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Fallout 4 custom radio

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Fallout 4 Custom Radio Station Mods
Any AI
Most of these radio stations can be heard immediately after entering the game, following installation of the mod.
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Decorations. Miscellaneous.
Fallout 4 Custom Radio Station Mods
Any AI
Are you running any mods Any at all.
Are you seriously posting pointless replies in every second thread.
Are you running any mods Any at all I am running Homemaker, OC Decorator and Craftable Cats.
I am looking for the pre-war radios that come with homemaker.
I am looking for the pre-war radios that come with homemaker
Check the modders page for extra information, or actually spend some time going through the categories for every single menu item to learn where things are.
Try logical reasoning on where something would be: Electronic, Decoration, or Misc
You'll find it faster if you look on your own if its hidden behind menu sorting.
Backup your Fallout 4 game folder to your desktop, disable all mods and start a fresh game.
Some geospatial data on this website is provided by geonames.org.
read more
1 Follower
Comments in:
Fallout 4 radio stations, Diamond City Radio
For the location in Diamond City, see Diamond City Radio (location).
Diamond City Radio logo
as seen in the game
Diamond City RadioRuined radio tower
The CommonwealthThe Island Nuka-World
Diamond City Radio is a radio station in the Commonwealth in 2287, broadcast from Diamond City.
The radio station plays a total of 37 songs, not including Magnolia's songs.
Background
The station plays a wide range of music including pre-War and post-War tracks, with some of the post-War tracks written and performed by Magnolia.
The station includes songs from Fallout 3's Galaxy News Radio.
It is also the first radio station in the Fallout series to play mainstream 1950's rockability music, not just proto and western rockability songs which the previous games radio stations were known for.
It features the DJ Travis who makes situation-appropriate remarks.
If Travis is killed he is replaced by Sheng Kawolski as radio host.
Tracks
A Wonderful Guy by Tex Beneke, featuring Claire Chatwin (1949)
Accentuate the Positive by Bing Crosby (1945)
Anything Goes by Cole Porter (1934)
Atom Bomb Baby by The Five Stars (1957)
Butcher Pete (Part 1) by Roy Brown (1950)
Butcher Pete (Part 2) by Roy Brown (1950)
Civilization, also called "Bongo Bongo Bongo," by Vic Schoen and his Orchestra
Danny Kaye and The Andrews Sisters (1947)
Crawl Out Through the Fallout by Sheldon Allman (1960)
Crazy He Calls Me by Billie Holiday (1949)
Dear Hearts and Gentle People by Bob Crosby & The Bob Cats (1949)
Easily Living by Billie Holiday with Teddy Wilson and his orchestra (1937)
Good Rocking Tonight by Roy Brown with Bob Ogden and his orchestra (1947)
Grandma Plays the Numbers by Wynonie Harris (1949)
Happy Times by Bob Crosby (1949)
He's a Demon, He's a Devil, He's a Doll by Betty Hutton (1950)
I Don't Want to Set the World on Fire by The Ink Spots (1941)
Into Each Life Some Rain Must Fall by Ella Fitzgerald and The Ink Spots (1944)
It's a Man by Betty Hutton (1951)
It's All Over But the Crying by The Ink Spots (1947)
Keep A Knockin' by Louis Jordan (1939)
Maybe by The Ink Spots (1940)
Mighty, Mighty Man by Earl Barnes and his Orchestra, featuring Roy Brown (1948)
One More Tomorrow by Marjorie Hughes, featuring Frankie Carle and his Orchestra (1946)
Orange Colored Sky by Stan Kenton, featuring Nat King Cole (1950)
Personality by The Pied Pipers, featuring Johnny Mercer (1946)
Pistol Packin' Mama by Vic Schoen and his Orchestra, featuring Bing Crosby and The Andrews Sisters (1943)
Right Behind You Baby by Ray Smith (1958)
Rocket 69 by Todd Rhodes and His Toddlers, featuring Connie Allen (1951)
Sixty Minute Man by Billy Ward and his Dominoes (1951)
The End of the World by Skeeter Davis (1962)
The Wanderer by Dion (1961)
Undecided by Chick Webb and his Orchestra, featuring Ella Fitzgerald (1938)
Uranium Fever by Elton Britt (1955)
Uranium Rock by Warren Smith (1958)
Way Back Home by Bob Crosby and The Bob Cats (1950)
Whole Lotta Shakin' Goin' On by Big Maybelle (1955)
Worry Worry Worry by The Three Suns, featuring The Sun Maids and Artie Dunn (1949)
Magnolia's songs
Visiting Magnolia in Goodneighbor will add her songs to the radio tracklist.
Cut songs
The following is based on Fallout 4 cut content.
In Travis Miles's voice banks, unused voicelines can be found referencing cut songs.[1]
End of information based on Fallout 4 cut content.
Several sponsors help to keep Diamond City Radio on air, these are mentioned by Travis periodically.
Sponsors include:
Notes
Some time after the Sole Survivor has completed the quest Sanctuary for the Commonwealth Minutemen, Travis can be heard mentioning that "Sanctuary Hills has been founded."
This is only one example of Travis mentioning the player's achievements.
Travis will regularly comment on numerous quests that the Sole Survivor finishes.
After finishing the main quest for any side, Travis will report on it.
Despite being 197 miles away, Diamond City Radio still comes in clearly on the Island due to the efforts of a local in repairing a radio tower there.
Appearances
Diamond City Radio appears only in Fallout 4.
Bugs
For unknown reasons the radio station will bug and stay silent (other stations will work just fine) even if you are in range of the transmission.
To solve this, sleep or wait for a period of 24 hours and it'll go back to normal.[verified]
The radio station will bug and play two songs simultaneously.[verified]
The radio station sometimes may interrupt a song and start another one.[verified]
After completing Confidence Man, Travis may only read the sponsor note from Commonwealth Weaponry.
News and music are unaffected.[verified]
After completing The Big Dig and robbing John Hancock, and before completing Confidence Man, Travis will read a line regarding Hancock's reputation in his confident voice, instead of his awkward voice, reading "While I do not personally know Mr. Hancock, his reputation suggests he is not the kind of person...er, ghoul... you'd want to cross."
Instead of "If you ,yknow are at all familiar with Hancock or have heard the stories I have heard, you might have been surprised at this, uh, turn of events."[verified]
Video
Diamond City Radio Songs - From Fallout 4 Game Files
References
↑ Travis Miles cut voicelines
Fallout 4 radio stations
Diamond City Radio
Español
Français
Polski
Русский
中文
Community content is available under CC-BY-SA unless otherwise noted.
Users of a popular Fallout 4 radio mod discover that the modder has utilized hidden cats to make the radio work, sometimes resulting in a small army of invisible cats.
Fallout 4, cats, and in-game radio stations might not sound like they have much in common, but for one mod, they go hand-in-hand.
One gamer has uncovered the peculiar way in which a very popular radio mod for Fallout 4 works.
Fallout 4's Old World Radio Boston mod is one of the most popular audio mods in the game, with over 300,000 downloads to date.
However, the creator's method for adding an extra radio station to the game that continues to play music in real time - even when a player changes the channel - is surely an odd one.
As uncovered by Twitter user Chris BvD, modder Brandoman has utilized invisible cats in order to make the mod work.
According to an explanation by Brandoman, the invisible cats are a necessary part of running the radio station.
Like other radio stations, Old World Radio Boston continues to change tracks in real time, even when a player turns off their radio or changes stations.
However, to make this happen for a mod, it was necessary to use an object that could be spawned near the sole survivor that would manually shift the tracks: "To give you a little clarification, I spawn an invisible, silenced cat 500 units behind the player when an inactive radio station switches tracks in the background.
The cat acts like a settlement radio receiver, and its role is to keep alive the inactive radio station so it continues to the next track even if you're listening to another station.
Just like if it was a settlement receiver somewhere near the player.
In normal circumstances the cat doesn't make sound, it is silenced, it is invisible, and it is deleted from the game world after 3 seconds."
To make matters even weirder, some players experienced a bug where Fallout 4 would spawn multiple invisible cats that wouldn't vanish as they should.
While Brandoman has since resolved the problem, the reality that a radio station is broadcasting to the wasteland via Fallout cats is certainly unexpected, to put it mildly.
Game developers work hard to make the underlying programming and mechanics hidden from players.
Yet despite a full team of professionals and game testers, Bethesda itself managed to leave plenty of puzzling bugs in the Fallout 4, too.
Early on, gamers experienced oddities like the sole survivor's companion Piper seemingly lying dead on the ground while continuing to talk, or glitches that would warp the player while using V.A.T.S.
While it's rather amusing that invisible cats are utilized in order to allow the player to continue listening to this radio mod, it's also rather ingenious.
Chances are the vast majority of players who have used the mod never noticed the brief presence of an invisible cat stalking them through the wasteland.
Those who were subjected to the glitch and stumbled into a multitude of invisible cats, however, may have questioned their sanity.
Have you downloaded this mod?
Were you surrounded by a horde of invisible cats?
Let us know in the comments.
Fallout 4 is out now for PC, PS4, and Xbox One.
'Gamer Girl' Belle Delphine Gets Banned From YouTube About The Author
Sarah Fields (839 Articles Published)
More From Sarah
Fields Bounty Hunting is a messy job.
But there's always wanderers willing to do anything for some spare caps.As the title suggests, I've got one question for my Mojave-exploring readers: Are you ready to go bounty hunting?I ask because Someguys2000's is the first of several planned installations that add bounty quests to track down 'the most malevolent and vile assortment of outlaws in the Mojave Wasteland' in the same style that the vanilla Three Card Bounty quest did.A little more about New Vegas Bounties I straight from the author:At its core, New Vegas Bounties is an action mod; extreme violence and profanity are ubiquitous.
In lieu of mind-boggling puzzles or 'go collect x or y resource'-type quests, you will be confronted with dangerous opponents who are designed to frustrate and kill you.You will be harried, ambushed, outnumbered, and outgunned.
This is the path of a bounty hunter - take it or leave it.It includes 436 lines of fully-voiced dialogue (as of version 1.2).
New California—built from the bones of an older mod called Brazil—is set in between the events of Fallout 2 and Fallout New Vegas.
3et Set Radio-themed Dreamcast, made by custom console.
Maigrts
Fallout New Vegas Pictures by Maigrts
» Wed Jun 01, 2011 1:05 pm
4 Replies
949 Views
Last post by loader
Sat Jul 02, 2011 4:18 pm;
Fallout New Vegas MOD Tool by 57oH
» Fri Sep 02, 2011 8:45 pm
0 Replies
6088 Views
Last post by 57oH
Fri Sep 02, 2011 8:45 pm;
What platform do you plan to play Fallout: New Vegas on?
Just place the version you want together with the 'Sound' folder in your Fallout New Vegas 'Data' folder.
After this you won't hear anything because of the blank MP3s of course.
To get your own music into the game do the following:
REQUIRED!
Download Extended New Vegas Radio and open the archive.I will continue to polish the lip-syncing in future updates, as it is a time-consuming process (and I've gained new respect for voiced mods!).
Overall, it feels like something Fallout: New Vegas should have had from the start.
It's also great being able to make the scum of the wasteland pay for their misdeeds and put a little jingle jangle in your pocket.
With, you had better grab a radiation suit and a pair of shades for the sunrise.Nevada Skies adds 60 unique weather effects that cycle, new landscape textures and light conditions, rain and snow storms with thunder and lightning, sand and, my personal favorite, RADstorms, and an overall improvement to the New Vegas landscape.For an example of what I'm talking about the general improvements to the Mojave landscape, here's a screenshot of the weather during a certain quest.That being said, there's also times when fog or sandstorms will move in.
The mod lowers NPC accuracy (which can be turned off in the menu system if you'd like) to adjust for this.
This mechanic makes it a lot more fun to wander the Mojave or storm a Legion encampment during a heavy sandstorm.
And I've just gone through a rebalancing, you could say!No longer will you hear Johnny Guitar followed by Johnny Guitar followed by another quick playing of Johnny Guitar after installing the!To make a long story short, there is a rumor that the reason there are 48 songs in the Fallout3/data/sounds/songs/fradion/ folder and yet only 8 or so play is due to a scripting error.
Whatever the real reason behind Johnny Guitar being Mr. Vegas's one and only song, the aforementioned RNV Rebalancing mod was made to add some variety to the radio.Straight from the author's mod page:This is my first mod and relatively simple - it adjusts how often the headline/special RNV songs get played and it also puts 6 songs in between each news brief.
Details below:-Unmodded RNV will either do a generic intro or a special intro for one of its headline songs (e.g. 'Sometimes you spurs go jingle jangle' - Jingle Jangle is coming up!)-With this mod, the special intros will not play until 9 'generic' songs have played.
This allows the less known songs to get some more air time.-On top of that, there are 6 songs between each news brief (instead of the default 3) and there will be no repeats in the mix.All in all, it should be more music, more varied music and less repeated vocals.So cheers, and until next time Wasteland Listeners, enjoy a change of music!Okay folks, Mr. Vegas here filling in for Mr. Vegas who usually fills in for Mr. Let's talk about something we're all anxiously waiting for: Fallout: New Vegas mods.
While there's no comprehensive difficulty changer as of yet, there are a number of graphical and game-enhancing mods available right now.That's right, not even one week's passed since the release of Fallout: New Vegas and there are already 537 files hosted over at the.
So let's get down to the nitty-gritty and talk about what mods you should be playing Fallout: New Vegas with right now!Oh, and by the way, don't have Fallout: New Vegas yet?Then you're definitely missing out, particularly if you loved or even just liked Fallout 3.
You can grab a copy (cheaper than most places, to boot), or on the Keep in mind that not only the PC and PS3 versions can have mods installed while 360 owners will get exclusive DLC later on.So without any further ado, onward to our feature presentation! (And this time in descending order!)
1. Right now, even if you ignore every other item on this list, you have to get this one.
It fixes a ton of the performance issues most people have been having with Fallout: New Vegas.Now, I'm not going to lie, I don't really know how this works.But with that being said, I will testify that it does work.
Test it out for yourself, see if it works or not.
I know that I've gained 16+ FPS when I used it (keep in mind this was on Ultra with a rig built for gaming) and that's why I say there's more to gain than to lose in this case!2.Fallout NV Radio ModThis changes the default UI so that it looks better on resolutions set at 1024x768 and above.
It scales up the fonts, makes the trader barter UIs a ton more friendly, and adds a bunch of other stuff.
If you're like me, this is a definite must, especially if you don't feel like scrolling through all the items listed in Misc and Aid on your Pipboy 8 at a time.
3. This is what I consider the 'Fellout' for Fallout: New Vegas.I don't know why it is that green seems to be all the rage in Bethesda's Fallouts, but maybe that's just because I don't care for it too much.
Either way, this is worth playing with, even if it's to add a bit of color (or in this case, take away) to the environment.4. Vegas sometimes sounds like a broken record about the traders not being seen in Nipton and I know you're probably sick and tired of hearing Johnny Guitar, Johnny.
So what can you do about it? Add a new radio station that fits the atmosphere of New Vegas!What's it add? You might ask.Well, let's take a look:2 hours, 20 minutes of Music across 55 tracks22 minutes of PSAs & Civil DefenseCustom station host dialogue.In other words, it gives some much-needed relief from the six songs that seem to be present in Fallout: New Vegas' radio stations by default so that Johnny won't be playing that guitar again and again.
While it's not a must-have yet considering there's barely any content for it, you know it will be soon.
This is a port of FOOK for Fallout 3 to Fallout: New Vegas, by the same team, so you know it'll be good.6. This isn't a must-have, but if you're like me and wish the binoculars had a bit of zoom, then you need this mod.
(To be frank, I threw mine away after I got my first sniper rifle considering they both have the same default zoom.)Now you can spot those Gecko's from much farther away as it should be! was trying to create a custom radio station for a new world cell and used this tutorial to start with
Then nothing worked so I basically made an absolute clone of existing New Vegas radio but simpler.
When I load songs in GECK they play fine but when I enter the game it just doesn't play a single one.I have a Talking activator and a quest with two topics in Radio tab.
Radio Hello and Music.
When I choose a song and press play I hear it playing but nothing happens in game.
And I did convert it to .wav file.
All the songs.Posts: 3383
Joined: Sat Jul 01, 2006 12:37 am
Page 2
Canon makes some of the best DSLR cameras on the market.
If you are looking for a large, capable camera for professional use or just to take on a trip, their lineup of DSLR models is definitely something to check out.
With so many options, you might not know where to start.
Shop for canon cameras on sale at Best Buy.
Find low everyday prices and buy online for delivery or in-store pick-up.Canon Cameras Lenses Best BuyShopping for a Canon DSLR CameraCanon DSLR CameraCanon DSLR Cameras give you the technology and design to capture life's most memorable moments.
A quality collection of devices and accessories from suits both casual and professional photographers.
Fill your studio with crisp images that showcase your talent, thanks to the precision of DSLR technology that shutters in real time.What is a DSLR Camera?A digital single-lens reflex (DSLR) camera is built with an interior mirror that reflects incoming light, drawing it through the lens into a prism or cluster of mirrors that transmits it to the optical viewfinder.
This orderly redirection gives you the power to see and shoot through the lens.
Choose a Canon DSLR camera body only and pair the hardware with a variety of accessories like external flashes and vertical battery grips to create a custom photography experience.Picking lenses for a DSLROne of the most attractive features of a DSLR camera is the ability to enhance your camera's capture with a variety of interchangeable lenses.
If you're a novice photographer, you can save money by purchasing a and pairing it with a lens that boosts your image quality and speed.
Between enhanced pixels and remarkably clear autofocus technology, DSLR cameras offer better performance, even when shooting moving targets.Use lens attachments to adjust the width of your frame or enhance your zoom to capture subjects at a distance.
If you prefer mirrorless cameras, check to see if you need a special attachment for your lens.
You can find some great device combinations by purchasing a Canon DSLR camera-with-lens kit.What is a mirrorless camera?Unlike larger DSLR models, the compact takes a slightly different approach to capture pictures.Sensors transfer the light transferred through the lens to a digital display rather than the reflecting mirrors of the DSLR.
It won't offer the same real-time quick capture, but mirrorless designs allow you to preview and adjust exposure settings to capture the perfect shot.Do DSLR cameras record video?Your Canon camera can serve double-duty, thanks to its high-definition (HD) video function.
