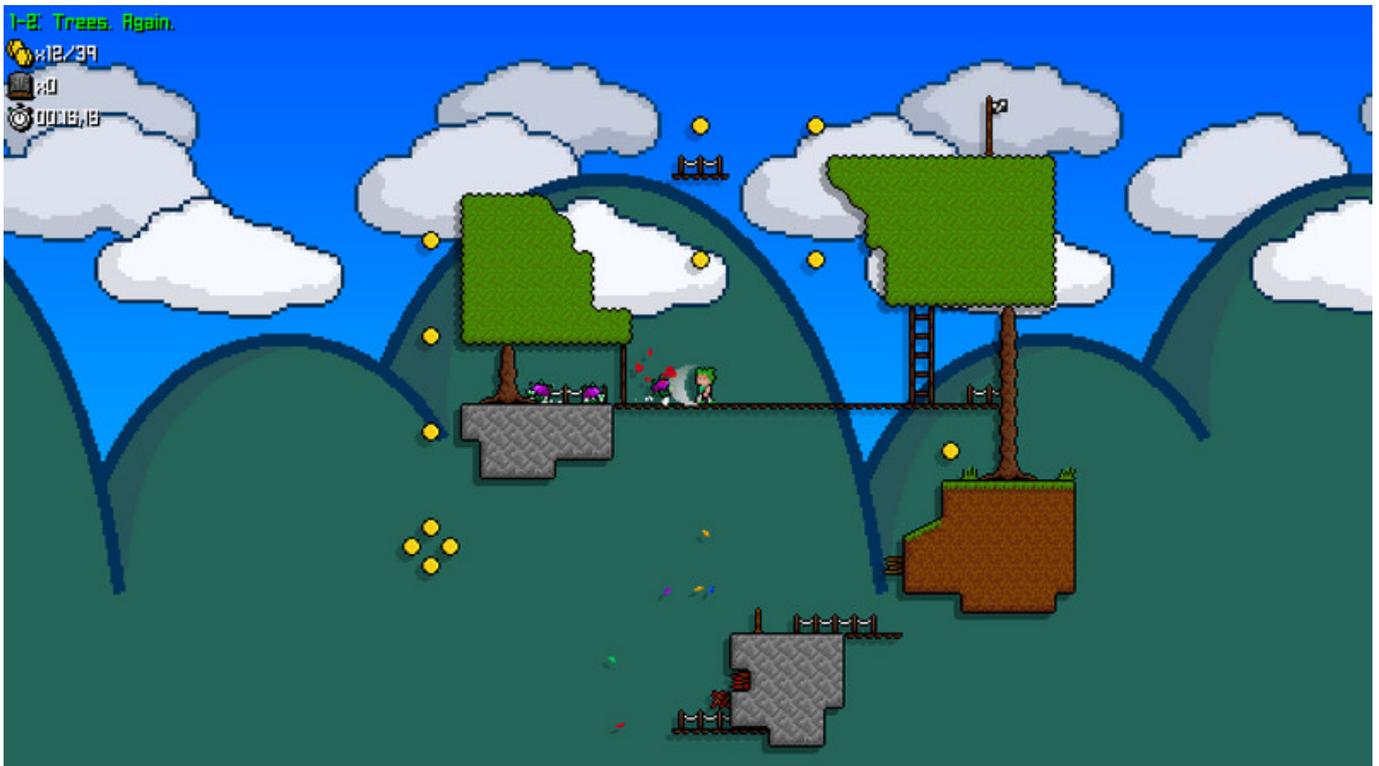

NashBored Activation Bypass



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About This Game

Good afternoon, Ladies and Gentlemen!

Today we will be exploring the mind of a young roboticist named Nash!
Let's hope we find something entertaining!

NashBored is an RPG taking place in a world of strange, twisted thoughts and demented nightmares.
Follow Nash as she is sent on a perilous journey across the valleys and hills of her own brain!
Are these just simple dreams, or is something darker at play here?

Lead Nash closer to discovering something terrible!

