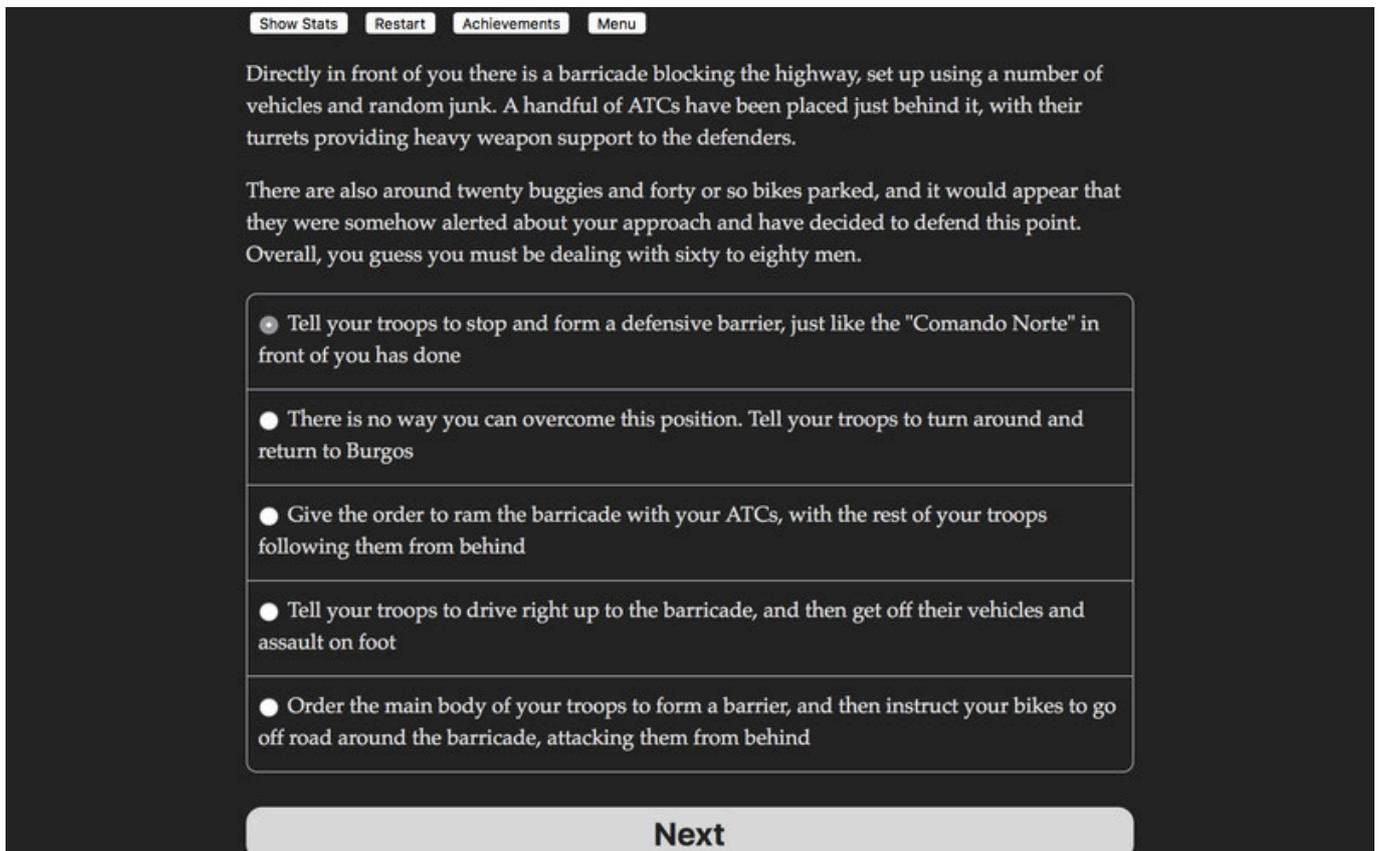


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## Highway Wars Activation Key Generator



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## About This Game

Become a road warrior in the arid plains of the 21st century! Take the role of a Highway Marshall, in a bid to enforce the rule of civilization on a post-apocalyptic world. Will you prevent the sacking of the last remaining Free Cities, rule over them as a Warlord, or attempt to seek a better future for humanity in another planet?

