really like all the different equipment and spells you can get: armor, helmets, amulets, defensive/offensive spells, and weapons. Probably my favorite spell is the vampire spell which allows you to take half an enemy's life.

There is a lot of thought put into this game, for sure, and I do enjoy trying to figure out the mechanics myself. Some enemies you kill will turn into white bat-like creatures that you can heal yourself with, or they may heal or kill certain enemies. There are also black bat-like creatures that can heal or harm you and enemies. There are certain conditions for that which you have to figure out. You can knock enemies into walls, each other, and various items and have completely different reactions. It can be

quite dangerous figuring out what new spells do, as they can hurt you. There are different kinds of traps: acid/gas, fire, freeze, spikes, etc. and each level is random. There are a lot of different things going on each turn, and you can't stick around too long in the levels as enemies spawn in from the left, and you really don't want to face all of them.

I like a lot of things about this game, but it's just so slow. I may play it again, but I really can't recommend it, because I know a lot of people aren't going to like this aspect.

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