Features

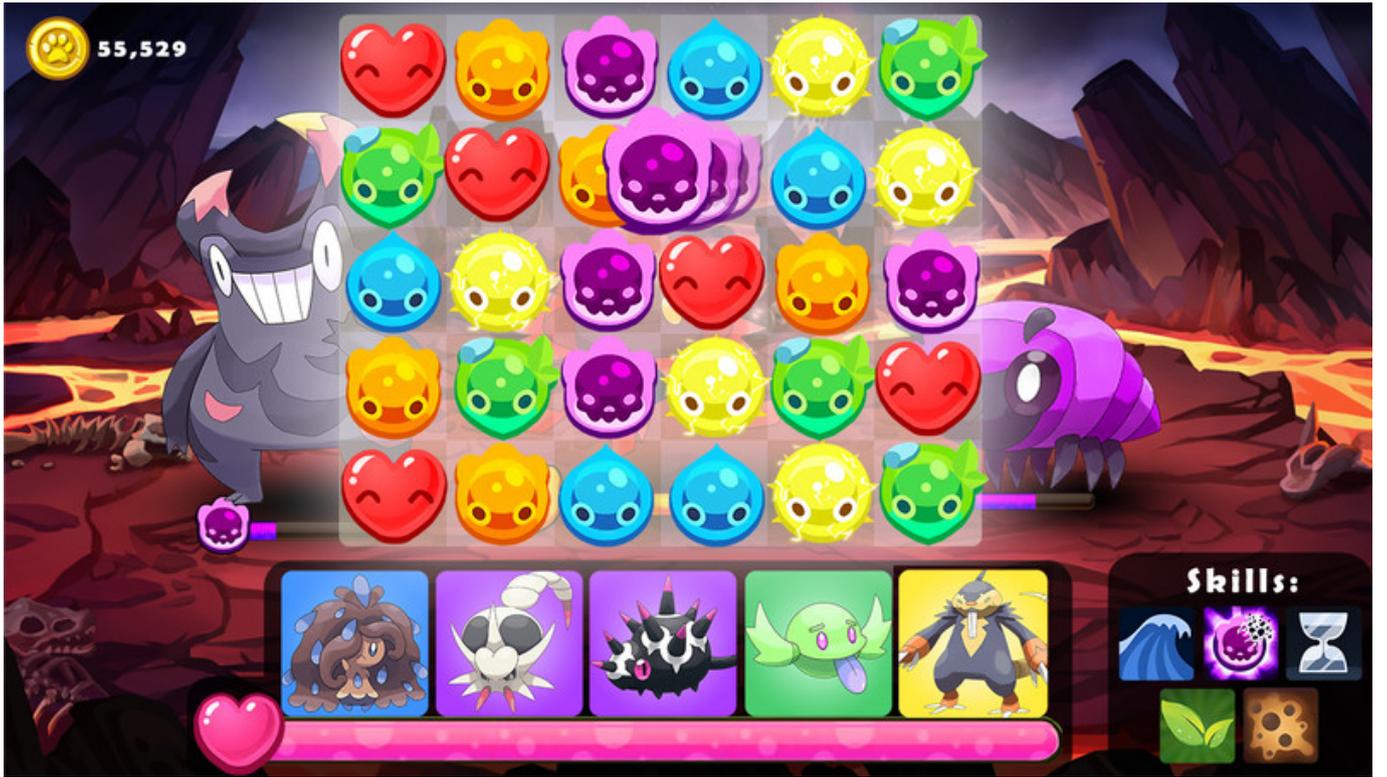
- A classic style turn-based RPG.
- Awesome Experimental Soundtrack
- Discover the truth of what's on Nash's mind
- Multiple endings to find

-
- Traverse bizarre landscapes
 - Strange Slime Monstrosities to keep you on your toes

Title: NashBored
Genre: Adventure, Indie, RPG
Developer:
Fading Club
Publisher:
Fading Club
Franchise:
DashBored
Release Date: 2 Jan, 2019

b4d347fde0

English





NEW UPDATE
WEATHER & TIME

COMBINE
WIND • RAIN • THUNDERSTORMS
create unique sound ambiance for your meditations

DURATION
< 10 >
Minutes

VIEW
<  >
Playne

WEATHER
<  >
Clear Sky

TIME
< Playne >

CUSTOMISE SESSION

©



A nice add-on for flavor.. 70+ hours in atm, its fun for sure. enemy limitations makes game easy, of the "develop industry, conduct trade, plant colonies, explore outer space." only the first is possible at this time i love the crafting system in this game and ive had it about a year and a half now the updates are slow but im hopeful they continue... be nice to have workshop support for modding. also in multiplayer theres no enemys(due to there only targeting the host and ignoring other players[based on my observations in older vertions] i do hope this gets fixed soon as having them[even if they cant jump or climb] would be nice). i also wish there was a way to make items automatically go from one equipment to another like from a crusher to furnaces/chests. optimization is ok could use minor improvements here and there, ability to fly to another island/planet would be nice [asside from the one with the crashed ship].

current vertion Beta 23.04.2018

. This is a fun little game for \$1. The controles are tough, but thats the fun of the game. I played for a few minuets and moved on. Navigating the game is kind of anoying. Lots of double and tripple clicks to start or go anyplace. 5/10 overall, so its a weak thumbs up.. Solid traditional point and click adventure game. Nothing too spectacular, but it's well written, good voice acting, okay puzzles overall, although too slow in places. The smack in the face ending was a good surprise I thought.. This is an above average, budget-priced bullet hell game that could be great with just a few tweaks. I've only beaten the first three bosses and played for less than an hour upon writing this review, so my opinion may change over time.