Put the exceptional battery life of DSLRs to good use by taking advantage of the full HD video capture shared by complementary metal-oxide-semiconductor (CMOS) sensor technology.
Mirrorless models utilize Canon's Movie Servo AF and STM lenses to quietly shoot smooth video with continuous autofocus.
The large APS-C sized sensor creates a shallow depth of field, which delivers cinema-quality videos even in low-light conditions.Choose the sleek, subtle look of a black Canon DSLR camera, or bright vibrant colors that showcase your personality.Canon Cameras Lenses Best BuyFind designs that capture the most realistic images or versatile models that let you switch from photographer to videographer in a matter of seconds.
Whatever you need, check out the selection of quality Canon cameras at B&H Photo and Video.
Page 3
I've heard people make a microhd using scp 914.
I think theres something like a 10% chance for an mt rifle to go to micro.
The odds are better on very fine bit.
Two large booths 3mx2.1mx2.1m (10ftx7ftx7ft) are connected via copper tubes to the main body of SCP-914, labeled "Intake" and "Output".
Between them is a copper panel with a large knob with a small arrow attached.
The words Rough, Coarse, 1:1, Fine, and Very Fine are positioned at points around the knob.Download in high quality: Thanks to watching!
Hope you liked it!Please share, rate, and comment.
Thanks!Credits go to the creator(s) of the SCP-containment breach game.Everything contained within this video is based on the SCP Foundation and copyrighted under the Creative Commons Attribution ShareAlike 3.0 (CC BY-SA 3.0) license.
Site and SCP information can be found here:Lyrics:Rough, coarse, 1:1, fine and very fine.It handles almost anything without using energy.rough, coarse, 1:1, fine and very fine.It's probably the most interesting usefull SCP.yeah there are 5 options to choose!Let's see what you can use!Rough!(rough) Dismantles or destroys your stuff!Coarse! (coarse) Dismantles and refines of course!One to one! (one to one) Get similar things when it's done!Fine! (fine) A better version of an item yay!Very fine!(very fine)Can change your item in a very strange way!Choose an option of your choice,and then it will make some little noise!Be careful when you're using it!Depends on the user what it will commit!Rough, coarse, 1:1, fine and very fine.It handles almost anything without using energy.rough, coarse, 1:1, fine and very fine.It's probably the most interesting usefull SCP.Eyedrops.
Playing card.
Keypad card.
Shredded paper.
S-nav 310.
These aren't all the items yet.There's more to find, much more to get!Place it in the intake booth and turn the knob.And this machine will do its job.Rough, coarse, 1:1, fine and very fine.It handles almost anything without using energy.rough, coarse, 1:1, fine and very fine.Go check it out!Put something in, then wait and see!Classified material beyond this point.Unauthorized access will be monitored, located and dealt with.
This is your sole warning.Join Dr. Taylor Itkin for a chat on offering quick and helpful SCP writing critique! Workshop is happening on Friday, June 14, at 1 PM EST in the channel #workshop!Welcome to the SCP Foundation.
We are a community devoted to expanding and creating the SCP Universe.If you are new, we recommend visiting the SCP Foundation Official Wiki in the links below or just ask for help in this subreddit.Links:.
Other SCP Communities:.
Explanations of SCPs.Memes go here.
Posts about the SCP:CB game go hereA few rules:.
Don't be a dick.Follow.No spamming.Help others create new SCPs by providing constructive criticism.This is not an RP subreddit.
Please try to keep roleplaying to a minimum.Do not post about how to kill 682.
Or beat 096, 173, etc.They's been done to death.
If you have a question about a specific SCP.Screenshots of articles and tales must include the article title in the post title.
Do not post screenshots of already well known articles or collaboration pages such as SCP-914 testing logs.8Y!
Every Thursday is focused exclusively on discussion.
Only text posts may be made.
SCP fuel' images meant to inspire creation of SCPs must provide a link to a source that is either CC BY-SA or Public Domain.
Failure to do so will result in the post being removed.Tip Of My Tongue (TOMT) requests for help finding the name of articles/tales you can't remember may be removed once answered.But first, try using the on the wiki.This subreddit is not for promoting things that are not directly related to SCP.
Also, if you're showing off content you've created and you also share a link to your Discord/Telegram/Kik etc.that's completely fine.
But posts just promoting SCP discussion groups/servers will be removed.
There are hundreds of SCP Discords.
Google how to join one.
And, before you ask, we don't want an official one, we don't need an official one.Posts about Keter brand shelving, or Euclid Street signs, or unrelated things looking like the SCP logo or acronym have been done many times and will be removed.No low-effort or low-quality posts.
Low effort posts include 'we are leaking into other subreddit' and 'found on x' threads.
Memes and jokes go on unless it's Monday.Meme content on Mondays must be directly related to SCP - title/text captions alone isn't good enough.AMAs must be approved by the mods.NSFW Guidelines:.
No porn, either submitted or in comments.
No extremely disturbing visual images or shock sites.
No excessive use of expletives.So you want to write an SCP...
So you want to make something based on the SCP Foundation:.
Obviously the foundation is very wary about putting existing SCPs through 914 because the machine reacts unpredictably to normal everyday items, let alone items that are anomalous to begin with.
So they would never, say, run 106 through it just to see what would happen, but if they were to do that, the results would undoubtedly be interesting and almost definitely bad.I've considered writing up a 'testing' log that would compile results of Keter and Euclid class SCPs through 914, but for now here are some of my ideas.
Feel free to post some of your own in the comments.Input: SCP-682Setting: CoarseOutput: The machine whirred for a few seconds and then began rattling haphazardly gears began to fall loose and the machine began to emit smoke from various places.
After approximately 3 minutes, 682 emerged from the center unscathed.
The machine was damaged beyond repair.Input: SCP-682Setting: RoughOutput: Same results as CoarseInput: SCP-682Setting: 1:1Output: The machine whirred for a few seconds and then began to rattle haphazardly.
Smoke began to emit from various places on the machine.
This continued for approximately 5 minutes until SCP-682 emerged from the output box speaking only in Spanish.
The machine was heavily damaged but could possibly be repaired.Everyone present was killed.Input: SCP-682Setting: FineOutput: The machine whirred for a few seconds and then began to rattle haphazardly.
Smoke began to emit from various places on the machine.
This continued for approximately 5 minutes until SCP-682 emerged seemingly unchanged.
Further investigation proved that SCP-682 gained a psychic ability giving him predictive adaptations, anticipating any damage before it happens.
682's usual containment procedures seem to function as normal, but proves more difficult.
The machine was heavily damaged but repairs are possible.Input: SCP-682Setting: Very FineOutput: The machine whirred for a few seconds and then began to rattle haphazardly.
Smoke began to emit from various places on the machine.
This continued for approximately 5 minutes until a humanoid emerged from the other side.
The humanoid displays reptilian skin and the adaptive capabilities of SCP-682 as well as impressive shape-shifting abilities never observed in 682.
The humanoid behaves in a much calmer and docile manner.
Interviews with the humanoid suggest that it has partial recollection of SCP-682's memories and in rare cases the humanoid shows remorse for 682's past actions.
It should be noted, however, that this 'new' 682 is still very quick to anger and displays unpredictable psychology.Since taking this new form, 682 has murdered and broken containment on multiple occasions, and has even taken to disguising itself with its newfound shape shifting ability to sneak out, a method of escape 682 had never previously employed.
It has been suggested that 682's original personality will emerge at random times doing little to neutralize him as a threat.
682's containment procedures should be adjusted accordingly.
914 was damaged but easily repaired.Input: SCP-106Setting: CoarseOutput: The cogs of the machine quickly began to darken in color and rust.
Parts of the machine began to liquify before finally ceasing all movement.
106 emerged from the side unscathed.The machine was damaged beyond repair.Input: SCP-106Setting: RoughOutput: Same as CoarseInput: SCP-106Setting: 1:1Output: The cogs of the machine quickly began to darken in color and rust.
Parts of the machine began to liquify before finally ceasing all movement.SCP-106 emerged mostly unchanged but later displayed use of superheating to corrode metals rather than corrosive material.
The machine was damaged beyond repair.Input: SCP-106Setting: FineOutput: The cogs of the machine quickly began to darken in color and rust.
Parts of the machine began to liquify before finally ceasing all movement.
In addition with it's usual behavior and abilities SCP-106 emerged with a 'duplication' ability, though it seems to be limited to 2 duplications at a single time, it can now appear in up to 3 places at once.
It is unknown whether these duplicates are being controlled by a mastermind or if they are independent incarnations of 106, but highly predictive 'teamwork' of the three would suggest the former.The machine was damaged beyond repair.Input: SCP-106Setting: Very FineOutput: The cogs of the machine quickly began to darken in color and rust.
Parts of the machine began to liquify before finally ceasing all movement.
From the other side emerged a sphere of oozing black sludge.
The sludge appears to be the same corrosive material SCP-106 used but in much larger quantity than ever seen before.
The sludge floats through the air by unknown means, can travel through walls and enter a pocket dimension like SCP-106.
The sludge also displays the ability to change its form, 'exploding' to coat entire rooms with the corrosive substance, pooling into a puddle, and slipping through small openings in walls.It also seems to show a consistent interest in general destruction rather than human suffering and death, it typically corrodes and destroys everything nearby as quickly as possible including the walls, ceiling, and floor of any room it is placed in.
It should be noted that though the new 106 does not display any apparent interest in human suffering, it will tend to target any living thing first and foremost in any situation, and will still deliver a slow and painful death by way of corrosion.
The machine was damage beyond repair.Input: SCP-173Setting: CourseOutput: The gears of the machine grinded and appeared to start and stop abruptly.
After jerking in this manner for some time the other side yielded crushed concrete and scrap metal of inconsistent size and shape.Scp Fine Very Fine HairUpon breaking eye contact with said materials they will move randomly and, as observed, aimlessly.Input: SCP-173Setting: RoughOutput: The gears of the machine grinded and appeared to start and stop abruptly.
After jerking in this manner for some time the other side yielded a cube of concrete measuring 1.5 m x 1.5 m x 1.5m, a cube of steel measuring 20 cm x 20 cm x 20 cm, and a puddle of Krylon brand spray paint.Breaking eye contact with the objects mentioned above will cause them to appear behind an individual much like SCP-173, however, all aforementioned objects appear to be harmless.Input: SCP-173Setting: 1:1Output: The gears of the machine grinded and appeared to start and stop abruptly.
After jerking in this manner for some time the other side yielded a slightly discolored and mishapen SCP-173.
SCP-173 behaves as normal but has a taller, more slender appearance and is more of a dark brown in color.The design on SCP-173's 'face' has changed significantly but still follows the general aesthetic to the original.Input: SCP-173Setting: FineOutput: The gears of the machine grinded and appeared to start and stop abruptly.
After jerking in this manner for some time the other side yielded an SCP-173 unaffected by eye contact.
It was at first believed SCP-173 could now move freely but was later discovered to cease movement when all eye contact is broken.
Containment and routine cleaning has proven more difficult.Input: SCP-173Setting: Very FineOutput: The gears of the machine grinded and appeared to start and stop abruptly.
After jerking in this manner for some time the other side yielded an invisible entity that rapidly breaks the necks of any human beings in the vicinity.
It can reach speeds up to 120 km/h and can not be seen in any spectrum of light.
In some cases the entity will cease movement, it is believed that in these cases someone is making direct 'eye contact' with the entity, but because the entity is invisible, this cannot be confirmed nor denied.ADDENDUM: attempting to coat the entity in a visible substance, such as paint, has proven effective in containing the entity and has since confirmed that direct eye contact with the entity will cause it to cease motion.Upon being fully coated entity is shown to have a vastly different shape than the original SCP-173.
It roughly resembled an arachnid of some kind and is shown on video to change to a 'standing' position in order to reach the neck of its victims.Note: is it possible that SCP-173 was originally invisible but at some point before being discovered by the foundation was coated in spray paint as a means of defense?.
Maybe from alternate dimensions similar to scp-1322.
Last gasp of a dimension attempting to save others.Or maybe that one whose number I can't remember where they would drop stuff in a hole and stuff would coke out of it from other dimensions.
People couldn't make it iirc, but inanimate objects could.As a side note, it would be cool to read about other realities where we didn't cause death of the species on the other side, or we did in a new way.
I'd love for someone more talented than me to do that.
Page 4
Left For Dead Hunter:Left 4 Dead
Witch LemonLd4 Witch X Hunter Fanfiction.
WW: October 27, 2010Mode(s).Left 4 Dead is an, developed by and published.
The game uses Valve's proprietary, and is available for.
Development on the game was completed on November 13, 2008, and two versions were released digitally: A downloadable digital version, released on November 17, 2008, and a digital retail disc version, with a release date determined by region.
The digital retail disc version was released in North America and Australia on November 18, 2008; and in Europe on November 21, 2008.
Set during the aftermath of a worldwide, the game pits its four protagonists—dubbed the 'Survivors'—against hordes of the infected.
There are four game modes: a single-player mode in which allied characters are controlled by AI; a four-player, co-op campaign mode; an eight-player online versus mode; and a four-player.
In all modes, an (AI), dubbed the ', controls level pacing and item placements, in an attempt to create a dynamic experience and increase.Left 4 Dead was well received by the industry media upon its release, with praise given for its replay value, focus on cooperative play, and -like experience.How to Draw a Left 4 Dead Hunter, Left 4 Dead Hunter.
Ok guys, let's start drawing this total 'bad ace' creature from Left 4 Dead.
I began with the head and hood, just so I can proportion the rest of the body correctly.
At first when I started playing the Left 4 Dead series, the Hunter looked.
Left 4 Dead is a singleplayer and multiplayer cooperative survival horror FPS game.
Witch Hunter Left 4 Dead.
Will they use this chance to escape or will they fall under the claws of the WITCH!
This is a story based training map that will teach you how to kill witches!Several criticisms were aimed at limited level selection and the lack of a narrative.
The game has won several publication awards, as well as distinctions from the.
As was done with, Valve supplemented the game with free downloadable content.
The first, called the 'Survival Pack', was released on April 21, 2009.
The second piece of DLC was charged for on Xbox Live and came in the form of a new Campaign entitled 'Crash Course', released for both the PC and Xbox 360 on September 29, 2009.
Left 4 Dead was released for the Mac on October 28, 2010.The popularity of the game led to the development of a sequel, which was released on November 17, 2009.
A new map for both Left 4 Dead and Left 4 Dead 2, called 'The Sacrifice', was released on October 5, 2010.In July 2012, all Left 4 Dead campaigns were ported over to Left 4 Dead 2, with cross-platform multiplayer support between Windows and Mac versions of the game.
Contents:Plot suffers an outbreak of the 'Green Flu', a highly contagious pathogen that causes extreme aggression, mutation to the body cells, and loss of higher brain functions (essentially those who catch the flu).
Two weeks after the first infection four immune survivors—William 'Bill' Overbeck (voiced by), a and veteran; Zoey (voiced by), a college student; Louis (voiced by Earl Alexander), a district, and Francis (voiced by Vince Valenzuela), an —make their way through the city of Fairfield, only to discover that the infection is creating in some of its hosts.
After narrowly avoiding these new infected, along with hordes of others (as seen in the introduction video), the survivors are alerted to the presence of an evacuation point at the nearby Mercy Hospital roof by a passing.Fighting their way through the city's streets, subway and sewers, they are rescued from the hospital's roof by the pilot, only to discover he is infected.With Zoey forced to kill him, the helicopter crash lands in an industrial district outside the city.
Finding an armored delivery truck, the group uses it to make their way to the town of Riverside.
However, they find the road blocked, and travel the rest of the way on foot.
After an encounter with a hostile maniac in the local church, they discover that the town is overrun, and decide to head to a nearby boathouse for rescue>Contacting a small fishing vessel, they manage to reach the city of Newburg on the other side of the river, only to find much of it in flames.
Seeking cover in a large, their rest is interrupted when a military passes overhead, leading the survivors to travel through the city's business district towards Metro International Airport.
Upon arrival, the group see that in an attempt to contain the infection, the had bombed the airport.
The runway, however, is largely intact, allowing the survivors to fuel up and escape in a waiting C-130.An airplane is seen trying to land, only to crash and explode, giving insight into how the outbreak affected air traffic.Despite this apparent rescue, it crashes as well, and the survivors once again find themselves alone on the outskirts of.
Following a series of train tracks through the area, the group find themselves at a functioning, but abandoned, military outpost.
After answering a radio transmission, the survivors make their final stand against hordes of infected, before a military arrives to (supposedly) transport them to Northeast Safe Zone Echo, implied to be one of the few (if not the only) safe zones still standing.
Instead, they are taken to a military installation and informed that even though they are immune, they still.
They are temporarily held by the military before the base is overrun with infected.The four escape via train and travel south at Bill's insistence; Bill believes that they can find long-term safety from the infected on the islands of the.At the portside town of Rayford, they find a boat but must raise an old rusty bridge powered by an aging generator to get the boat into open waters, assured that the machinery noise will alert a large horde.
However, the generator gives out.
Bill sacrifices himself in order to restart it, so that the others may reach safety.
After waiting for the horde to disperse, the three then encounter.
They move the boat to the other side of the bridge and help them re-lower the bridge so they can cross in their car.Afterwards, Louis, Zoey, and Francis head back to the boat and set course to the Keys.Gameplay.
In Left 4 Dead, the four survivors must fight off infected humans while trying to escape/make their way to a safe house/a rescue vehicle.Left 4 Dead is a in which the player takes control of one of four survivors; if human players are not available, then the remaining survivors are AI-controlled.
They play through the levels fighting off the infected—living humans who have been infected with a -like virus that causes.
The virus does not affect them but they can transmit it to others as carriers.The game focuses on cooperation and teamwork and thus eschews some 'realism' conventions usual in most FPS games of the wider genre.
Colored outlines of teammates are visible through walls to help players stick together and coordinate their movement.
If a survivor falls off a ledge, then they may automatically hang onto it and can only be helped up by another survivor.
If a survivor's is depleted, then they become incapacitated and can only be revived by another survivor, at which point they continue playing with a low amount of health that decreases over time.
