Pay2Win: The Tricks Exposed Free Download Crack Serial Key



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# About This Game

**'Pay2Win: The Tricks Exposed'** is a Pay2Win business model simulator(adventure) that exposes the tricks online game businessmen use to maximize monetization. This game also gives you a chance to think about the value of paying money to Pay2Win games.
In this game, you become a warrior in a fantasy world, experience the Pay2Win business model and uncover the hidden secrets behind the systems.

# Before you play this game:

-The Pay2Win model is not necessarily evil. But you must know on what you spent your money. Now you can, with this game.


-We recommend this game to those who have read Thomas Baekdal's 'How In-app Purchases Have Destroyed The Industry' and were excited by it.

-In this game, you will have to purchase countless transactions just to play. But worry not. The cash in this game is free and virtual, and is provided limitlessly. **(NO ADDITIONAL CHARGE!!)**

-However, the accumulated cash amount you've spent will be shown in the game screen, and this will bother you a bit.

-This game cannot represent all the pay2win tricks that exist in the world. Even now, new tricks are being conjured.

-This game simulates an MMORPG, but only supports single play mode. NPCs who pose as other players appear in this game.

-The 'Avatar' you meet in the game is an extension of the game's creator. Talk to him. He is dead serious.

Best Gaem Studio
"We create gaem"

Title: Pay2Win: The Tricks Exposed
Genre: Adventure, Casual, Indie, RPG, Simulation
Developer:
Best Gaem Studio
Publisher:
Best Gaem Studio
Release Date: 15 Dec, 2015

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English

Lecture 1
Give the user an item that is quite useful, but cannot be used right away.

Force the user to work for the item. Then the user will find the motivation
to keep on playing the game.
This increases the time spent on the game, which in turn increases the CCU.
CCU is one of the statistics frequently referred to when evaluating
the success of an online game.

Secret: ?
Spent: $138.85
Balance: $1.55
Gems: 8,452

NPC 4

Reinforce a Rental Sword to Level 10
0/10  Reinforce a Rental Sword to level 10.

REINFORCEMENT

Target     Reinforcement     Protect     Chance
Item         Stone              Scroll        up
                                            +25%

Drag and drop the item to reinforce on the first slot, and the
'Reinforcement Stone' on the second.Then press the
Execute button. The 'Protect Scroll' and 'Chance Up' are
optional.

When you fail at
reinforcement,
you may lose the
item. To protect
the item, use the
'Protect Scroll'.

Execute

PLAYER 1

Class: Knight

INVENTORY

100

Alt: Show mouse cursor

I : Inventory
M : Map
E : Interact

tl;dr This game merely simulates a freemium style currency, it doesn't actually cost additional money. This is tedious and boring by design, in order to teach you how f2p mechanics try to seduce you to spend money on a "free" game. Unfortunately eventually the game interface becomes the source of tedium, and no amount of the simulated and premium currency can be used to "buy" your way out of it. I resorted to a macro tool and save game editing.

Full review:

This game was very cheap to buy and it's also cheaply made w\/r\/t music, graphics, 3d models etc. But that's not what this game is about, so I don't have a problem with that.

This game is tedious by design, as many f2p games are, in order to teach you about f2p mechanics and how you're enticed to spend money on such "free" games.

In this game you can buy premium "gems", but first you must generate money at $0.10 per click. This seems acceptable to make it seem like you're working for your money: It takes time and is generally not that much fun.

I have cheated my way out of this by modifying the save game data. Maybe this is one of the lessons the game is trying to teach. You should cheat because it's unfair by design anyway :D I wrote a little guide explaining how to do this: https:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=1589029152

Unfortunately, eventually the game's bad interface design becomes the source of tedium, not the simulated f2p mechanics. There's a quest where you have to reinforce bunch of items to level 10. You have to drag and drop three consumable items and then press a button and there's a chance your item will level up. The consumable items can only be obtained through these "gems".

I felt like the game made its point: you have to spend gems to progress, which is combined with a gambling mechanic so you don't really know how much it will cost you until you're done. And it'll cost a different amount every time you try.

Having to repeat the dragging and dropping to reinforce these items became the source of tedium, even with infinite amounts of gems available.

But a simple button to "retry with the same options", which would still consume the items I had to drag and drop, would have solved this issue and still gotten the point across.

I resorted to using Mini Mouse Macro to automate the process. It may look like I've been playing this for a few hours but that was mostly Mini Mouse Macro "playing" the game for me. Actual gameplay was probably something like three hours.

This game feels dated in 2018 though, with developments like full price AAA games having loot boxes, and how in some countries those are now considered illegal forms of gambling because it targets children.. tl:dr This game merely simulates a freemium style currency, it doesn't actually cost additional money. This is tedious and boring by design, in order to teach you how f2p mechanics try to seduce you to spend money on a "free" game. Unfortunately eventually the game interface becomes the source of tedium, and no amount of the simulated and premium currency can be used to "buy" your way out of it. I resorted to a macro tool and save game editing.

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