First, the balance. The laser is ridiculously over-powered. Or perhaps, rather, the other weapons are under-powered compared to the laser. It takes mere seconds to beat a boss with a double laser, vs. about 50 times longer (literally!) to beat the same boss when you don't have the double-laser combo... and the first time you're hit, you lose both lasers (plus your overdrive damage bonus)! This feels too punishing as it basically turns the game into a challenge to get the two lasers, then see how far you can make it without taking a single hit. It feels too all-or-nothing. I think the balance would be better if your ship only dropped one laser--not both--unpon taking a hit, and if the non-laser weapons either did a bit more damage or the lasers did less.

(UPDATE: After giving this some more thought, I don't think increasing non-laser weapon damage is a good idea as it would make the non-boss enemies too easy to destroy. I think a better approach might be to grant each boss roughly half as much health (so that non-laser weapons are more effective) but compensate for this by drastically reducing the damage done by the laser--probably cutting it in half as well. This way, the laser or double laser won't cut through boss stages in mere seconds, yet players that lose the laser(s) will still have a hope in hell of defeating a boss without one.

Second, the dialogue. Use of the word "sh#t" in the dialogue, along with the fact that the voice-over seems to say "sh#t" instead of "ship" every single time you gain an extra ship, makes it appear as if the dev is a giggling 8-year-old obsessed with bodily functions. Then there is the use of the f-word in the dialogue. I'm not opposed to cursing in games, books, or movies, but it should serve some function. Here, it neither enhances the characterization (which is practically absent to begin with) nor adds any grit or realism. It just comes across as juvenile and amateurish. It also means that my kids can't play the game until they're older. I hope the dev takes out the cursing because it detracts from an otherwise fine game by making it appear more amateurish than it otherwise might, based on the otherwise fine presentation, polish, and gameplay.

Third, the game does not display your score when you die. It takes you back to the title screen after you click through a couple lines of dialogue, and then it displays the high score. It would be nice if the game showed you your score when you die. I would expect this to be an easy fix. While discussing the score, I'd like to commend the dev for keeping the score total low and reasonable rather than in the zillions of points like in some bullet hells. The latter approach just makes it harder to make read the score and, thankfully, that's not a problem here.

The gameplay, apart from the aforementioned weapon balance complaint, is tight and fun. The ship's control is very good using an XBox 360 controller. The amount of slow-down when using focus mode feels just about right and makes it much easier to dodge bullets while sacrificing some rate-of-fire. This trade-off also feels just right. Overall, I'm very satisfied with the control.

There is a good variety in enemies, mini-bosses, and bosses. The boss stages and bullet patterns are fun and interesting, if not revolutionary. The graphics are simple, yet crisp and appealing, and I never once lost track of my ship in the swarm of enemy bullets, despite the fact that there was a lot of red on the screen at one time. The sound effects are sparse but functional, and the level designs are satisfactory if unambitious. There isn't much story, but this style of game doesn't need one. I'm glad that there isn't more dialogue to click through, actually, because it would only detract from the game's good sense of pacing and

momentum by interfering with the action. The amount of dialogue felt just right. The little plot twists, as revealed by the bosses, were a fun and welcome surprise.

I commend the dev for choosing a \$0.99 price point. I've paid \$4.99 for games that are less polished and less fun.

Overall, I recommend this game to anyone with an interest in bullet hell games who isn't expecting the next CAVE- or Touhou-style masterpiece. For the price, the game is reasonably fun and appealing, and it offers a good amount of challenge. I'm looking forward to spending more time with it as well as trying more games from this dev.. 1st : it hard to see enemy or teammate, so u will dead many time by your teammate or killed teammate cause they too far to see.

2 : sound of guns is weak and unreal

3 : this game has it paid version - when u played this free, it u paid that 1 u wil get all dlc free. This gave had develop for long time ~ 2-3 year and i think their is no update.

4 : If u dont play full vesion, u can only play rife/assault , other char like comander or tank u cant play. And all best gun can only unlock by buy dlc. Gun with scope can only unlock by buy dlc.