If a survivor has been incapacitated and revived twice without tending to their wounds, then they will experience distorted black-and-white vision, and the next incapacitation will kill the character.If a survivor takes enough damage while incapacitated, or is not eventually helped up by teammates, then the incapacitated character will die.
During 'Campaign' mode, if a survivor is killed, then they will in a closet or other enclosed space after a period of time (except during key points in the scenario), but must be freed by another survivor to rejoin the team.
Otherwise, the player must wait until the next level.The AI is incapable of accessing the 'respawn closets', so if all human player survivors are killed or incapacitated, players will have to restart from the last checkpoint.
Survivors can share and pain pills and help each other heal.
Left 4 Dead has (which causes no damage on the ease difficulty mode), increasing the need for caution around other survivors.The survivors communicate by voice commands that are accessed by quick menus, and some may sound off automatically when performing actions such as reloading or spotting infected.
Over 1,000 unique lines have been recorded for each survivor.
Additional communication of player actions is conveyed through character lights.Also, weapon-mounted flashlights and help the players in determining whether their companions are shooting, performing melee attacks, reloading or moving.
Due to control issues and the likelihood of players using a headset, the Xbox 360 version of Left 4 Dead omits the quick phrases feature.
The game is experienced through six campaigns that take place in various urban and rural locales.Multiple visual in-game hints—including license plates, park signs, markings on airport equipment, and lines of dialogue spoken by the survivors—suggest that these locations are in, and similarly a memorial wall giving names of those who have died in the infection (actually names of the game's development team) along with their dates of birth and death suggests that the game takes place in October 2009.
Each campaign is divided into six chapters (except Crash Course, which has two chapters, and The Sacrifice, which has three) marked by safe rooms, which are checkpoints where players can heal, re-arm and revive characters who were killed.
Specifically, the four campaigns are: 'No Mercy', an urban setting culminating in a hospital skyscraper, 'Death Toll', a small-town and countryside setting, 'Dead Air', an airport setting, and 'Blood Harvest', a woodland and farm setting.
A two-level campaign, 'Crash Course', was released on September 29, and is set in the outskirts of a small industrial town.
While The Sacrifice is a three-level campaign released on October 5 in 2010, with an industrial port-side setting in Georgia.The levels have distinct beginnings and ends, but there are a number of alternate routes to follow with more supplies, helping to create a sense of non-linearity.
In the final chapter of each campaign, the players must defend a position from an onslaught of infected until rescue arrives.Each campaign typically lasts between 20 and 75 minutes depending on the difficulty level.
Both platform versions of the game utilize an achievement system.
Survivor characters.
The final design of the survivors, shown on the poster for the 'No Mercy' campaign.
Left to right: Francis, Bill, Zoey, LouisThere are four protagonists of the game: Francis, an outlaw biker (voiced by Vince Valenzuela), a, a Vietnam Veteran (voiced by), Zoey, a university student (voiced by) and Louis, a district account manager (voiced by Earl Alexander).
Early plans were for players to be randomly assigned to characters but in the final release, players can choose any character—provided that the character has not already been selected—or be randomly assigned an unselected character.Left For Dead HunterAside from appearances, all of the characters play exactly the same in-game.Weapons Survivors are armed with various.
Each player starts the game with a semiautomatic pistol.
It may be reloaded an unlimited number of times and is the only weapon that the survivor can use when they are incapacitated.
When a second pistol is found, the player can them, also with unlimited ammo.
At the beginning of each campaign, the player can begin with a submachine gun and a pump-action shotgun.
As the survivors progress through a campaign, more powerful weapons can be found: the fully automatic assault rifle (an upgrade to the submachine gun), a semi-automatic shotgun (an upgrade to the pump-action shotgun), and a scoped hunting rifle.A flashlight that can be toggled on and off is mounted on each firearm, with the exception of additional pistols.
In addition to firearms, a player can also carry three other items in their inventory: improvised grenades (either a or a modified with an attached smoke alarm designed to attract the infected to it before it explodes); a, which can be used to heal any survivor and pain pills, which provide temporary health that depletes gradually and quicker with damage from infected, and can be handed to teammates for later use.
Regardless of what weapon or item a player is using, a attack can be used to shove away any infected within reach.
Also available are environmental weapons, such as gas cans, propane cylinders, and oxygen tanks, all of which explode when shot.
These environmental weapons can be picked up, moved, and used as a melee weapon for the survivors, but while carrying an object they cannot use their weapons or health items.Strategically placed barrels are also encountered at various locations throughout the different maps.Infected characters The infected (voiced by and voice actor) are the survivors' foes in Left 4 Dead, and they appear to be partly inspired by the infected from several modern films, including,.
An important distinction from the former is that while the infected do resemble traditional, they are, as cited in the game's manual, living humans infected with a -like, very much like the infected in the latter two films.
While they are never seen eating human flesh or brains, multiple 'survivors' who have been killed by the infected appear throughout the game, and appear to have been partially eaten.
In The Sacrifice comic, Zoey's mother is bitten in the face.
She then begins to attack the rest of her family.
One such victim can be heard saying 'I can't believe he bit me!'Before being encountered later on, fully infected.
In an interview with 1Up.com, Mike Booth commented on the concept of using a pathogen as an inspiration for the setting:"Even though we obviously pushed well beyond the realm of believability with many of our 'boss' infected, the core idea of a mind-destroying, civilization-collapsing pathogen is more horrifying to me than magically animated corpses, precisely because it is plausible.
Rabies is a good example of a pathogen that can turn a loyal, friendly, protective family pet into a slaughtering attack machine.
It is a virus that reprograms the behaviors of a complex animal — a mammal, in fact.
What if something similar happened to humans? Left 4 Dead is one possible answer."The common infected encountered during the game are fast and agile, weak individually, but may be overwhelming in numbers.
They display a special attraction to high-pitched alarm-type sounds, such as the beeping device attached to pipe bombs and car alarms.Common infected will often chase down the source of these noises while ignoring lower-pitched, but much louder sounds such as gunfire.
They occasionally attack in masses referred to in-game as a 'horde'.
In addition to the common infected, there are five 'special' or 'infected' whose mutations grant them special attacks that make them far more dangerous.
Each of the special infected, as well as approaching hordes, have a distinctive sound or a timely, making their presence easily recognizable by players.
There are five special infected in Left 4 Dead.The Boomer is a bloated infected that can spit vision-impairing bile on the Survivors.
This bile attracts hordes of common infected to the biled character(s), and it explodes on death, spewing more bile in the immediate area.
They emit burping and vomiting like sounds when close.
A 5-note double bass cue plays to signal Boomer.
The Hunter is an agile foe that can jump and pounce on a survivor, and then tear at his victim until he is knocked off, kills his prey or is killed.
A hunter emits animal like screeches or light roars when close by, and a snarling growl can be heard when in close proximity.
The Hunter is signaled by a startling high pitched piano cue.The Smoker is a boil-

covered creature with six long tongues that it uses to ensnare and drag a survivor back to himself. It may then either attack the survivor directly, allow the horde to attack him, or leave the survivor suspended over a cliff or roof-edge. The Smoker only releases its victim if a teammate shows the ensnared survivor, if the tongue is shot, the survivor is killed, or upon the Smoker's death, which results in an explosion that leaves a vision-obscuring cloud. Smokers have raspy voices and frequently wheeze and cough, presuming that they may have been an avid smoker before becoming an Infected. A 2-note low piano cue signals the Smoker. The Tank is a gigantic, muscular infected that has the ability to swipe at survivors, knocking them off their feet and incapacitating them; it can also throw rocks and knock cars and other debris into the survivors. The Tank looks like its lower jaw is missing, but it's actually hidden in its neck muscle. The Tank is the most durable of all the special infected, and requires the full support of all of the survivors in order to be killed. The Tank is accompanied by a booming orchestral score to signal his appearance. The Witch is a female infected with long claws that stays crying in one spot. Survivors can often avoid the Witch but if they disturb her with light, loud noises, gunfire, or remain too close to her for a period of time, she will become aggressive and charge at the one who 'startled' her. Along with crying, an eerie choir tune plays when she is near. The Witch has the strongest attack of the infected in the game; able to kill a survivor outright with one blow on the hardest difficulty. As such she is not playable by human players in Versus mode.In versus mode, four additional players can take control of the special infected—apart from the witch, who remains computer-controlled. Each infected player is randomly assigned a class of special infected when they enter a. While in spawn mode, the infected can quickly roam around the map in search of an appropriate place in which to spawn.This location must be sufficiently distant from any survivor, out of the line of sight of any survivor, and outside restricted areas such as safe rooms. Upon death, the infected player must wait up to 10–25 seconds before re-entering spawn mode, depending on how many players are on the infected team. When a tank is spawned in the game, infected players receive a message indicating which player will control it. The human-controlled infected can see their teammates' outlines through walls similar to the survivors, but can also see each survivor's outline, which is colored according to the survivor's health and fades out if the survivor refrains from attacking, running and vocalizing. Vertical pathways exclusive to the infected, such as pipes and vines, are marked with animated symbols for the infected players.These can be climbed and used for ambushes.A cut special infected called the 'Screamer' would be bound in a strait jacket and its presence made known by its maniacal cackling. If spotted, he would run away to find a safe hiding place; once it did, it would emit a loud scream to attract common infected. The directors soon found him to be stressful, especially if he was in a crowd, so they removed him from the game. At one point he coexisted with the Boomer; the Boomer would simply explode when killed and damage nearby player characters, and the Screamer would attract the common infected. The strait jacket suggests that the Screamer might have been insane (and subsequently bound by some sort of mental institution) prior to being infected.AI Director. In Left 4 Dead, the AI Director computes each player's 'stress level' based on a variety of factors to better pace the game and provide a fair challenge. The Left 4 Dead features a dynamic system for game dramatics, pacing and difficulty called the 'Director'.Instead of fixed for enemies, the Director places enemies and items in varying positions and quantities based upon each player's current situation, status, skill and location, creating a new experience for each playthrough. The Director also creates mood and tension with emotional cues, such as visual effects, dynamic music, and character communication.Valve has termed this dynamic set-up.' In addition to the AI Director, there is a second Director that controls music. It was created as a way to keep the music interesting throughout the game. The music Director monitors what a player has experienced to create an appropriate mix.The process is client-side and done by a multi-track system. Each player hears their own mix, which is being generated as they play through the game, and dead players watching a teammate hear their teammates' mix.A far simpler version of the A.I. Director was previously used for some key battles in.Valve is looking for ways to apply the Director in their future games to make pacing and difficulty more dynamic. Game modes Left 4 Dead contains four game modes: campaign, versus, survival, and single-player. The cooperative campaign consists of up to four human-controlled survivors who attempt to make their way between safe rooms and eventually to rescue.In this mode, the special infected are controlled by the AI. In a versus campaign, each team of one to four players plays each chapter of the campaign as both survivor and infected, swapping sides once per chapter.Unlike campaign mode, dead survivors do not respawn. If at least one player-controlled survivor finishes the level, the survivor team earns 100 points as well as bonus points based on their health and the health items in their inventory. These points are then multiplied by the chapter's difficulty level, and the number of survivors who finished.If all player-controlled survivors are killed, the survivor team only earns points according to their average progress through the chapter and the difficulty multiplier. Survival mode consists of a timed challenge where players try to survive as long as possible against a never-ending flood of the infected, added in April 2009 in the Survival Pack downloadable content.Single-player mode is similar to campaign mode, but played offline with three AI-controlled bots as the other survivors. On Xbox 360, other players can join in on the same console to turn single player into an offline co-op game.The game can also be played through a system link, or local area network. Players have also discovered a way to do splitscreen co-op play with the PC version. Development Development on Left 4 Dead started in mid-2005. Turtle Rock Studios aimed to create a horror film-inspired game that merges single player games' character-driven narrative structure with multiplayer games' social interaction and high.The game was first revealed in the Christmas 2006 publication of with a six-page article describing a playthrough at Turtle Rock Studios headquarters. A was released with. The game was first playable at the Showdown 2007 LAN in and at. Announced Left 4 Dead on November 20, 2006, and was acquired by on January 10, 2008, because of the game and long-standing relationship between the companies. The game opened up to pre-purchasing on Valve's on October 15, 2008.To give Left 4 Dead significant exposure, Valve financed a \$10-million marketing campaign for the game in the United States and Europe, with advertisements appearing on television, print, websites and outdoor placements in many cities. Valve also hosted photo contests called, 'Dude, where's my thumb?'Offering copies of Left 4 Dead to people who submitted the best picture involving zombies or the outdoor advertising. Development Left 4 Dead uses the 2008 version of Valve's, with improvements such as support and to more realistically portray hair and clothing, and to improve physics interaction with enemies when shot or shoved in different body parts. Animation was also improved to allow characters to lean realistically when moving in curved paths.Rendering and artificial intelligence were scaled up to allow for a greater number of enemies who can navigate the world in better ways, such as climbing, jumping, or breaking obstacles. Lighting was enhanced with new and advanced shadow rendering that is important to convey information about the environment and player actions. Wet surfaces and fog are used to create mood. Many kinds of cinematic visual effects inspired by horror movies have been added to the game. There is dynamic that accentuates details based on importance, and to focus attention on critical areas, to expose details or imply details in dark areas and to evoke tension and a horror-film look.Left 4 Dead underwent many phases of development; influenced by, Turtle Rock Studios removed many of the features that were originally in the game.In the initial phases, there was another special infected, called the 'screamer', which had no attacks but upon spotting a survivor would run to a safe place and then emit a loud scream that attracted a horde of infected. This infected class was removed, but its ability to attract the horde was incorporated into the boomer's vomit. A persistent merit/demerit system was envisioned to provide positive feedback for good behavior, such as aiding a fallen teammate; and negative feedback for poor behavior, such as shooting a teammate. This would provide a score to rank a player's effectiveness as a teammate, but this system was removed late in the development of the game in favor of immediate, non-persistent feedback displayed in-game. Another significant element removed was a long introduction between campaigns; because the game is designed for replayability, it was difficult to hold the player's attention for repeated viewings of cut scenes, so they were dropped in favor of a sparse narrative. Also, the game started out with one big city design with many routes for the survivors, but playtesters were confused when they began to play, and later they always chose the same route; ultimately Turtle Rock Studios cut the city maps into the first 'No Mercy' and 'Dead Air' campaigns.assisted Turtle Rock Studios with the Xbox 360 version of the game. The Xbox 360 version of Left 4 Dead has the same game modes as the PC version but has additional features such as support for, allowing for two players to play offline and online from the same console, and play.Split-screen mode can also be achieved on the PC version, but it requires console commands and may require the modification of controller configuration files; and it is not officially supported. Both versions of the game have a new matchmaking system to simplify the process of finding other players. This new server management system was met with a negative reaction from PC server operators, who, with this system, had very little control over their servers. This led to Valve releasing a series of patches that allowed server operators to remove their server from the matchmaking 'pool' of servers or make private servers. Valve runs for both versions of the game. Promotion To promote the game and provide basic training to players before starting the game, Valve chose to develop a intro movie. This movie was released on Halloween and shows events prior to the beginning of the 'No Mercy' campaign. Valve chose an intro movie over in-game training mechanics because they wanted the players to be immediately dropped into a zombie apocalypse. Valve later detailed in their official Left 4 Dead blog how they designed the movie, from an intentionally very basic animation in the beginning of July 2008 to the final result for the launch of the game.Early access to the Left 4 Dead demo for people who pre-ordered the game began on November 6, 2008, for both Windows and Xbox 360. It gave users access to both online and single-player play in two 'scenes' in one 'movie' within the game.This promotion was being offered in addition to the ten percent savings for those who pre-order and applies to all Steam Windows pre-orders and all Windows and Xbox 360 pre-orders from GameStop and EB Games in North America. On November 11, the Left 4 Dead demo was made available to all Windows and Xbox 360 gamers worldwide. The Left 4 Dead demo was removed from the Xbox 360 Marketplace and Valve's own Steam after the game's release on November 18, 2008, however it is still available for those that played it.The demo had many server problems when it launched, primarily Valve's strategy for server management which made it impossible to set up a dedicated private server with administrator controls.However, a stream of patches led to the availability of a server browser and basic private server functionality as well as Valve's acknowledgment of player concerns. It appears that a patch released just before the game itself has resolved many of the connection issues that demo players were having.On May 1, 2009, the game was released freely via Steam as a one-day trial called 'Freaky Free Friday'. The trial was then extended to end on Saturday.On October 5, 2010, the price of the game via Steam was dropped to US\$6.80, or a '4-pack' for \$20.40, as a promotion coinciding with the release of 'The Sacrifice'.DLC.Release Left 4 Dead went on November 13, 2008, and was released on November 18, 2008, in; and on November 21, 2008, in to coincide with the tenth anniversary of the release of .Valve released a server patch in December 2008 to stop players on Xbox Live from using PC-style cheats. A spokesman from Valve said, 'The fix is designed to halt the cheating