*Highway Wars* is a 190,000 word interactive post-apocalyptic novel by Adrao, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

- Play as male, female, or non-binary, romance other characters, and even get married!
- Enjoy a road trip along the desolate wastelands of the 21st century, and then conquer the lands around you
- Choose your crew amongst a variety of different companions
- Several illustrations to enhance your experience
- Variety of different game paths, with 24 different endings

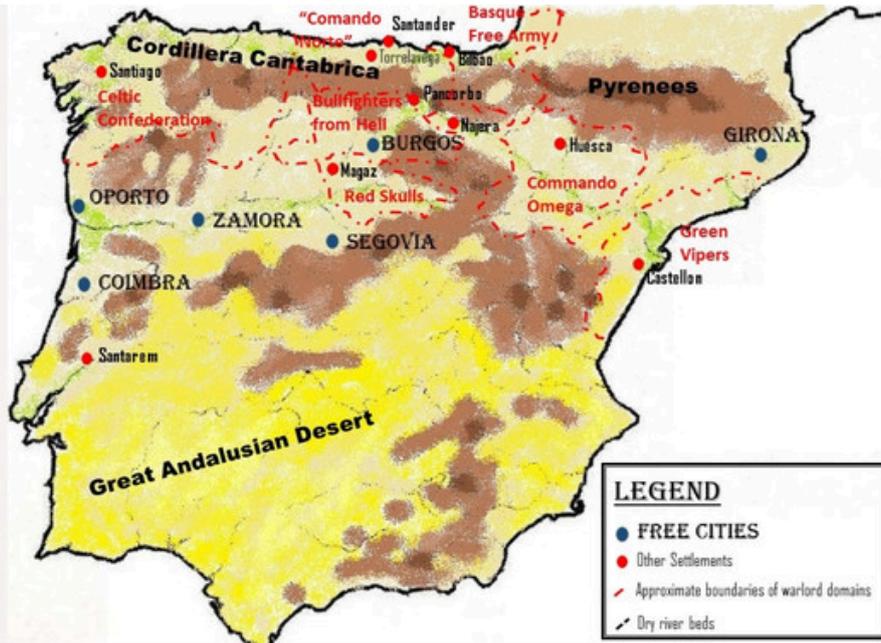
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- Several different difficulty settings

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Title: Highway Wars  
Genre: Adventure, Indie, RPG  
Developer:  
Hosted Games  
Publisher:  
Hosted Games  
Release Date: 15 Mar, 2018

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English



Judy looks at the map, and taps her finger on Pancorbo, where you are now, before pointing to other areas around it. "Rhys, I think that we should go to either Burgos or Zamora. In my opinion there is a good chance that the Free Cities could join our cause".

- March on Najera and attempt to subjugate it



A woman with a striking tattoo of a dragon that runs across her neck and lower jaw signals for you to stop. As you do so, she approaches the window of the ATC, tapping on the side of the door. "What brings two cabrones like you to Magaz? You know we don't tolerate any trouble around here".

- "I'm a Highway Marshall, and we're here on official business for the Free Cities"
- "Actually, it's our own business. But, I heard there was an entrance toll to Magaz", while you hand her 50 silver dollars
- "You know, just looking for some entertainment. We heard this was a fun town!"
- "We're here looking for somebody"

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A few kilometres down the highway you arrive at an area where there is a car that appears to have recently been pushed over the side, judging by the fresh tracks made by the tyres on the tarmac. Inside the car there is a woman, who notices the noise of your motor and immediately starts crying out for help, though you are somewhat confused as to why she doesn't get out of the vehicle by herself.