5 : u will find yourself like play demo . Unlike hero of general u can unlock everything by play -it very hard but it can be, not imposible like this game

6 : graphics is not good not bad cause the system require vevry low, i can play good with gtx 650ti

7 : Everything cobby from hero and general expect they add more guns, mortal but no plane. ANd the gun sound very cheap and unreal

8:Cant remove the blur so if u watch enemy in far distand it hard, and many time i dead because the sky blur make me cant focus the aim. pay for win !! ez !. Great graphics, amazing level design, tense sounds and scary atmosphere over all..., but the ending was a mess, IMO, and what's up with the gameplay design?

There were some original ideas here and there, and I really enjoyed the game, but the gameplay was basically, fetch a thing in the zone A bring it to zone B so you can go back to zone A and then back to zone B and repeat. A lot of backtracking so to speak.

The game is toally linear and most of the story is delivered through notes. For the most part the puzzles are not that complicated.

Recommended? Well, I had fun indeed, and I appreciated the level design a lot, I love how the houses in the game feel so European and creepy. The houses and the place around them really feels great to just admire, The scenery feels believable, and that was easily the best part of the game. Also the story wasn't bad at all, but as I said, the ending was felt like a mess and it could have been much better, IMO.. Purchased in a bundle for under a few dollars.

Is a clear port from a phone game, bad resolution and textures, good music, had issues with the game autodetecting my screen resolution. Would suggest it for less than a dollar, if you can find it on your phones store.

There are dozens of puzzle games these days. Some are really fast action things like Tetris or Bejeweled where you have to think on your feet and have fast reflexes. Others are esoteric and ask you to solve problems like adventure games in the vein of Myst, King's Quest, Machinarium, etc.

This game struggles with picking a camp. Some levels ask you to go through outrageously fast, while others take a lot of time (or at least it feels like a lot of time by comparison). It also has a really terrible difficulty curve that seesaws between difficult levels and cakewalks which you have to deal with starting in the first chapter of the game, and is still an issue by the fourth and last area.

Graphics and controls do their job, I kinda like straight up space: Lots of pretty pictures of Nebulas and Wolf-Rayet Stars and things are included in this game. It's always easy to tell what is background and what is a physics object, which some of these games struggle with.

You get levels that ask for a degree of pre-planning and then precision execution of each step, and then levels with such a bizarre 1-step solution that the only way to find it is to keep throwing trial and error restarts using different angles and timings, and then watch the game play itself when you finally get it right.

This is the main problem with the game. Satisfaction. It's addictive enough where you want to beat all these par challenges, but once you've overcome them, you don't get any sense of "♥♥♥♥ YEAH I DID IT". This is a broken boring game. The "English" is full of typos and doesn't even fully make sense.. Great! Really enjoyed hearing the story from the people who were actually there rather than reading it on a website or having someone else talk about it. This is a great film to watch these pioneers telling their stories. I recommend it for anyone who's into games. Watch this along with From Bedrooms to Billions and you've pretty much covered the entire industry through the 80s!. Okay this is going to be fast

Pros:

1. Nostalgia

Cons:

1. No quest log

2. No map of ANY kind

3. Missing other general UI features that were common in even 2000 for MMO's

4. Controls are Very rough

5. Lacks an explanation or help of any kind

6. Crashes despite using outdated EVERYTHING. Rescue Team 2 is an enjoyable time/resource management game and the second game of the series. You collect resources, repair buildings and roads, put out fires, and remove debris. You also rescue the residents. It's a fun game and you should get it if you are a fan of the genre.. It needs some help. Some recipes fail even if they fit the requirements for some tasks; I had two shaving gels I needed to make, so I churned them out, yet they both failed despite meeting every demand. It's weird; I think even if it says 0-some percent, the mix has to have some percentage of that attribute? I don't know.. So this is a very quick story to get through and, just as promised all that time ago when they released the demo, is a very interesting story with uncommon themes. The characters are great and will really speak to you if you allow them to.

It's kinda short so it may not be worth full price, but I personally feel it was a great buy/read regardless of paying full price for 4 hours of reading... and that was because I was talking to people over steam.

I'd love to have more to say than that but I can't without spoiling the experience.. I have played this game on PS4 already. This is the best rugby league game yet 10/10.

10/10 no issues so far.. Overall I very much enjoyed Lost Horizon. The story telling was good and the characters were mostly believable. Every now and then the dead sound of a character here and there made the dialog sound stupid. The setting is very much an Indiana Jones motif, one that I haven't experienced in a point and click adventure game since... well Indiana Jones. While some of the puzzles are a little challenging, most are relatively easy or straight forward.

If you are a fan of the point and click adventure game, this is definitely one to pick up and is great for beginners of the genre.

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