behavior on the dedicated servers, which accounts for the majority of the co-op and versus modes of play.' After release Valve intends to support the PC version of the game through free content updates and the Xbox 360 version with DLC. On a podcast by, writer Chet Faliszek divulged that an announcement regarding for the and would be released 'very soon', and that the announcement was delayed by the holiday season. On February 5, 2009, Valve released details about the upcoming pack. The two full campaigns of 'Death Toll' and 'Dead Air' for versus mode—which were previously unavailable—are included, as well as the survival game mode, where the survivors try to survive endless waves of the infected for as long as possible. On February 11, 2009, Valve announced that the downloadable content for the game would be free for both the Xbox 360 and PC; and on April 21, it was released.Survival mode shipped with 16 maps, 15 of them being modified portions of existing maps and one being a new lighthouse-themed level titled 'The Last Stand'. A Game Of The Year Edition of Left 4 Dead was released on the PC and Xbox 360 on May 12, 2009, with updates and new content included on the disc.On May 15, 2009, an open beta test for the Source Development Kit updated to support Left 4 Dead was started under the name of the 'Left 4 Dead Authoring tools'. This included a new set of plugins that allowed for users to import data from, a 3D modeling program, directly into the Hammer level editor for use in maps. The beta was concluded on June 25, 2009, with the full release of the Left 4 Dead authoring tools and corresponding server and matchmaking update to support custom maps.The update included a command line tool for packaging custom Left 4 Dead campaigns to ease distribution.A sequel, announced at the 2009 conference and was released November 17, 2009. Addressing concerns voiced by fans, responded to an email from Kotaku explaining that despite the upcoming sequel, Left 4 Dead would continue to be supported and more content is planned in the coming months.On August 4, 2009, Valve announced the second DLC pack. It contains a new campaign called Crash Course, set shortly after the events of the No Mercy campaign, where the Survivors try to get to a Truck Depot after the helicopter they were in crashed. It is available for co-op, versus and survival modes, with various tweaks to game mechanics, and containing new locations and character dialog.The DLC was announced to be released on September 29, 2009, on which date it was released for free for PC, but was accidentally released on Xbox Live at a higher price. The price was amended soon after, and all players who bought the DLC at the higher price were refunded.On November 9, 2009, a matchmaking update to allow for matchmaking between teams of four players in versus mode was released.An add-on campaign for Left 4 Dead 2, 'The Passing', featured the Left 4 Dead survivors meeting the new cast as part of a full campaign. The Left 4 Dead 2 content was set for release in March 2010, however it was delayed until April 22, 2010. To connect the events in 'The Passing' to that in Left 4 Dead, Valve released another add-on in October 2010 for both Left 4 Dead and its sequel, entitled 'The Sacrifice'; the events of the add-on take place before 'The Passing' and tells how the Left 4 Dead survivors come to encounter the group from Left 4 Dead 2, and how one sacrificed themselves for the safety of the others.Valve announced a 190-page digital comic that has been revealed in four parts in the weeks leading up to the release of The Sacrifice. Part one was released on September 14, 2010, with a new part scheduled for release each week until The Sacrifice's October 5 release. The comic is illustrated by, the artist behind the comic series, and tells the stories of the original four survivors, as well as the events leading up to the infection. The comic begins with Bill, having just sacrificed himself to save the others, taking on three tanks while severely wounded.It then cuts to the finale of Blood Harvest, which is revealed to be one week earlier. In The Sacrifice DLC, any player, whether playing as Bill or not, can choose to sacrifice themselves to allow the other survivors to complete the campaign.In March 2010, Valve announced that it would be bringing the Steam content platform to computers, along with it, they will be providing native versions of existing Valve games including Left 4 Dead and its sequel. Retrieved February 25, 2012. ^ Archived from on April 28, 2012.Retrieved January 23, 2009. July 11, 2007. Retrieved November 21, 2008.August 14, 2008. (2008). Level/area: No Mercy: The Subway (developer commentary). Elan Ruskin: Each survivor has a large database of lines to choose from based on their present activity and a variety of factors, such as their health, stress level, kind of special infected seen so far, and many others. ^ Left 4 Dead 411. Retrieved October 25, 2008. ^ Gabe Newell (2008).(Video presentation). Left 4 Dead 411. July 3, 2009.Retrieved July 14, 2009. The things that are happening, all the shit that is hitting the fan and turning everyone into mutant zombies, has gone much bigger than just Pennsylvania, which is where the original game was loosely set. Left 4 Dead 411. November 22, 2008. Retrieved May 11, 2009. January 17, 2008. Retrieved October 25, 2008. July 23, 2008. Chan, Norman (July 21, 2008).Retrieved October 26, 2008. Linde, Aaron (July 16, 2008). Shacknews. ^ Left 4 Dead 411. Retrieved October 26, 2008.Retrieved May 14, 2009. Ocampo, Jason (November 27, 2008). Retrieved August 11, 2009. Left 4 Dead is a game that venerates zombie movies throughout the ages, from George A. Romero's Dawn of the Dead to Danny Boyle's 28 Days Later. Rossignol, Jim (December 12, 2006).Retrieved January 20, 2009. ^ Big Download. December 2, 2008. Retrieved December 10, 2008.Newell, Gabe (November 21, 2008). Archived from on September 9, 2012. Retrieved November 22, 2008. The events are trying to give them a sense of narrative. We look at sequences of events and try to take what their actions are to generate new sequences. If they've been particularly challenged by one kind of creature then we can use that information to make decisions about how we use that creature in subsequent encounters. This is what makes procedural narrative more of a story-telling device than, say, a simple difficulty mechanism.(2008). Level/area: No Mercy (developer commentary). Tim Larkin: We took several steps to keep the music interesting enough that the players would be inclined to keep it on as they play. We keep it changing so it won't become tedious; to this end, we created a music director that runs alongside the AI director, tracking the player's experience rather than their emotional state. We keep the music appropriate to each player's situation and highly personalized. The music engine in Left 4 Dead has a complete client-side, multi-track system per player that is completely unique to that player and can even be monitored by the spectators. Since some of the fun of Left 4 Dead is watching your friends when you're dead, we thought it was important to hear their personal soundtrack as well.This feature is unique to Left 4 Dead. July 3, 2009. Retrieved July 5, 2009. The AI director—I don't want to say it fell out of Half-Life 2, but it was definitely a jumping-off point of stuff we did in Half-Life 2, particularly Episode 2. There are a couple of key battles where the number of Combine, and where they come at you from, uses something like that. It's much cruder than what we accomplished with Left 4 Dead, but there was some of that there.Retrieved December 1, 2009. ^ Watters, Chris (November 20, 2008). Retrieved December 8, 2008. Left 4 Dead 411. November 17, 2008.Retrieved May 1, 2009. ^ Ocampo, Jason (March 6, 2009). Retrieved March 7, 2009. November 7, 2008.Left 4 Dead Witch LemonCuttridge, Luke (May 1, 2008). Archived from on March 10, 2012.Retrieved August 20, 2008. November 20, 2006.Archived from on October 6, 2007. Retrieved October 25, 2008. January 10, 2008. Retrieved October 25, 2008. October 15, 2008. Retrieved October 25, 2008. November 21, 2008.Retrieved November 25, 2008. (2008). Level/area: No Mercy: The Hospital (developer commentary). Miles Estes: Since killing zombies is such a big part of this game, we invested a lot of time into making their death animations more dramatic than simple ragdolls. We had a professional stuntman on the motion capture stage perform about a hundred different dying animations from different kinds of weapons and hit from different directions, like from the front or behind. We then combined these mo-cap animations with the physics-driven ragdolls. (2008). Level/area: No Mercy: The Apartments (developer commentary). Phil Robb: We treat the infected horde as a major character in Left 4 Dead, and spend a lot of effort in making their movements believable. This includes hundreds of motion-captured animations that are algorithmically blended with the physics system to create characters that realistically interact with their environment and each other. When they see a survivor, they become enraged, taking off at a full sprint, leaning into their turns, jumping and climbing over everything in their way, trying to get to their victim.We wanted to express this rage in their faces as well, so we found efficient ways for each member of the horde to make intense facial expressions. (2008). Level/area: No Mercy: The Subway (developer commentary). Matt Campbell: Although it sounds ridiculous to talk about advanced zombie AI, we spent a great deal of time on the AI systems for the common horde. First and foremost is their ability to navigate. The environments in Left 4 Dead are geometrically complex, and littered with breakable and movable objects such as doors or cars. One of the design goals for the zombie horde was that there can never be a place where a survivor can stand that a zombie cannot navigate to.To make this happen required not only robust path-finding code, but also path-following algorithms as well. These path followers have to continuously evaluate the local geometry around them, and decide whether to crouch, stand, jump, climb over, and otherwise navigate nearly arbitrary environmental obstacles. Callahan, John (March 22, 2007). Retrieved September 1, 2008.(July 2008). Retrieved August 2, 2008.Carless, Simon (July 31, 2008). Retrieved October 26, 2008. (2008). Level/area: No Mercy: The Apartments (developer commentary). Jaime Sue: The screamer was a boss zombie who didn't have any actual attacks; he was bound in a straitjacket. You knew when he was around because of his crazed, maniacal cackling.The trick to the Screamer was that if he saw you, you had a moment to kill him before he ran away, and once the screamer got away from the survivors to a hiding place, he would emit a loud, howling scream that would cause a huge mob of zombies to attack the survivors. While there were several exciting moments of knowing you had to chase him down to shoot him before he screamed, dodging zombies all the way, ultimately it proved too confusing for the survivors to discover how he worked or even to reliably notice him in the crowd.He was cut, and his horde-drawing attack eventually evolved into the boomer attack. Retrieved November 19, 2008. (2008). Level/area: No Mercy: The Apartments (developer commentary). Doug Wood: We experimented with a variety of different introductions for each campaign. For 'No Mercy', we tried a 40-second fly-in of the helicopter to give the player a more movie-like introduction to the game. Ultimately, we found that such elaborate cut scenes are hard to watch over and over in a game that's built for replayability.Playtesters wanted to get into the game and start playing right away, so we ended up going with a much more streamlined game intro. Retrieved January 19, 2009. We actually started out with a single, huge city design with a great many routes for the survivors to take to reach the extraction point. As we began to playtest in this zombie city, we immediately discovered that having that much choice combined with the chaos of zombie hordes made for frustrated and paralyzed survivor teams. February 4, 2008. Retrieved October 25, 2008.^ August 28, 2008. Retrieved August 28, 2008. Archived from on June 27, 2008. Retrieved July 8, 2008. November 6, 2008.Retrieved February 20, 2009. Voodoo Extreme. November 10, 2008.Retrieved December 10, 2008. November 7, 2008. Retrieved December 10, 2008. Erik Johnson (December 5, 2008). Valve Corporation. Retrieved December 9, 2008.We're currently hosting about 5,000 game servers for Left 4 Dead on the PC. (archives are members only to view.Log in with wikipedia@tempinbox.com and password xetafok). October 31, 2008. Retrieved November 8, 2008. ^ Mitchell, Jason (December 4, 2008). Retrieved December 6, 2008. Faylor, Chris (November 6, 2008).Retrieved February 21, 2008. Faylor, Chris (November 11, 2008).Retrieved February 21, 2008. ^ November 7, 2008. November 21, 2008. Retrieved June 1, 2009. Valve Software.October 5, 2010. Retrieved October 11, 2010. Retrieved October 25, 2008. Faylor, Chris (August 25, 2008). Retrieved October 25, 2008. Caoli, Eric (December 11, 2008).Retrieved February 5, 2009. King, Ryan (December 11, 2008). Official Xbox 360 Magazine. Retrieved February 5, 2009.Ellison, Blake (August 29, 2008). Retrieved November 25, 2008. Crecente, Brian (February 11, 2009). Retrieved February 11, 2009. Faylor, Chris (March 5, 2009). Retrieved March 10, 2009.Retrieved April 29, 2009. May 13, 2009. Retrieved June 13, 2009. June 25, 2009. Magrino, Tom (June 1, 2009). Retrieved June 1, 2009.McWhertor, Michael (June 10, 2009). Retrieved March 7, 2009. August 4, 2009. Retrieved August 4, 2009. Sterling, Jim (July 4, 2009).Retrieved March 7, 2009. Kuchera, Ben (September 23, 2009). Ars Technica. Retrieved September 23, 2009.Purchase, Robert (September 29, 2009). Retrieved October 2, 2009. Zoid (April 1, 2009). Retrieved June 13, 2009. Retrieved November 11, 2009.Plunkett, Luke (August 21, 2010). Retrieved August 21, 2010.McWhertor, Michael (February 11, 2010). Retrieved February 11, 2010. (Podcast). March 20, 2010. Retrieved March 20, 2010. PC Gamer.Retrieved August 21, 2010. L4DBlog. Retrieved September 14, 2010. Avon Oeming, Michael. Retrieved October 4, 2010.GameTrailers TV Episode 321. Retrieved August 20, 2010.Leahy, Bryan (January 27, 2010). Retrieved November 6, 2010.Williams, Bryn (March 8, 2010). Retrieved March 9, 2010. Little, Reilly (June 18, 2012). Retrieved December 20, 2012. McWhertor, Michael (March 14, 2019). Retrieved March 23, 2019. ^Retrieved April 16, 2019. ^ Retrieved April 16, 2019. "Electronic Gaming Monthly, January 2009, Issue 236, pp. ^ Gillen, Kieron. Retrieved December 2, 2008. Archived from on March 5, 2014.Retrieved March 5, 2014. Missing or empty titles: ^ Tuttle, Will (November 17, 2008). Retrieved November 18, 2008. ^ Davis, Ryan (November 18, 2008). Retrieved December 19, 2008. ^ Ocampo, Jason. Retrieved November 18, 2008. Amrich, Dan.L4d Witch X Hunter FanfictionOfficial Xbox Magazine. Retrieved July 31, 2011. Pearson, Craig (Christmas 2008). 'Left 4 Dead': Eddy, Andy (November 17, 2008). Archived from on March 23, 2009. Retrieved November 18, 2008. The motion-capture animation that makes up the varied zombie behavior is incredibly good, with the visuals peaking when a rushing gray-black mass of zombies are climbing up, over and through the terrain to get at you.(.) On the other hand, it's irritating when you come into a room and see an enraged zombie clipping through from the other side of a wall or door. Retrieved April 19, 2009. November 17, 2008. Retrieved November 23, 2008.First and foremost, it's probably the most faithful video incarnation of the zombie genre that fans have ever been treated to. Yes, even better than Resident Evil 4. November 17, 2008. Retrieved February 9, 2015. The amazing level designs will remind you of every zombie movie ever made. Rock, Paper, Shotgun. November 4, 2008.Retrieved November 23, 2008. Over breakfast yesterday – before playing – we were talking about different takes on the zombie game that we'd like to see.One which didn't come up is one which Left 4 Dead grasps completely – its inherent perverseness. Now, it's a constant internet thing to discuss what you'd do in a Zombie Invasion, the implication being that you're smarter than anyone else. Which is fine.But that's not how the genre works. October 15, 2008.Retrieved November 26, 2008. As with the best horror flicks, the back-story is left deliberately ambiguous.December 5, 2008. Retrieved November 26, 2008. Yet it also features four distinct survivors who convey an incredible amount of emotion through their facial animations and the rich amount of voice acting. There's Bill, the grizzled old veteran; Francis, the tough biker; Louis, the everyday dude; and Zoey, the college girl. They're so memorable that you can hear their voices in your mind as clear as day.Kojima, Hideo (January 14, 2009). Retrieved January 19, 2009. There are games everyone can play—maybe calling them 'kids' games' would be inappropriate—but there's also a deep base of core titles made with movie-industry people that explore the depths of hi-def. I'm addicted to Left 4 Dead right now, but people say to me that that game would never work in Japan. Breckon, Nick (October 28, 2008). Retrieved November 18, 2008. October 28, 2008.Retrieved December 14, 2008. January 15, 2009. Archived from on January 17, 2009. Retrieved January 15, 2009. February 3, 2009.Retrieved February 8, 2009. Faylor, Chris (March 26, 2009).Retrieved February 8, 2009. September 23, 2009. Retrieved February 25, 2012. Parfitt, Ben (May 10, 2011). Retrieved February 25, 2012. November 12, 2012, at the . Retrieved December 20, 2008. Retrieved December 20, 2008. Callahan, John (December 15, 2008).Retrieved December 16, 2008. December 28, 2008. Retrieved January 5, 2009. March 10, 2009. Archived from on February 19, 2011. Retrieved March 10, 2009. February 19, 2009.Retrieved February 27, 2015. Retrieved January 10, 2009.Retrieved December 20, 2008. Retrieved February 12, 2009. Retrieved February 12, 2009. External links Wikiquote has quotations related to:Wikimedia Commons has media related to:It's like Ask Science, but all questions and answers are written with answers gleaned from the universe itself. Use in-universe knowledge, rules, and common sense to answer the questions. Or as fanlore.org calls it (Further reading on Watsonian vs. Doyleist perspectives can be found, and in the dictionary definitions of the.)Take the fictional rules of the universe to their logical conclusion, ad absurdum.Rules. Tag your posts with the setting you wish to discuss.Answer the questions from a Watsonian perspective only- no Doyleist answers. If you want to roleplay the answer, this is fine. However, if you want to roleplay as ignorant or incorrect characters, you must add a note saying that your post contains incorrect information. Any fiction is allowed not just science fiction. Avoid questions about real-world pseudoscience (i.e.Chemtrails, homeopathy, etc.), however. General questions are allowed, but avoid opinion pieces. No real life questions.AskScience and AskHistorians exist for that. Any sort of competition questions belong in whowouldwin.Sources are welcomed and encouraged. Search for your question, it may have been asked and answered before. (This doesn't, of course, mean there isn't room for further discussion.). Wheaton's Law (Don't be a jerk). Upvote good content; downvote incorrect information. Report anything that discusses metadata or involves personal attacks. Elaborate upon your answers.Low-effort posts (e.g. 