Raquel looks at you and prepares her weapon. "This is clearly a trap, that poor woman has been left as bait for any kind soul to rescue her, but the jodidos payasos who did this have probably dug themselves into some holes just beyond the car. I doubt we can do anything for her..."

- This entire situation feels a bit strange and it could be a trap. Step on the gas pedal and rush past the woman as quickly as possible
- Maybe she is injured and unable to get out of the car. Drive closer to her and tell Marta to go and try to see what is the problem
- She could be injured and unable to get out of the car. Drive closer to her and exit your ATC to help
- Check if it is indeed a trap as Raquel says, by driving past the car and checking if there is anybody hidden behind it

**Next**

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Really really good offering from choice of games. Max aesthetic and great gameplay. Highly highly recommend.. More like Fallout than Mad Max, truth be told. While one can play it as just a postapocalyptic car sim, between the super mutants, the lasers, the robots, the vampires and the rocket ship, it's kind of like a hybrid. The romance seemed phoned-in, at best, and the only character I really remember well was the AI, who, by the way, one should totally have been able to romance. All in all, it's fairly fun, and weird in a good way.. Having played it thrice through here's my thoughts:

The beginning is annoyingly linear with plenty of railroading and fake choices.

After the halfway point things change, and the story and your choices branch things immensely. Indeed, the various finales are quite interesting and fairly different from each other.

The setting is fine enough(with some very nice bits), but the characters are quite limited and thus don't really feel like characters for the most parts. This is especially true for the NPCs that follow you around. Regardless of the NPC, they pretty much say the same thing no matter what, except for variations based on other things.

Other than that the writing is solid.

The choices vary in quality quite a lot. Some are extremely important and change things a lot, while others are completely meaningless while masquerading as meaningful choices. Quite often(especially in the beginning) there are choices that amount to "You chose the wrong thing, now go back and choose the right thing", which is very annoying. But when the choices do matter, they're pretty interesting. However, this is sadly limited to the end game only.

Quite decent overall. I really enjoyed my first playthrough(rating it 9/10), my second playthrough was pretty good still, but the flaws were apparent(8/10) and my third playthrough confirmed my thoughts on the fake choices and the bland beginning(7 or 6/10).

So, it sort of offers a fair deal of replayability, but since it's only at the end(different finales), the beginning parts feel exceptionally pointless since it always plays out the same way. Still, the finales are very enjoyable.

Gametime for first playthrough was roughly 2 hours and was most enjoyable by far.. The writer has a somewhat hidden political agenda that he inscribes in this game's paragraphs but other than that, this is a good read and has many choices that could lead to many outcomes.

the Free Cities (besides Zamora and Burgos) are all by the way, everything I did, factions and the people I killed were for the Free Cities but because they thought of me as a Warlord, they considered me scum, in every playthrough I have had, I have always made the Free Cities bend the knee to me despite me playing a peaceful character, the people outside the cities were right, they only care about themselves.. Not worth the three bucks I paid.. So, I got some hours into this storytelling game. Unfortunately I can't recommend it, I got so disappointed with the ending being so quick. I was expecting a way longer story than this.

It started off real promising and surprises around some corners and such. Then it just became more storytelling than actual decision making, making little difference to be honest.

Unless a Highway Wars 2 is out already somewhere, I wouldn't bother playing this. I've only done one ending so far and i have to say. This text rpg game is one of my new favorites. i love the Mad max twist on the game, and i got a instant connection with the characters. The Creator did amazing work with the game, cheers!. been waiting for this for a while and im not usually a fan of these games involving alot of reading but i am a huge fan of mad max and other post apocolyptic things so this caught my eye and as im 3 hours in it seems pretty awesome. It's a shame because I'd love to recommend this game. What is there is excellent. However, on completing what I thought was going to be the first chapter and just when I was getting into it, the game ended abruptly. For the same price you are waaaaay better off going with a longer multichapter title like Tin Star with 10x as much content.



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