'Speed Force' with no further explanation when asked a question about the Flash) do not constitute satisfactory answers.Spoiler Policies. The title of your post should not contain spoilers for six months from the date of release.If only the body of your post contains spoilers, you may instead make the title 'Canon Spoilers: Canon' and not use the link flair. It's a hunting mechanism. The other infected are more aggressive in their biological mutations. Claws, tongues, bile that attracts others.The witch preys on something entirely human, sympathy. Infected don't cry. They gurgle and burp and growl. It's easy to know when an infected is in the next room.We can identify the threat and neutralize it. The Witch, pulls on heart strings. Appeals to our human side. That crying could very well be another survivor, hurt and in need of help. Think of which sits in the open, waiting for it's meal to come to it.There are even stories of some survivors encountering witches that could.mimic their friend's voices. But I'm sure. I hope it's just rumors. This sounds like the most accurate theory.We know that Witches who move and cry have an extremely short range of detection compared to Witches who sit and wait in-game.They also cover their eyes and only walk in daylight maps, not night maps. I'm gonna guess that they have very poor vision (especially since all they do is cry from corrupted eyes) so evolved as a 'trapper' type enemy. They're also attracted to sugar specifically, unlike other Special Infected and not attracted to car alarms, general noise or pipe bombs but by human presence, which I think points more towards ambushing. Some time ago, me and some pals went by a sugar mill, and there were fucking tons of those things, walking around and crying their eyes out. Then one of my dumbass pals pissed one off when he tried to talk to one of them, because he thought maybe they weren't too far gone. Next thing we know, he's torn in half by these massive fucking harpy talons, and her screaming is bringing a horde down on us.But one thing I noticed in all the chaos, when Greg's torso landed on the ground with a bloody thump, was the look of sheer terror on that zombie's face. She looked at all of us with this wild look in her eyes. I thought she was going to come after me, but instead she buried her head in her hands, and ran off, wailing. I don't think she was afraid of us, she was afraid of what she had become.Somewhere, deep in her brain -or maybe not so deep- she's still a human being. And that human being is not very happy about becoming a monster. The following is all just theory and not canon (I think).With Mutations seem related to an abnormal mental state which could indicate a predisposed mental disorder, like ADHD. Serotonin imbalance in the brain, etc. Neurotransmitter imbalances are theorized to be a cause of Clinical Depression.Psychological trauma could also be a factor, such as with the 'Bride Witch', who may have suffered the mental stress needed to become a Witch when the Infected attacked her wedding. Since the Witch is one of the most notable sex-linked examples of the Special Infected, it is likely that there is also some sort of influence from female sex hormones.It might also be a reaction to anorexia nervosa. All Common Infected observed are of thin or average build, indicating that the virus breaks down fats and muscle in order to replicate itself inside the host. An anorexic woman, already lacking sufficient body fat due to malnutrition, would experience severe pain as the virus began to break down fats in her vital organs, which would explain why the Witch is constantly crying and so famously irritable. Constant hunger pains, which the Witch had ignored prior to infection, would drive her to seek out easily digestible carbohydrates, such as sugar. A nervous bride would be very likely to suffer from an eating disorder due to stress and a desire to look thin for her big day, which may explain why the Bride Witch exists. Page 5 Download Wwe Video Sabwap HdSabWap.CoM - Download Free Latest New Videos Song, Movies, Trailers in Hd, HQ, Mp4, Flv, 3Gp 720p More information Find this Pin and more on gadar movie! dailog by Jyotika Singh.Download Wwe Video Sabwap HdSabwap.com – Best Video Download, mp3 Song, Bollywood Movies and music videoSabwap.com videos – As of now, film lovers are keen on sabwap latest movies? Or on the other hand How to watch sabwap wwe? Or on the other hand How To Download Most recent sabwap mp3 music?On this guide, we will experience about sabwap movies download and How to download free sabwap music video.sabwap is advantageous, great and remarkable contrasted with different destinations to download Hollywood and Hollywood most recent films. You can similarly download television series on sabwap.com. In this article, I will direct users on the most proficient method to download movies or films, even television arrangement from sabwap.com 2018.And furthermore download movies from sabwap.com. Prescribed:I know you're aware that many individuals do still the web day by day for sites to download Hollywood films without getting legitimate outcomes identifying with what they need. That is the reason I have chosen to acquaint this film download webpage with perusers so they will have the capacity to get what they have been searching for this while. Basic Importance of sabwap.com. The users can likewise download diverse classes of tricks, amusement, game, and news on this site with no charge. So as a users you will appreciate a greater amount of the advantage of this stage simply visit the official site to look at it. Another advantage delighted in by the users is the inquiry alternative created by the site group.This pursuit empowers the users of this site to get the video the user will download quicker and effortlessly. In this segment the user will simply type in the title of the video utilizing the hint alternatives button. The stage makes it simpler for users to download diverse recordings on the site without focusing on themselves at whatever point they visit the official entrance. On the official site clients can without much of a stretch find the video they are keen on and download because of the format of the menu area.Categories Sabwap video!The following are the classes of Bollywood video to download.Majors Steps for HDMp4mania 2019 Movies DownloadHDMp4mania 2019 Movies Download HDMp4mania Hollywood Movies – Nowadays, individuals need to know hollywood film in hindi download Or hollywood movie in hindi named free download. On this guide, we will experience about HDMp4mania free full films download and How to download free hd movie download hollywood in hindi on HDMp4mania.HDMp4mania is an interesting, magnificent and phenomenal contrasted with different locales to download Bollywood and Hollywood most recent movies. You can in like manner download television arrangement. In this article, I will control on the best way to download movies or motion pictures, even television arrangement from HDMp4mania.com 2018. And furthermore download movies.Likewise, HDMp4mania will furnish you with the most recent films and arrangement. In the event that you are a movie fan, you can download alot of movies here in HDMp4mania for nothing without spendin a dime like netflix and co.In any case, is another excellent stage that enables you to get any Hollywood Movies, Bollywood Films, arrangement, WWE appears, and so on in HD, MP4, 3GP or AVI Configuration.All substance on HDMp4mania site has great quality that will give you a most extreme fulfillment. Also, all Movies, Music videos, Interesting videos and so on the stage are of good sizes and configurations. Page 6 Hi all.This is a great article – maybe worth adding our situation (as its probably not unique).IIS Logs showed an 503 server unavailable error when attempting to create an MRS endpoint.The issue turned out to be simple. The email address used as the test user when creating the endpoint had an email address associated that was not an accepted domain for Office 365 tenant. This was not the primary email address but a long forgotten and unused domain. Once this was removed from BOTH the test user and the associated MRS endpoint administrator the MRS was created without any issues.Original error was:Microsoft.Exchange.Migration.MigrationServerConnectionFailedException: The connection to thisserver 'mrs.removed.com' could not be completed. —Microsoft.Exchange.MailboxReplicationService.RemoteTransientException: The call to'failed. Error details: The HTTP servicelocated at is unavailable. This could bebecause the service is too busy or because no endpoint was found listening at the specifiedaddress.Enable Mrs Proxy Exchange 2016!Ensure ensure that the address is correct and try accessing the service again later. –The remote server returned an error: (503) Server Unavailable. Hello thank you,this worked for me.My scenario as follow below.2016 exch in DAG x2 server.there was a dead server object in 2016 CAS. SO I found in https, http logs, that request are hitting that server, cleaned dead server object in AD. Rebooted both mail server.cross checked all virtual directories, found EWS virtual directory was wrong on secondary CAS server.assigned SSL certificate on secondary server.after all this changes final reboot performed, BINGO! I was prompted to enter a FQDN name and site name, etc.thanks againSolomon. In my case it was this:Runspaceid: 5c6063f8-42b6-4651-ad7e-f9dbce9b1a00!Result: Failed!Message: The ExchangeRemote endpoint settings could not be determined from the autodiscover response. NoMRSProxy was found running at 'autodiscover.domain.com'.!failed. Error details: The HTTP requestwas forbidden with client authentication scheme 'Negotiate'. – The remote server returned an error: (403) Forbidden. —This was due to not having basic auth enabled on the EWS vDir. Enabled, waited and now we are cooking. No is reset. Hi,Very nice article thank you.I would like to ask if a trusted certificate is needed in order to create the migration endpoint as i can't find any other reasons why o365 can't connect with my migration mail server. Iis logs record nothing when microsoft tries to create the migration endpoint from the portal.I am also wondering if autodiscover should be included in the ssl certificate.This hybrid configuration will end when all mailboxes are uploaded so i suppose the ssl certificate won't be necessary afterwards.I may even get a trial certificate in order to do my migration.thank you in advance. Error: MigrationTransientException: The call to 'failed because no service was listening on the specified endpoint.Error details: There was no endpoint listening at that could accept the message. This is often caused by an incorrect address or SOAP action. See InnerException, if present, for more details. – Unable to connect to the remote server – A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond X.X.X:443 – The call to 'failed because no service was listening on the specified endpoint. Error details: There was no endpoint listening at that could accept the message.Exchange 2013 CAS server, that has MRSProxy enabled and acts like a proxy for the MRS requests. Exchange 2013 Mailbox Server, that runs the Mailbox Replication Service. Exchange 2013 multi-role server, where we have both MRSproxy and Mailbox Replication Service on a single place.This is often caused by an incorrect address or SOAP action. See InnerException, if present, for more details. – Unable to connect to the remote server – A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond X.X.X:443 – There was no endpoint listening at that could accept the message. This is often caused by an incorrect address or SOAP action. See InnerException, if present, for more details. – Unable to connect to the remote server – A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond X.X.X:443Report: Thanks for the article!In my case connectivity is proper but I am facing speed issue. Mail box migration from on premise to online exchange is very very slow in Hybrid. We have 22mb link but still it is taking 1 day for 50MB.Migration MB stuck for longer time.We are getting below 2 errors continuously in batch log file.1) Transient error CommunicationWithRemoteServiceFailedTransientException has occurred. The system will retry2) Transient error SourceMailboxAlreadyBeingMovedTransientException has occurred. Hello, Thanks for posting here. I must admit that you tried pretty much all the standard troubleshooting steps for such issues.However fixing slowness issues during migration is not that easy. Usually these errors are connected with network performance, for example having a very high latency can cause problems(having a good bandwidth does not always guarantee a low latency when connecting with cloud servers).What I suggest here is: 1. Try to use only a single CAS server to process the remote moves(saw you have 2 servers).2.You have the option to install a new Exchange 2016 server and configure it as MRS proxy endpoint, to process the incoming moves and to see if this will change the performance. If the performance is not getting better, you can also try moving some mailboxes from 2010 servers to 2016 server, and from here to cloud, as there is a chance that the speed may be better.Enable Mrs Proxy Exchange 2016!Enable the MRS Proxy endpoint for remote moves. 4 minutes to read.In this articleApplies to: Exchange Server 2013!The Mailbox Replication Service Proxy (MRS Proxy) facilitates cross-forest mailbox moves and remote move migrations between your on-premises Exchange organization and Exchange Online. In Exchange 2013, MRS Proxy is included in the Mailbox server role (also called the Mailbox server). During cross-forest and remote move migrations, a Client Access server acts as a proxy for incoming move requests for the Mailbox server. The ability of a Client Access server to accept these requests is disabled by default. To allow the Client Access server to accept incoming move requests, you have to enable the MRS Proxy endpoint.The Client Access server on which to enable the MRS Proxy endpoint depends on the type and direction of the mailbox move.Cross-forest enterprise moves: For cross-forest moves that are initiated from the target environment (known as a pull move type), you have to enable the MRS Proxy endpoint on Client Access servers in the source environment.For cross-forest moves that are initiated from the source environment (known as a push move type), you have to enable the MRS Proxy endpoint on Client Access servers in the target environment.Remote move migrations between an on-premises Exchange organization and Exchange Online: For both onboarding and offboarding remote move migrations, you have to enable the MRS Proxy endpoint on Client Access servers in your on-premises organization. Note!f you use the EAC to move mailboxes, cross-forest moves and onboarding remote move migrations are pull move types because the request is initiated from the target environment.Offboarding remote move migrations are a push move type because the request is initiated from the source environment. What do you need to know before you begin?Estimated time to complete: 2 minutes per server. You need to be assigned permissions before you can perform this procedure or procedures. To see what permissions you need, see the 'Exchange Web Services permissions' section in the topic.If you've deployed more than one Client Access server in your Exchange organization, you should enable the MRS Proxy endpoint on each one. If you add additional Client Access servers, be sure to enable the MRS Proxy endpoint on the new servers.Cross-forest moves and remote move migrations can fail if the MRS Proxy endpoint isn't enabled on all Client Access servers.If you don't perform cross-forest moves or remote move migrations, keep MRS Proxy endpoints disabled to reduce the attack surface of your organization.For information about keyboard shortcuts that may apply to the procedures in this topic, see: Tip!Having problems? Ask for help in the Exchange forums.Visit the forums at. Use the EAC to enable the MRS Proxy endpoint.In the EAC, navigate to Recipients Servers Virtual Directories.In the Select server drop-down list, select the name of the Client Access server on which you want to enable the MRS Proxy endpoint. Important!As previously stated, the MRS Proxy endpoint should be enabled on each Client Access server in your organization.Run the preceding command after adding a new Client Access server to your organization. Page 7 The Meg Pelicula Torrent The Meg Pelicula Torrent Online!Two new trailers for shark movie The Meg feature shots that look familiar. If you've seen Jaws, some of The Meg is going to throw off some of our course, there hasn't been a shark movie since Jaws in 1975 that hasn't in some way cribbed from the Steven Spielberg masterpiece. Several by-now familiar shark movie tropes can be found in The Meg trailers, including a dog in danger and the ubiquitous shot of underwater swimmers, tasty legs dangling down, just begging to be chomped.Other shots look more like direct homages, recreating exact moments from Jaws. Here are a few examples I spotted, though there are likely to be many more references, some subtle and some not-so-subtle. In The Meg when it hits theaters Aug.10.One of the goofiest moments in Jaws is when the shark leaps from the water on to the boat. It's where the practical special effects went thinnest. But it also sets up one of the most gruesome and disturbing deaths in shark movie history, as Quint scrabbles for a handhold before slipping into the beast's gnashing jaws. Fullmooniesp.comFULLMOONIESGO.COM is absolutely legal and contain only links to other sites on the Internet: openload.co, veoh.com, peteava.ro, 2shared.com, 4shared.com, uploaded.net, youku.com, youtube.com

encountered an unknown danger in the unexplored recesses of the Mariana Trench that forced him to abort his mission and abandon half his crew. Though the tragic incident earned him a dishonorable discharge, what ultimately cost him his career, his marriage and any semblance of honor was his unsupported and incredulous claims of what caused it - an attack on his vessel by a mammoth, 70-foot sea creature, believed to be extinct for more than a million years. But when a submersible lies sunk and disabled at the bottom of the ocean - carrying his ex-wife among the team onboard - he is the one who gets the call. Whether a shot at redemption or a suicide mission, Jonas must confront his fears and risk his own life and the lives of everyone trapped below on a single question: Could the Carcarchodon Megalodon - the largest marine predator that ever existed - still be alive. And on the hunt? Downloaded: Torrent 18936 files. Direct 884 times. Date:2018-10-30.Putlocker.The Meg/The Meg 'FuLL MoVie' 2018 - Online in HDRip/DVDRip/Blu-ray justintory (1) in themeg, last year After escaping an attack by what he claims was a 70-foot shark, Jonas Taylor must confront his fears to save those trapped in a sunken submersible. Page 8 Hi, Just wondering if anyone hears any static when they are playing their session on Live. I've unarmed everything, turned in the input to none, and used only the internal Live instrument clips and I'm hearing static through my speakers and through my headphones.Ableton Replace SampleAbleton Output RoutingThe Repository Design Pattern, defined by Eric Evens in his Domain Driven Design book, is one of the most useful and most widely applicable design patterns ever invented. Any application has to work with persistence and with some kind of list of items. These can be users, products, networks, disks, or whatever your application is about.Feel free to volunteer great resources you find on the net regarding writing music, the Ableton DAW, or tutorials and the like. Rules: Bookmark the Live manual, for it loves you. Try to post about Ableton stuff. Try not to post about non-Ableton stuff. Participate in good faith and avoid being mean, condescending, or outright insulting other users.Komplete Kontrol has some great ARP and Scale features when using instruments loaded within the KK software but there may be times where you wish to use these features within a project containing other devices that cannot be loaded within Komplete Kontrol. This tutorial shows how to setup a single track with the Komplete Kontrol software loaded and rout the smart play features to any track in Live quickly and easily. This can also be handy to add Komplete Kontrol to older projects and templates without replacing every tracks instrument. This video tutorial shows the whole process but for a quick list of steps read on:Step 1: Understand the Komplete Kontrol Ableton Rack! you are brand new (or unfamiliar with Ableton Live) you first need to know that you need to load the KK plugin using anAbleton Instrument Rack included with the installation of complete Kontrol. To install this and use it seeStep 2: Add a MIDI track for your Komplete Kontrol 'input'This is the single KK instance that acts as the MIDI input for your controllers. It will receive input from your controllers and send the smart play data to your tracksDrag the Komplete Kontrol rack onto the channel. Make sure your rack has the 'NIKBOO' control set (note that if you have other instances already of Komplete Kontrol already in your project the end number will be different).Ableton Replace SampleBe sure to firstly understand the need to use the Instrument Rack instead of just loading the VST itself.Step 3: Load a 'blank' instrument in Komplete KontrolOpen the VST interface for Komplete KontrolThen manually add the Kontakt plugin by going Menu PluginsClose the Browser to make a nice simple interface. You now have Kontakt loaded but it will remain emptyStep 4: Set the tracks MIDI Monitor input to 'IN'This sets the track to always listen to MIDI signals from controllers even when this track is not armedStep 5: Setup your Instrument TracksAdd whatever instrument tracks you like in Live and load with whatever instruments you like. On each track you would like to control using Komplete Kontrol smart play features set the 'MIDI From' to receive signal from the Komplete Kontrol track:Step 6: Arm the track and play your instrumentOnce you arm the track you should be able to now play one of your attached MIDI devices and hear sound from your instrument track. This will be passed from the Komplete Kontrol trackStep 7: Change the Scale/Arp functions in Komplete KontrolOpen the Scale/Arp settings in the Komplete Kontrol instance and set whatever you like (1). You can also change these settings from the keyboard by pressing the 'keyboard connect' button (2) or by pressing Shift+Instance on the keyboardYou should now be well on your way using a single instance of Komplete Kontrol to drive your entire project using smart play features. Just remember that any tracks you wish to use the smart play features you need to set the MIDI From to your KK instance track. Save this as a template to get started quickly.You can switch tracks from the keyboard using the track navigation controls and the track will auto arm as you navigate allowing immediate playback of the track. Just press Shift + Instance on the keyboard to gain control of the Scale/Arp features to make adjustmentsIf you are a Push user you will note that tracks set to receive input from the KK track no longer 'auto arm' when you use Push to select them.Ableton Output RoutingThis is normal and a workaround is to Hold the REC button on Push and press the Track Select button (the one below the LCD that selects that track) which Rec Arms the track. A small circle icon appears next to the name of a track that is armed. You can now use Push to smart play through KK too.Last modified on Saturday, 29 July 2017 21:15. Page 9 Starbound How To Make A Race ModStarbound was released yesterday, 23 July, on Steam and a lot of players are complaining about issues in the game and writing bad reviews because of that. Although the game has a lot of positive reviews, with a total of over 50,000 reviews, some players are encountering Starbound errors like the game is not starting, crashes or FPS issues.You've fled your home, only to find yourself lost in space with a damaged ship. Your only option is to beam down to the planet below and gather the resources you need to repair your ship and set off to explore the vast, infinite universeOur team released a guide to help you fix the Starbound errors and other minor issues of the game.Windows/Linux with ModPackHelper Follow what is described in #Step 1 - Unpacking Assets (Depending on your operating system). When script is launched, choose action 1. Then select the mod you want to pack (If your mod folder does not contain a.modinfo file. The mod is available.Starbound How To Make A Race ModMake sure that you meet the system requirements below and after that, you can go ahead and fix your issue. You can find it in the list below. If you can find your issue there please comment below and we will help you fix your game. RECOMMENDED: OS: Windows XP or later. Processor: Core i3. Memory: 4 GB RAM. Graphics: Discrete GPU capable of DirectX 9.0c.DirectX: Version 9.0c. Network: Broadband Internet connection. Storage: 4 GB available spaceStarbound Errors:#1 Fullscreen & Higher Resolution IssuesFor some players with bigger resolutions, a part of the screen is not working and they are unable to use it. A user on the posted a fix for this issue and you can find it below.GO TO – C:Program Files (x86)SteamsteamappscommonStarboundwin32"Right click the game's.exe, click on Properties and under the Compatibility tab check the box next to "Disable Display Scaling On High DPI Settings". This always solves the problem for me!"Also, if you have a x64 OS try to use the workaround below.From desktop, right clickd, went to resolution settings, from there was a link to change text size & I set it back to the default small/normal setting. Making this change required me to have to log off my user profile & log back in to take effect which I did.Upon doing so & relaunching the game via steam, everything was fine, full screen worked great & was able to set to full 2560x1440 resolution with no probs & spent a few hours with a friend in game. I have windows 7 so Im not sure if this will apply to other OS but I know for me it was a God send of a fix.#2 Starbound Not StartingThere are a lot of issues at the startup of the game, for some players the game doesn't start and nothing happens, the client doesn't appear and others receive an error like the one below."I've tried reinstalling it but whenever I launch it it won't even bring up the client. Nothing happens. It shows me on steam that 'I'm in game for like a second but then it stops. What do I do?"Workaround: To fix this issue and the error below, you can try and delete the whole Starbound folder and reinstalling the game via Steam but a better solution is to fix our tutorial at the end of the post and by applying our workaround you will be able to start the game in a few minutes.#3 Starbound CrashesThese days crashes are a very common issue for games, in the first weeks after the launch. Players reported that Starbound crashes randomly through the game or at startup and they are unable to play the game for more than 10-20 minutes without a crash."I launch the game, chuclefish logo comes up and laughs at me, then hard crashes without saying anything. What to do?"Solution: To fix the crashes and play the game for more than 10-20 minutes at a time go ahead and apply our workaround from the end of the post, you will find there a tutorial that will help you fix the game crashes.#4 Starbound FPS IssuesThis is the most common Starbound issue, a lot of players are complaining about FPS issues and screen tearing or other performance issues."Like almost everyone else having problems, I too couldn't get starbound to work after obliterating it from my laptop and reinstalling.After spending all day doing windows updates and trying to fix the C issue I,finally, got it working, only to run the game with jittery framerate jumping between 60fps when I'm not moving on my ship and 15-20 FPS whenever I do anything, simple things like walking around on the planet. On top of that there seems to be screen tearing problems too. What happened to the game??" I played it a while ago and it ran very well but now the 1.0 release is full of problems?? I was planning on just playing it on my laptop so I wouldn't have to go to the trouble of starting up my gaming PC but at this rate its darn close to unplayable on my laptop"Solution: A simple way to optimize the game and fix the FPS issues and other performance issues of the game you can follow our tutorial below and apply it to your game, after that you should have constant FPS and no other errors.How To Fix Starbound Errors Tutorial:Our team of developers managed to release a patch that helps you fix the errors described above. You can see how our patch looks like below, where you can also find a tutorial on how to use it and a download link. Please follow the tutorial step by step before asking any questions regarding your issues.Venturing onto an unexplored foreign planet is a bit like emigrating, but instead of immediately setting up a bank account, renting a flat, and/or hiring a car your primary concern is, well, staying alive. In interstellar sandbox adventure there are plenty of moon-bound monsters out to get you from the off – be that of the biome, procedurally-generated or unique variety – so it's absolutely essential youry house/ship/pithy gathering of dirt and mud is in order quick snap.Luckily, Starbound packs quite the selection of mods to help that along. The following should give you an extra leg-up before the extra-terrestrials get to you. AndBy Tatsuu and Tripod respectivelyInventory Interface Redone is a handy mod to install early on which reconfigures how your inventory interface is displayed. As can be seen in the header image above, by rotating the items pane and running it vertically on one side allows enough space for text identifiers to fit alongside the five main criteria. With that slight adjustment, everything else suddenly feels like it's in the right place, and what at first may seem like a pretty insignificant tweak makes juggling your inventory so much easier over time.Once the critters come calling, you'll want your finest weapons at hand too.Weapons Stats displays item level, the damage per second (DPS) and the damage per energy (DPE) for swords and guns. This is based on raw damage only – therefore abilities and combo attacks aren't factored in – however this is a neat quality of life mod that should help you organise your offensive.AndBy Lunchghost and v6 respectivelyThe Monica Geller-level of clerical organisation continues with both Container UI Tweak and Improved Containers.First the former, which is another superficial display tweak that separates your inventory and containers windows with a much wider margin offered by the game's v1.1. "This mod changes four pixels (as standard in v1.1) to 160 pixels, which means you must manually move the inventory window to the left once," reads the creator's blurb.It's worth noting that, unfortunately, the Container UI tweak isn't compatible with the aforementioned Inventory Interface mod. While I personally prefer the one listed above, I like this one enough to recommend it here on the off-chance you lean this way instead.Improved Containers simply allows containers to be renamed, sorted and quick stacked which should boost your organisational needs to no end,, andBy Kave Johnson, Neo and zecra respectivelyRight, now all of that boring secretarial stuff is out of the way let's get onto the fun stuff. Like gardening. Hey, you guys and gals gotta eat.And if you wanna survive look, we spoke about this already. Anyway, Compact Crops halves the required space for large horizontal-lying crops that in essence makes for more crops on less land.Following this, Craftable Seeds allows you to create all seeds and certain saplings – not to mention new Mushroom Seeds and Thorny Plant Seeds; and new saplings from Alienfruit, Mushrooms, Coconuts, Red Apples, and Plant Fibre – directly from crops and fruits. Simply open the new 'Seed Maker', craftable via your inventor's Table, and create away to your heart's content.Then of course you have Efficient Watering. There's perhaps not another Starbound mod out there that is so simple yet so satisfying. It lets you water your crops without those pesky cool-down times. It decreases the overall time it takes to water crops.And, crucially, it lets you water while walking. AndBy Mickyan and v6 respectivelyOkay, so it's finally time to seek some help out in the celestial wilderness, but everyone you've happened upon so far is completely handless. Enter Earth's Finest, a mod that improves the crew system by greatly increasing the strength and services of your entourage. With balance in mind, each class gets treated to their own unique stats making crew choice top priority.Outlaws, for example, receive reduced health and regeneration capabilities, however can deal greater damage, have increased invulnerability time after being struck, and can run faster than before.Likewise, Soldiers are afforded higher damage rates, and increased health. "Additionally, your tailor will now consider your head slot items for your crew's uniform," says the mod's creator, which is a nice touch.With Instant Crafting, you can put your newly-formed motley crew to work. Much similar to how crafting functioned in Starbound's earliest days, Instant Crafting disables the more recently introduced timer on crafting tables so that everything you turn your hand to is created instantaneously,, andBy Lukky, Iophatkaoo and ZimaZang respectivelyNow, onto the real fun stuff.Once you've settled on your own foreign planet, how are do you plan to further explore?You could use the hoverbikes Starbound offers as standard. But you're BETTER using Lukky's Explorerpod mod which adds a host of two-seater Explorerpod vehicles that can be claimed via Penguin Pete's Vehicle L0 in exchange for a healthy sum of pixels. Oh, and not only can these hovercrafts skoot from surface-to-air-to-space – they can also dive deep as fully-submersible ships.But then again, is this the best way to get around? I mean, what if you get attacked while flying around in the pod? Wouldn't it be nice to ensure your safety too? Of course it would, which is where both XS Mechs and ZZ Mech Mods come in.The former adds a suite of ultra-cool mechs which boast lasers and turrets and cannons and skull heads and rail guns and whole range of other artillery and neat designs. ZZ Mech Mods then asks: "Love using XS Mechs? Ever wish your mech could stand out from the stock mechs? Then look no further," before adding even more mechs to the mix.To gain access to this, you'll first need to have completed Florian boss mission, before visiting Penguin Pete who'll offer a new quest. Ultimately, he points you in the direction of an illegal mech dealer – who deals in special weapons, mech, and a mech recolouring scheme.Be warned, though, the dealer ain't cheap., andBy SayerzSimilar to, Sayerz's Starbound Steam Workshop page is worth visiting in its entirety. Frackin' Universe is essentially a total conversion that adds new biomes, expands the crafting system, adds science, micro-dungeons, custom crew members, armours, weapons, new monsters, tiles and loads of other incremental and superficial adjustments to the base game. Separate mods Starbooze and Bees are also slotted in there which add, funnily enough, alcohol and bees to the sandbox.Frackin' Races and Frackin' Races Foods are good complimentary mods to the above (although can be used on their own) which introduce more idiosyncratic options and ability alterations to race and foods. It's worth noting that given these mods alter so much of the original game, they're probably best suited to those who've spent a long time playing, or are perhaps fed up with playing, the vanilla game.Sayer has attached the following disclaimer to the Universe mod's page:"Installing FU is a one-way trip. FU will affect your game universe.and ALL characters. If you uninstall the mod, your game will inevitably crash, unless you wipe your universe and player folders.THIS CANNOT BE AVOIDED, so please do not request that we 'fix' this. It is not avoidable.If you are not sure you want to keep this mod, be sure to back up your universe and player folders before installing.", andBy Magnus, Cookie the Ice-Cream Kookaburra and SwolarPug respectivelyOf course a list of best Starbound mods wouldn't be complete without mention of crossovers. There are plenty of them out there (I've inevitably missed your personal favourites – sorry), however these ones are probably the most fun and/or sophisticated of the lot.Erring towards the former, I just can't get over how cute Smough of OrNSTein and Smough of Dark Souls is shrunk, pixelated and forced into Starbound.If Overwatch is your thing (it's not mine), then the Overwatch mod looks pretty nifty. In the style of Blizzard's team-based multiplayer FPS, you can craft weapons, items and costumes, and make use of other miscellaneous items such as the Roadhog Gas Canister and Legendary Panel.The stand out crossover for me, though, is Cookie the Ice-Cream Kookaburra's Cstelevania which borrows loads of items, objects and backdrops from the renowned Akumaji Dracula series. There's genuinely hours of fun to be had in this mod alone.By Peasly WellbottUm yeah, this one is pretty terrifying.Creator Peasly Wellbott describes Mecharachnid as "the pinnacle of ill-advised Penguin research" with which you can "gain a vehicle of uncompromising might." Only problem is, it's tooled up with a rather uncompromising AI that's not for the faint of heart. "Speak with the Barkeep after dealing with Dreading, and come equipped for a hard fight."Look at that thing. Best assemble the mechs. Honourable MentionsBy Doctor RagnarokHere's what to do with all those spare gnomes.By SupaCUREAdd some intelligence to your adversaries.By LunchghostA handy item that guides you back to the site of your last death.By odkupielc375Add a splash of the Wasterland to Starbound.Which brings us to the end of our best Starbound mods. But space is a pretty big place to explore. Have we missed some mods along the way? Probably – tell us which ones in the comments below.Starbound is available now for Windows, Mac and Linux via., Page 10 Best Pd Power BankUsb Pd Power Bank Data SheetThe rise of the USB-C is changing smart devices charging in a fascinating way. Both Major smartphones and laptops manufacturers are integrating USB type-C plugs, allowing cross-device charge sharing. Therefore, you can simply charge your phone with your laptop charger, and vice versa. Power delivery (PD) charging is basically a fast charging protocol which is making Best Pd Power BankYou can treat your Surface Go just like a smartphone or a tablet, as it's a perfect device for media consumption and productivity on the go. One of its key features is that it can be charged over USB Type-C port which is easy to find and share across your devices. As a result, you can also use a portable battery pack to charge your Surface Go when you're inaccessible to an electrical outlet.Not all power banks or battery packs has an ability to charge your Surface Go as it required a compatible technology for fast charging.Usb Pd Power Bank Data SheetA standard power bank can charge your Surface Go at very slow speed or even not charge at all. If you need a compatible one, here we've rounded up some of our favorite Surface Go power banks and portable battery packs for you to check out. Featured Recommendations. The ZMI PowerPack is one of the least expensive 20,000 mAh power bank available, however, it provides an incredible charging speed and functionality. With 45-Watt charging speed, it can fully charge your Surface Go in just under 2 hours. The speed also applied when you recharge the battery as well.It features a unique a USB Hub mode which allows you to get 2 extra USB-A ports out of a USB-C port available on the battery pack. Plus, it also comes with two cables, a USB-C to USB-C cable and a USB-A to USB-C/Micro-USB cable.Just like ZMI PowerPack above, this Jackery Supercharge power bank also provides a superspeed 45W charging/recharging speed. Another key point, it has a large 69.12 Wh which capable of fully charge your Surface Go up to 2 times. Together with numeric LED indicator, provides an accurate information on how much remaining power it left.Furthermore, the built-in battery is certified by the Underwriter's Laboratory, which means that it is pretty safe. Of course, it also comes with a USB-C to USB-C cable and a USB-A to USB-C/Micro-USB cable. After all, Anker deserved a spot over here as it a leading company in the charging industry, which offers many reliable products with worry-free 18-month warranty. Different from above power banks, the Anker USB-C PD power bank can output only 24W at maximum. Despite its poor output speed, it offers better portability, fit, and finish.It's the smallest and lightest power banks we introduced here.Moreover, it also features a large battery capacity of 20,100 mAh or 72.36Wh which can fully charge your Surface Go up to 2.5 times. If you have multiple Surface PCs which most of them don't have USB-C port, and you want a power bank that can charge them all, here is a way to go. The BatPower has finally released its new version of its ProE portable power bank series after the original version ran out stock for a while ago. The BatPower ProE 2 is now even better with the new design for better portability.On top of that, the new version also upgrades its power adapter's power up to 90W instead of 65W on the older one. One outstanding feature that ProE carry on is the ability to use the included 90W power adapter to fast charge the power bank and Surface devices separately or simultaneously. As a result, on a single purchase, you will get both portable battery pack and a power adapter.Lizone power bank is designed specifically to work great with Surface Go/Pro3/Pro 4 and Surface Book. It does include a Surface charging cable out of the box, so you don't need to purchase it separately. Lizone has an exclusive Lizone QC technology that can detect your device to deliver the fastest possible charge speed up to 4A for the DC port and up to 3A per USB port.This power bank available in two capacity 24,000 mAh (88.8 Wh) and 35,000 mAh (129.5 Wh) that can charge your Surface Go/Pro3/Pro4 approach 6 times, 2.5 times and 4.5 times accordingly. More Surface Go ResourcesMake sure to check out our tips and tricks for Microsoft Surface Go here. Page 11 When holding an annual strategic planning meeting, the preparation often overshadows the actual purpose of the meeting. Part of the preparation includes creating the agenda, inviting attendees, sending the agenda out and preparing the venue. However, if the meeting itself doesn't accommodate brainstorming, decision-making and plan creation, it might not produce the innovation and strategic excellence you want. While the venue and organization are important, it is the quality of the face-to-face communication that produces results.Weekly Meetings as Part of Strategy Success. So, you might have noticed we included weekly tactical meetings in the mix. Weekly tactical meetings are certainly part of your current meeting mix and are essential to the success of your organization. In fact, they're also essential to the success of your strategic planning for a few key reasons.Make sure the strategic planning software you choose helps you visualize your strategic plan (i.e., through a strategy map), assign accountability so team members can see how they link to your strategy, automatically load your data from other sources, update all of your projects simultaneously, and more. Ignore Excel. Use this sample agenda to guide your two-day strategic planning meeting by SME Strategy Consulting Helping small and medium sized businesses hit their goals and focus their teams by using Aligned Strategy Development and strategic planning.Strategies normally cover company expansion, marketing, product lines, competition and financial commitment. Strategic planning meetings that simply rehash the old strategic plan with your management group don't scrutinize the plan for possible improvement. If your goal is to perfect your strategy for the coming year, start the meeting with a SWOT analysis of the current strategy.Strategic Planning And Meeting Agenda Software Pdfll you are leading the meeting, be prepared with a list of problems and questions designed to encourage discussion. Bring articles, white papers and video presentations to spark creative thought. Challenge the participants to raise uncomfortable topics. Managers often don't want to be the peg that stands up, for fear of being hammered down. Create Your Problems List for Further Discussion. A rousing SWOT analysis of the past year's strategic plan and what it produced should result in more points for discussion and resolution.Using a whiteboard to list questions or problems as they arise allows you to keep your discussion organized and on track. As leader, continue to challenge and ask questions.Strategic Planning And Meeting Agenda Software 2017An involved discussion is exactly what you want, but keep control of the discussion and try to lead it to a solution and decision. Breakout sessions can produce innovative solutions, so assign attendees to breakout sessions dealing with individual key topics and have them report conclusions or new ideas when the meeting resumes. One reason to hold strategic planning meetings on two or more consecutive days is to give attendees time to process the ideas raised. What seems like a good idea might be revealed to be a mistake after a night's sleep. After you have fully discussed the old strategic plan and formulated new ideas, review each point of decision and take a vote. Voting commits the managers in attendance to supporting the decisions. If there is disagreement on one point, consider further discussion on how to modify it so everyone can agree.Implementation and Follow-Up. Of course, implementation and follow-up makes the difference between a successful meeting and a failure. It is so easy for managers to maintain the status quo when they get back to their departments, that you should aggressively assign responsibilities for implementation. As leader, it is your responsibility to follow up to make sure managers are fully carrying out the strategies and changes developed in your strategic planning meeting. Set benchmarks and progress reviews to evaluate how the strategic plan is benefiting the organization and whether it needs to be revised.Strategic Planning And Meeting Agenda Software For Windows 10File Format. DOCSize: 8 KBTypes of Planning AgendasA few samples of planning agendas we offer are as follows:- A strategic planning agenda is used to create a timeline in which the strategies that will be applied in specific processes should be curated. Page 12 Best Civ 5 Mods RedditBest Civ 5 Mods RedditA classic by any measure, Civilization V allows you to guide your nation from inception to world domination in any way you see fit. Providing one of the broadest list of victory conditions in any strategy game, Civ V can be slightly challenging when trying new things.Civ 5 civilizations are slightly more niche than its sequel's, creating a clear focus that allows specific nations and specific Civ V leaders to achieve their chosen victory condition more easily.In order to help our readers get better at the game and figure out the best way to achieve their goals and desired play styles, we built this neat little guide that singles out the best civilizations for a range of gameplay niches. That will hopefully make your game better and allow you to have much more fun with it.Steam Workshop: Sid Meier's Civilization V. Collection of the best civ-5 mods that works together. This is for us that love civ-5. Civ5 - Modpacks. Modpack creators can post their completed creations here. Please don't open a new thread if you don't have file to post! This rule also applies to ALL other files forums below. Use the main Civ5 Creation forum for questions & requests. For larger mod projects, visit this link.Check it out! Best Domination Victory CivilizationsThe classic bellic victory. Domination sees you conquering the world by strength of arms over your less fortunate civilizations. In Civ V, you luckily don't need to conquer an entire civilisation; you just need to control all of the original capitals to score the victory. PolandSummary: Active, Free Social Policies, Mounted Combat Bias/Faction Ability: Solidarity; Receive a free Social Policy when you advance to the next era.Poland is a highly flexible Civilization given its unique ability to gain free Civil Policies. As a result, Domination is not their only victory path, but you'll seriously want to consider it given their mounted combat bonuses. Winged Hussars have increased damage and movement speed in comparison to Cavalry and can force enemy units back a tile (or otherwise deal even more damage) if the Hussar came out on top in the fight.Fun fact, the Hussar is almost assuredly going to come out on top if you are fighting same-era opponents.Combined with the Ducal Stable, which provides additional gold income, no maintenance cost, and 15 XP for produced mounted units and Poland becomes monstrous once they reach the Renaissance, just make sure to bring some siege units to help out on city attacks. If for some reason you didn't trample the entire planet under your horde of hooves, Poland is well suited to veering towards a different win condition, so make sure to plan ahead with your free policies for a potential Plan B if needed. ZuluSummary: Active, Unit Promotion Focus, Unique Warfare Synergies/Faction Ability: Ikwa; Melee units cost 50% less in maintenance costs. All units require 25% less experience to earn their next promotion.The Zulu are entirely built around the concept of absolutely wrecking everything in their path with Impi warriors. Their unique building, the Ikanda, exists solely to provide melee units with unique promotions that give increased movement, flanking bonus damage, strength, ranged defense, etc. The Impi themselves are allowed a separate ranged attack immediately before engaging in melee combat.Early game should be focused on generating a large number of Spearman to farm Barbarians for promotions, potentially building the Statue of Zeus or Terracota Army, and transitioning towards Civil Service to unlock Impi. From there, no alternative exists for the Zulu, only conquest. If the Impi are used properly you can steamroll any nearby opponents and carry your Civilization to victory on the back of your conquests. Best Diplomatic Victory CivilizationsWhy make war when you can make friends? A diplomatic victory is achieved by winning the 'World Leader' vote in the United Nations. This means that you actually have to survive long enough for the UN to be formed, and then get everyone else to like you enough to vote for you - but this includes City State. Votes can be bribed as well, so economic prowess is also needed.Here are the best Civ 5 civs for achieving this type of victory. GreeceSummary: Passive, City-State Relations, Strong Early Unique Units/Faction Ability: Hellenic League; City State Influence degrades at half, and recovers at twice, the normal rate. Greece will not lose Influence with City States for having Greek units end their turn within City State borders, and the units will heal as if on friendly territory.Greece is arguably one of the most straight-forward Civilizations to play. Your end goal is always going to be using the various City States in the world to win a Diplomatic victory vote. However, there is some nuance to how you get there. In the very early game, you should use your Hoplites and Companion Cavalries to attack Barbarian Camps that are near City States for Influence rewards. From there, you blitz the Patronage tree as soon as possible. One thing to consider however, is that you can even intentionally demand tributes, or even steal Workers, from City States early on to get your economy going a bit faster and then watch as your relationship quickly rebuilds itself.Past that, you should consider founding a religion and spreading it to City States to further improve your influence gains (and remove decay). In the late game, make sure to pick up the Treaty Organization or Gunboat Diplomacy tenets, as either of these will increase your influence gained per turn, further cementing your Diplomatic win.Greece lacks the late-game staying power of most other Civilizations outside of Influence gain, so form alliances fast and keep them steady! SiamSummary: Passive, City-State Relations, Output/Faction Ability: Father Governs Children - Food, Culture, and Faith bonuses from friendly City-States is increased by 50%. Units gifted from Militaristic City-States get +10 experienceSimply put, Siam is the best civilization to attempt a Diplomatic victory. As you make friends, your cities will be growing faster, founding a religion earlier, and enacting policies quicker. Combined with the Patronage tree, you're generating increased wealth, science, and Great People via gifts.Additionally, you're stronger than average religion can allow you to instantly buy Great People or defensive units, as you see fit. No one else will be able to compete with you on maintaining friendly relationships, you just have to worry about them being bought outright from under you. Best Science Victory CivilizationsScience victories are a staple of the Civ series, always leading to the space race that will expand civilization to the stars. Although not up to Beyond Earth. Less said about that, the better. This game has a myriad of ways of accruing science progress, and the best civs 5 leaders for that are: KoreaSummary: Active, Capital Buildings & Wonders, Output/Faction Ability: Scholars of the Jade Hall - +2 Science for all specialists and Great Person tile improvements. Receive a tech boost each time a scientific building/Wonder is built in the Korean capital.Korea can output nearly twice as much science as rival civilisations, making it the first choice when pursuing a science victory or quick technological advancements. It's extra bonus when constructing Wonders in the Korean capital means that they're almost extremely important buildings have an extra attractiveness to Korea, and if properly pursued, can turn this nation into a major powerhouse.BabylonSummary: Passive, Great Scientist Generation/Faction Ability: Ingenuity - Receive free Great Scientist when you discover Writing. Earn Great Scientists 50% faster.Babylon's first Great Scientist allows players to build an academy quite earlier than normal, quickly jump starting the civilisation's science output. The passive bonus to generation of new Great Scientists means Babylon can easily put up distance between themselves and less advanced civilisations, utterly dominating the technological tree. Likewise, their unique building gives double the health and stronger defense than a standard Wall, making early wars against Babylon very difficult to pursue. Best Culture Victory CivilizationsCultural victories can be challenging, as you won't win until the number of tourists visiting your country is equal to the number of domestic tourists from all other civilizations combined. In order to achieve that, you need loads of great people - especially artists - along with buildings, districts, and wonders that can house their works (sculpture, relics, and artifacts being the most valuable). Make sure to trade with other civs to spread your culture, pick culture-boosting policies, and always keep an eye on your opponents' progress when you are pursuing a Culture victory. BrazilSpecialty: Golden AgesSummary: Passive, Jungle Bias, Culture Output, Happiness Dependent/Faction Ability: Carnival - Tourism output is increased by 100% during Golden Ages.Earn Great Artists, Musicians, and Writers 50% faster during Golden Ages.Brazil has a rough start because of their initial jungle bias. However, once they reach the Medieval Era and can exploit jungles their Culture, Gold, and Science output explodes tremendously. From there, focusing on Happiness to trigger Golden Ages more often allows Brazil to kick back and watch the Great People multiply and Tourism number increase each turn. The upside to starting in the middle of the jungle means that warfare against you can be difficult and defending yourself with Pracinhas in the later game can further increase your rate of triggering Golden Ages.Brazil's main goal should be to secure as much room as possible for Great Works while keeping themselves safe from foreign conquest.Specifically, players should be considerate of having a city in a location suitable for the Hanging Gardens (or a normal Garden if beaten to the punch). This is due to the importance of quickly generating Great Persons to increase your Tourism.Likewise, prioritizing research towards Guilds to unlock the Writer/Artist/Musician guilds is imperative to your win condition as you need to be constantly creating Great Works. Once you're solely into Archaeology, you can always buy defensive units via the income you'll receive from your Brazilwood Camps. Focus on being tall while generating Tourism to peacefully lead the world to victory. FranceSummary: Passive, Wonder Building, Museums, Capital Focus/Faction Ability: City of Light - Museum and Wonder World theme bonuses are doubled in their Capital.Bagels and mimes are examples of French culture, just like wine and cheese. However, another important part of French culture is its art, represented by the Louvre and other art galleries strewn across Paris. As such, France's bonus in Civilization V gives it double the culture from Museums and World Wonders than other civs, giving it a permanent and sizable lead over rivals. If properly maintained and developed, France can easily achieve a cultural victory.As long as it doesn't surrender before that. Best Money CivilizationsCivilization was never a very capitalist franchise. In-game, money has a lot less uses than one would expect, what with it being the bloodflow of every major culture in a way or another since humans started gathering in groups. In Civ V, gold likewise has less impact than production or culture.Money itself is not a victory condition, either, but all of them can benefit from a steady income of gold so big that dwarfs that of rivals'; a prosperous money civilisation like Venezia can completely dominate other civs in the mid-to-late game if properly set up. MoroccoSummary: Active, Trade Route Management, Difficult/Faction Ability: Gateway to Africa - Receives +3 Gold and +1 Culture for each Trade Route with a different civ or City-State. The Trade Route owners receive +2 Gold for each Trade Route sent to Morocco.For those willing to constantly adjust their strategy and routes to the ever changing political geography of a Civ game, Morocco is one of the best nations to quickly achieve victory.The extra gold and culture for trades with City-States means Morocco must maintain their trade partners around, preventing them from being destroyed or captured, while the extra bonus for civs engaging in commerce with your faction gives them a reason to favour you over any other nation. These characteristics combined make Morocco a prosperous but demanding civilization to play.VeniceSummary: Passive Trading, Centralised, Unique Mechanics/Faction Ability: Serenissima - Cannot gain settlers nor annex cities. Double the normal number of trade routes available. A Merchant of Venice appears after researching Optics. May purchase in puppeted cities.Ah, Venezia; La Serenissima. One of the most glorious and beautiful cities in the world, Venice was a powerhouse during the Renaissance, where it almost controlled the globe through fleets and commerce. In Civilization V, Venice is undoubtedly the best trade nation in the whole game.Unable to found or annex cities, Veneza can only expand by purchasing other cities with gold. This creates a truly unique playstyle within Civ V, focused solely on one city and centralising all the power in the game. This capital focus and concentrated output means Venice can be much more advanced and prosperous than other civilisations with a rather low expenditure, and the double amount of trade routes available makes it economically unmatched. Buying influence directly via your massive economic output can lead to Diplomatic victories, but you'll need to be very careful of not being overrun by enemies, especially in multiplayer games where your single city will be a high profile target. Best Religion CivilizationsReligion is not a bonafide victory condition in Civ V; instead, it factors in as a means of spreading influence to reach a culture victory.Still, religion is quite darn powerful, and here are some ways to make that gameplay attractive. ByzantineSummary: Active, Early Boost, Pantheon Founding, Targeted Investment in Religion/Faction Ability: Patriarchate of Constantinople - Choose one more Belief than normal when you found a Religion.Byzantine gets an extra belief when founding a religion, making it extremely important that Byzantines choose a pantheon, and choose it fast. Once that's done, they must start investing in inquisitors and prophets in order to spread their religion to all corners of the world, while reaping the benefits of their faith. Don't let up, and Byzantine's choice of religion can take over the world. ArabiaSummary: Passive, Trade Routes & Caravans, Enhanced Religion Spread/Faction Ability: Ships of the Desert - Caravans gain 50% extended range. Your trade routes spread the home city's religion twice as effectively.Oil resources are doubled.Arabia has a more sneaky approach, continuously spreading its religion via trade routes twice as effectively than normal. This harassing method of religious expansion can quickly convert whole cities into Arabia's choice of religion, making it a good choice for players who want a simple, passive method of conquering the world with faith. Best Naval CivilizationsThe sea is a harsh mistress, but damn, do I love it. Naval warfare is always a nice way to change the pace of a Civ game, and some factions are of course better suited to it than others.Obviously, only attempt the following in a map full of water - you don't want to be stuck in the middle of a desert with Queen Elizabeth. EnglandSummary: Active, Naval Domination, Map Control (Sea)/Faction Ability: Sun Never Sets - +2 Movement for all naval units. Receives 1 extra Spy.England's special ability allows its naval units to move faster and further than all other civilisations in the game, granting a significant advantage to naval dominance and map control. Its unique unit, the Ship of the Line, is a tremendously powerful frigate capable of single-handedly destroying any contemporary unit it is faced against, on water or land, and even holds its own well into the Industrial era. Through careful positioning and active engagement of your forces, England's navy is more suited to dominate the seven seas than any other faction.OttomanSummary: Passive, Large Cheap Fleets, Capturing/Faction Ability: Barbary Corsairs - All melee naval units have the Prize Ships promotion, allowing them to capture defeated ships. Pay only one-third the usual cost for naval unit maintenance.Ottomans are capable of maintaining large fleet sizes while keeping their economy afloat, and the Prize Ships promotion literally turns every enemy's loss into an Ottoman gain. With low maintenance costs and the ability to capture defeated ships, the Ottomans can assemble a frightening large force in a frightening short time. Best Speciality CivilizationsThe above game-styles aren't the be-all and end-all - there are plenty of other niches to be found in the game. Whether you want to be a power-hose of production, or whether you want win every Golden Age, the following civ 5 leaders and civs are the best at what they do, and should be played accordingly. MongoliaSpecialty: City-State DominationSummary: Active, City-State Removal, Ranged Attacks and Retreat, Constant Warfare/Faction Ability: Mongol Terror - 30% Combat Strength increase when fighting City-State units or attacking a City-State itself. All mounted units have +1 movement.If Mongolia exists in your game, you can kiss goodbye making friends with any nearby City-States.Their Faction Ability, the additional healing received from Khans, and the Keshi's ability to hit-and-run with unmitigated ranged attack damage against cities results in pure carnage for anything standing in Genghis Khan's way. This can transition into potential Domination Victory options, but it's important to remember that Keshiks' promote into Cavalry, making any Ranged promotion choices useless! Mongolia needs to ride its early dominations into continued warfare success, or they may find themselves falling behind in other areas like Science and Culture output. IncanSpecialty: MovementSummary: Movement Bonus, Hilly Terrain, Tactical Superiority/Faction Ability: Great Andean Road - Units ignore terrain costs when moving into any tile with Hills.Civilization V multiplayer AI is a dumbed down versionFor some reason the Civilization V multiplayer AI is essentially a dumbed-down version of the single player AI. Not only do they never suggest trades, they are actually more passive in general. Meaning they grow slower, start less wars and engage in less challenging attacks.Since I am usually playing Civilization V cooperatively with friends this tends to be an issue! Creating a more challenging Civilization V multiplayer experienceBut first some general tips to improve your cooperative multiplayer experience! Do not group the AI in a teamDo not group AI's together in a team. This will force some strange wars. Just increase the difficulty level if you are playing in the same team as your friend. Play in separate teams.If you team up with your friend you will share all research.Therefore you are essentially researching twice as fast. To keep things fair you are better off promising each other not to attack and keep everyone in their own team. Buy expansions. A case of sad but true.In "vanilla" Civilization V the online multiplayer AI is extremely passive. Even expansionist Civilizations such as Darius (Persia) start out with 3 cities. In Gods & Kings the AI started to expand properly. In Brave New World, the latest expansion at the time of writing, the AI researches much more quickly. So they can pretty much keep up with your tech levels. Unfortunately Brave New World AI does tend to go bankrupt. Fortunately the AI "cheats" meaning they don't have to set units.Best Civ 5 Mods RedditBest performing multiplayer AIThe developers of Civilization V actually tried to give certain leaders certain characteristics. Because the actual interaction with the AI is very limited this basically means some are really bad.Best Civ 5 Mods RedditFor example India will only build a few cities whereas Napoleon tends to spread. Greece tends to start wars. etc. This also means some AI leaders in Civilization V are more challenging than others. GameplayInside has compiled a tier list for you.Grouping the Civilization leaders and countries into difficulty ranks. Page 13 Fallout New Vegas Companion Wheelz just killed Caesar and his small army easily with a great plan. Though it does take some preparation in order to perfectly kill him without any real effort. I will list the weapons I used, drugs, armor, companions and amount of caps I spent.Before starting the raid, tell Boone to go back to Strip 34 or whatever. Because he'll start shooting everyone.Fallout: New Vegas. The post-apocalyptic Fallout universe expands into Nevada in this new title in the franchise. As a courier once left for dead by a mysterious man in a striped suit, the player must now set out to find his assailant and uncover the secrets of the enigmatic ruler of New Vegas. Fallout: New Vegas. The post-apocalyptic Fallout universe expands into Nevada in this new title in the franchise. As a courier once left for dead by a mysterious man in a striped suit, the player must now set out to find his assailant and uncover the secrets of the enigmatic ruler of New Vegas.Also if you want to help House or Yes Man, upgrade the robots before raiding so you have something off your mind. After that's done, go take Boone back and begin the raid.Raid of the fortress was on Normal. WeaponsRatslayer (Before going in). – The small camp before you take the boat is full of resource that MAY help you if you run out of ammo in the fortress. Just headshot everyone while crouching. A stealth raid (forgot the name) is a great option. But I was great without it.Unique weapon found in: Broc Flower Cave.A perfect silent sniper. More useful when guns is up to 100.Fully modded 10mm pistol.(Anywhere except in Caesar's tent). – It is powerful enough to kill any legionnaire with MAXIMUM 3 magazine of 16 ammo each. It will not keep in the tent due to every guard having a strong fist, unfortunately.Chainswa. (Only in the tent). – If you decide to kill every legion in the fortress, one of them will carry a chainsaw in almost perfect shape.It is strong enough to damage the Praetorian guards before using the Ballistic Fist.Ballistic Fist. (Only in the tent). – Finish them ♥♥♥♥ by backing up and punching'em. If they hit you 4-5 times, use a couple of stimpaks and continue to punch'em. Killing the minor guards aren't a problem but Luco, the private guard of Caesar, is more tough than Caesar himself. I suggest killing Caesar before Luco.(Forgot his name so don't be mad if it's not Luco). – You'll obviously be close to die a couple of times from Praetorian/Legionnaire guards. So keeping at least 10 will do you good.Med-X. – Using it before entering the tent will help you GREATLY.This is a must. Otherwise you'll be stuck to be wasting your precious Stimpaks. Use a Med-X. Other drugs aren't necessary but might help. I only used Med-X and I was good without them. ArmorsMetal Armor Reinforced, full set. – This is highly effective against bullets but it's costly.So this is a very good armor to take over the fortress. CompanionsBoone: I noticed that he was more efficient when I was taking over. He did get unconscious once by a Ballistic Fist from the Praetorian guard. Plus this'll give you the possibility to get the quest of Boone.ED-E: This robot's laser are deadly against their armor.Mixed with Boone will help you take over the camp before the boat faster.Un-recommended

companions: Arcade Gannon.Fallout New Vegas Companion WheelRex. LilySpent capsIron-like skin implant – 8000 caps.Optional but greatly helps. The 12000 caps also helps.Stimpaks – 1200 caps.minimum.Med-X – Buying it is useless.Finding them is easier and worth it. – 0 caps.Metal Armor Reinforced, Full set. – 500 caps if 25% condition. 3000+ caps if 75%+ condition.Modded 10mm Pistol. – 3000+ caps.Extra Ammo. – 1000 caps.Fact #1: I only did this on level 14 and got outside with an extra level and a bunch of items to sell.Fact #2: Bothering saving the slave will waste your time. They will stay there because they're dumb.Fact #3: My Metal Armor Reinforced got destroyed because of it having less than 50% condition.I suggest you keep your armor to at least 50%+ condition. I spent a minute in the tent naked:x.Hope you thought this guide was useful. I did not make it an official guide due to it having some spoilers. – Continuation of discussion.This is one of the things that bothered me about hardcoe.can't stand it when they die. If you're on PC, you can get a mod to make them essential. If you're not, I don't know what you can do except to protect them.see are other similar mods if you don't like that one.I ended up finding hardcoe a bit tedious for me.I'd find 11 Missiles in a container because I took the Scrounger Perk but couldn't carry them because of the weight. I've only made it to Level 14 or so on hardcoe and then bailed.Posts: 3302 Joined: Wed Jul 05, 2006 9:23 pm. This is one of the things that bothered me about hardcoe.can't stand it when they die.If you're on PC, you can get a mod to make them essential. If you're not, I don't know what you can do except to protect them.see are other similar mods if you don't like that one.I ended up finding hardcoe a bit tedious for me. I'd find 11 Missiles in a container because I took the Scrounger Perk but couldn't carry them because of the weight. I've only made it to Level 14 or so on hardcoe and then bailed.Excellent! I loaded this mod and it looks like it will work perfectly. I remember there was some code i used for FO3 but I cant remember it or know if it will work for NVPosts: 3488 Joined: Tue Jul 25, 2006 1:35 pm. Page 14 Download Free Games, Full version Games Free Download, Free Games Download, PC Games Full version Free Download, Free Mobile Games Down. God of War 3 Free Download PC Game Full Version God of War 3 is a third person action adventure video game developed by SCE Santa Monica Studio and published by Sony Computer E. Download Gangsters 2. The classic 2001 strategy game about gangsters and the Mob. The classic 2001 strategy game about gangsters and the Mob. Hothouse Creations had made the interface easier to use with this version, but as a result have also removed a lot of what a player can actually do. Kl Gangster 2 Download Free.Find Where Full Movies Is Available To Stream Now. Yidio is the premier streaming guide for TV Shows & Movies on the web, phone, tablet or smart tv.You Won't Believe How Easy This Search Is! Find Hd Movie 2 Right Here Now! Watch Gangster porn videos for free, here on Pornhub.com. Sort movies by Most Relevant.Real Gangster 5 APK Free Download wih data latest version. Download Full APK of Real Gangster 5 free download for android. It's full working Apk. Real Gangster 5 Apk overviewReal Gangster 5 android game is developed byand publishes in google play store. They develop games for android. It is an racing android game that leads the player to the racing creativity. This game is last updated on 8 July 2016 and has 5,000,000 plus downloads on play store. You can Real Gangster 5 APK free download by click the download button below on the bottom of this page You can also download.Real Gangster 5 android game ReviewReal Gangster 5 is the best City Driving Game where you can Grab Car and Drive however there is a slight turn in this diversion, you have part of adversaries in the city who needs to murder you.Do you have what it takes to get by in the wrongdoing city of San Andreas? Hit the download catch now. Story Meet our Player John Woods who is new to the San Andreas City and need to investigate the City yet has no cash.Only path for him to do this is by Grabbing any auto and take it for a Drive. City has both Urban and Forest territory where he can snatch diverse vehicles and drive.Grab The Auto joins both third individual control and Vehicle Physics to give you extremely stunning Experience. The San Andreas Crime city includes most practical auto activity and passerby reproduction.What's new in Real Gangster 5-You can drive a motorbike now-You can drive a motorbike and completion missions on an island – Pedestrian can battle with you to survive – Best Auto Theft Game for Mobile devices Features.Meet our Player John Woods who is new to the San Andreas City and need to investigate the City yet has no money.Way for him to do this is by Grabbing any auto and take it for a Drive. City has both Urban and Forest zone where he can get diverse vehicles and drive.Gangsters 2 Download Full Version Free PcReal Gangster 5 Gameplay on YoutubeTo watch the gameplay of Real Gangster 5 Android APK just visit our Androisgameessspot channel or visit youtube.Gangsters 2 Download Full Version Free Windows 7How to download gangsters 2 part5 files to my device?. 1. Click download file button or Copy gangsters 2 part5 URL which shown in textarea when you clicked file title, and paste it into your browsers address bar.If file is multipart don't forget to check all parts before downloading!. 2. In next page click regular or free download and wait certain amount of time (usually around 30 seconds) until download button will appear. 3.Click it and That's it, you're done amigoi! Gangsters 2 part5 download will begin. Page 15 Attack type, Weapons Blue-steel (exact model and make unknown) Deaths 1 (Christopher Wallace, a.k.a. 'The Notorious B.I.G.') Perpetrator Unknown The murder of Christopher Wallace, better known by his stage names ' and 'Biggie Smalls', occurred in the early hours of March 9, 1997. The artist was shot four times in a in, one of which was fatal. Despite numerous witnesses and enormous media attention and speculation, no one was ever formally charged for the murder of Wallace. The case remains officially unsolved, as police have searched for years for more details without success. In 2006, Wallace's mother, Voletta Wallace; his widow, Faith Evans and his children, Tyanna Jackson and Christopher Jordan Wallace (CJ) filed a \$500 million wrongful death lawsuit against the alleging that LAPD officers were responsible for Wallace's murder.Biggie Smalls and wife Faith Evans. Biggie Smalls' mother, Voletta Wallace, is of Jamaican origin. She was born in 1953 and worked as a preschool teacher when her son was still a child. After her son's death, Mrs. Wallace took control of his estate and founded the Christopher Wallace Memorial Foundation. Biggie smalls autopsy photos - - Yahoo Image Search Results. Biggie smalls autopsy photo. Biggie smalls autopsy photos - - Yahoo Image Search Results. Tupac Funeral Biggie Smalls Funeral Tupac Dead Body Celebrity Deaths Sports Figures Illuminati Image Search Musicians Medical. More information. Charlotte Winters. The Body Of Biggie Smalls. Biggie Smalls; the millionare, the mansion, the yacht Little Gott got the shoty to your body [Tupac] Motherfuckin Biggie Smalls! Ill give Biggie smalls dead body pic the finger you dummy TEENress Sir Humphry Davy invented. This new interest had his entire cabinet at his forehead but.Retired LAPD Officer alleged that, the head of, hired fellow gang member Wardell 'Poochie' Fouse to murder Wallace and paid Poochie \$13,000. He also alleged that Theresa Swan, the mother of Knight's child, was also involved in the murder, and was paid \$25,000 to set up meetings both before and after the shooting took place. In 2003, Poochie himself was murdered in a drive-by by rival gang members. Contents. Prior events Christopher Wallace traveled to Los Angeles, California in February 1997 to promote his upcoming second studio album, and to film a for its lead single, '.On March 5, he gave a radio interview with on 's, in which he stated that he had hired security because he feared for his safety. Wallace cited not only the ongoing and the six months prior, but his role as a high-profile in general, as his reasons for the decision. Life After Death was scheduled for release on March 25, 1997.On March 7, Wallace presented an award to at the in Los Angeles and was booed by some of the audience. The following evening, March 8, he attended an after-party hosted by and at the in West Los Angeles. Other guests included, and members of the and gangs. Shooting On March 9, 1997, at 12:30 a.m. , Wallace left with his entourage in two to return to his hotel after the closed the party early because of overcrowding.Wallace traveled in the front passenger seat alongside his associates Damion 'D-Roc' Butler, member, and driver Gregory 'G-Money' Young. Combs traveled in the other vehicle with three bodyguards. The two SUVs were trailed by a carrying ' director of security. By 12:45 a.m. , the streets were crowded with people leaving the event.Wallace's SUV stopped at a red light on the corner of Wilshire Boulevard and South Fairfax Avenue just 50 yards (46 m) from the museum. A dark-colored pulled up alongside Wallace's SUV. The driver of the Impala, a black male dressed in a blue suit and bow tie, rolled down his window, drew a 9 mm blue-steel pistol and fired at the Suburban; four bullets hit Wallace. Wallace's entourage rushed him to, where doctors performed an emergency, but he was pronounced dead at 1:15 a.m. He was 24 years old.His was released to the public in December 2012, fifteen years after his death. According to the report, three of the four shots were not fatal. The first bullet hit his left forearm and traveled down to his wrist; the second hit him in the back, missing all vital organs, and exited through his left shoulder; and the third hit his left thigh and exited through his inner thigh. The report said that the third bullet struck 'the left side of the scrotum, causing a very shallow, 3⁄8 inch 10 mm linear laceration.'The fourth bullet was fatal, entering through his right hip and striking several vital organs, including his, and the upper lobe of his left, before stopping in his left shoulder area. Wallace's death was mourned by fellow hip hop artists and fans worldwide. Rapper felt at the time of Wallace's death that his passing, along with that of, 'was nearly the end of rap.' Investigation immediately following the shooting, reports surfaced linking Wallace's murder with six months earlier, due to similarities in the drive-by shootings and the highly publicized East Coast–West Coast hip hop feud, of which Shakur and Wallace had been central figures.Media reports had previously speculated that Wallace was in some way connected to Shakur's murder, though no evidence ever surfaced to seriously implicate him. Shortly after Wallace's death, writers and Matt Lait reported that the key suspect in his murder was a member of the Southside Crips acting in service of a personal financial motive, rather than on the gang's behalf. The investigation stalled, however, and no one was ever formally charged. In a 2002 book by, called Labyrinth, information was compiled about the murders of Wallace and Shakur based on information provided by retired LAPD detective.In the book, Sullivan accused Suge Knight, co-founder of Death Row Records and a known Bloods affiliate, of conspiring with corrupt LAPD officer to kill Wallace and make both deaths appear to be the result of the rap rivalry. The book stated that one of Mack's alleged associates, Amir Muhammad, was the who killed Wallace. The theory was based on evidence provided by an and the general resemblance of Muhammad to the generated during the investigation. In 2002, filmmaker released a documentary, based on information from the book. Described Broomfield's low-budget documentary as a 'largely speculative' and 'circumstantial' account relying on flimsy evidence, failing to 'present counter-evidence' or 'question sources.'Moreover, the motive suggested for the murder of Wallace in the documentary—to decrease suspicion for the Shakur shooting six months earlier—was, as The New York Times put it, 'unsupported in the film.' An article published in by Sullivan in December 2005 accused the LAPD of not fully investigating links with Death Row Records based on Poole's evidence. Sullivan claimed that Combs failed to fully cooperate with the investigation', and according to Poole, encouraged Bad Boy staff to do the same.The accuracy of the article was later challenged in a letter by the Assistant Managing Editor of the Los Angeles Times, who accused Sullivan of using 'shoddy tactics.' Sullivan, in response, quoted the lead attorney of the Wallace estate calling the newspaper 'a co-conspirator in the cover-up.' In alluding to Sullivan and Poole's theory that formed the basis of the Wallace family's dismissed \$500 million lawsuit against the City of Los Angeles, The New York Times wrote: 'A cottage industry of criminal speculation has sprung up around the case, with documentaries, books and a stream of lurid magazine articles implicating gangs, crooked cops and a cross-country rap rivalry,' noting that everything associated with Wallace's death had been 'big business.' More recently, a Hollywood film was produced based on the Poole's investigation and Sullivan's book., starring as Poole, is scheduled to be released in 2018.Biggie Autopsy ReportIn examining Sullivan's assertion that the Los Angeles Times was involved in a cover-up conspiracy with the LAPD, it is instructive to note that conflicting theories of the murder were offered in different sections of the Times. The Metro section of the Times wrote that police suspected a connection between Wallace's death and the, consistent with Sullivan and Poole's theory. The Metro section also ran a photo of Muhammad, identified by police as a mortgage broker unconnected to the murder who appeared to match details of the shooter, and the paper printed his name and driver's license. But Chuck Philips, a staff writer for the Business section of the Times who had been following the investigation and had not heard of the Rampart–Muhammad theory, searched for Muhammad, whom the Metro reporters could not find for comment. It took Philips only three days to find Muhammad, who had a current ad for his brokerage business running in the Times.Muhammad, who was not an official suspect at the time, came forward to clear his name. The Metro section of the paper was opposed to running a retraction, but the business desk editor, Mark Saylor, said, 'Chuck is sort of the world's authority on rap violence' and pushed, along with Philips, for the Times to retract the article. The May 2000 Los Angeles Times correction article was written by Philips, who quoted Muhammad as saying, 'I'm a mortgage broker, not a murderer' and asking, 'How can something so completely false end up on the front page of a major newspaper?' The story cleared Muhammad's name. A later 2005 story by Philips showed that the main informant for the Poole-Sullivan theory was a with admitted memory lapses known as 'Psycho Mike' who confessed to John Cook of noted that Philips' article 'demolished' the Poole-Sullivan theory of Wallace's murder. In the 2000 book, investigative journalist and author suggested that Wallace and Shakur's murders might have been the result of the East Coast–West Coast feud and motivated by financial gain for the record companies, because the rappers were worth more dead than alive. The criminal investigation into Wallace's murder was re-opened in July 2006 to look for new evidence to help the city defend the civil lawsuits brought by the Wallace family. Retired LAPD detective, who worked for three years on a gang task force that included the Wallace case, alleges that the rapper was shot by Wardell 'Poochie' Fouse, an associate of Knight, who died on July 24, 2003, after being shot in the back while riding his motorcycle in.Kading believes Knight hired Poochie via his girlfriend, 'Theresa Swann,' to kill Wallace to avenge the death of Shakur, who, Kading alleges, was killed under the orders of Combs. In December 2012, the LAPD released the autopsy results conducted on Wallace's body to generate new leads. The release was criticized by the long-time lawyer of his estate, Perry Sanders Jr., who objected to an autopsy. The case remains officially unsolved. Lawsuits Wrongful death claim In March 2006, Wallace's mother Voletta filed a against the City of Los Angeles based on the evidence championed by Poole.They claimed the LAPD had sufficient evidence to arrest the assailant, but failed to use it. David Mack and Amir Muhammad (a.k.a. Harry Billups) were originally named as defendants in the, but were dropped shortly before the trial began after the LAPD and dismissed them as suspects. The case came for trial before a jury on June 21, 2005.On the eve of the trial, a key witness who was expected to testify, Kevin Hackie, revealed that he suffered memory lapses due to psychiatric medications. He had previously testified to knowledge of involvement between Knight, Mack, and Muhammed, but later said that the Wallace attorneys had altered his declarations to include words he never said. Hackie took full blame for filing a false declaration.Several days into the trial, the plaintiffs' attorney disclosed to the Court and opposing counsel that he had received a telephone call from someone claiming to be a LAPD officer and provided detailed information about the existence of evidence concerning the Wallace murder. The court directed the city to conduct a thorough investigation, which uncovered previously undisclosed evidence, much of which was in the desk or cabinet of Det. Steven Katz, the lead detective in the Wallace investigation. The documents centered around interviews by numerous police officers of an incarcerated informant, who had been a cellmate of imprisoned Rampart officer for some extended period of time. He reported that Perez had told him about his and Mack's involvement with Death Row Records and their activities at the Peterson Automotive Museum the night of Wallace's murder.As a result of the newly discovered evidence, the judge declared a and awarded the Wallace family its attorneys' fees. On April 16, 2007, relatives of Wallace filed a second wrongful death lawsuit against the City of Los Angeles. The suit also named two LAPD officers in the center of the investigation into the Rampart scandal, Perez. According to the claim, Perez, an alleged affiliate of Death Row Records, admitted to LAPD officials that he and Mack (who was not named in the lawsuit) 'conspired to murder, and participated in the murder of Christopher Wallace'.The Wallace family said the LAPD 'consciously concealed Rafael Perez's involvement in the murder of. Granted to the city on December 17, 2007, finding that the Wallace family had not complied with a California law that required the family to give notice of its claim to the State within six months of Wallace's death. The Wallace family refilled the suit, dropping the state law claims on May 27, 2008. The suit against the City of Los Angeles was finally dismissed in 2010. It was described by The New York Times as 'one of the longest running and most contentious celebrity cases in history.'The Wallace suit had asked for \$500 million from the city. Defamation On January 19, 2007, a friend of Shakur who was implicated in Wallace's murder by the Los Angeles affiliate and in 2005, had a lawsuit regarding the accusations thrown out of court. See also. References. March 12, 1997. Retrieved May 6, 2008. ^ Bruno, Anthony 2007-04-07 at the.Court TV Crime Library. Retrieved January 24, 2007. ^ Sullivan, Randall (December 5, 2005). Rolling Stone. 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