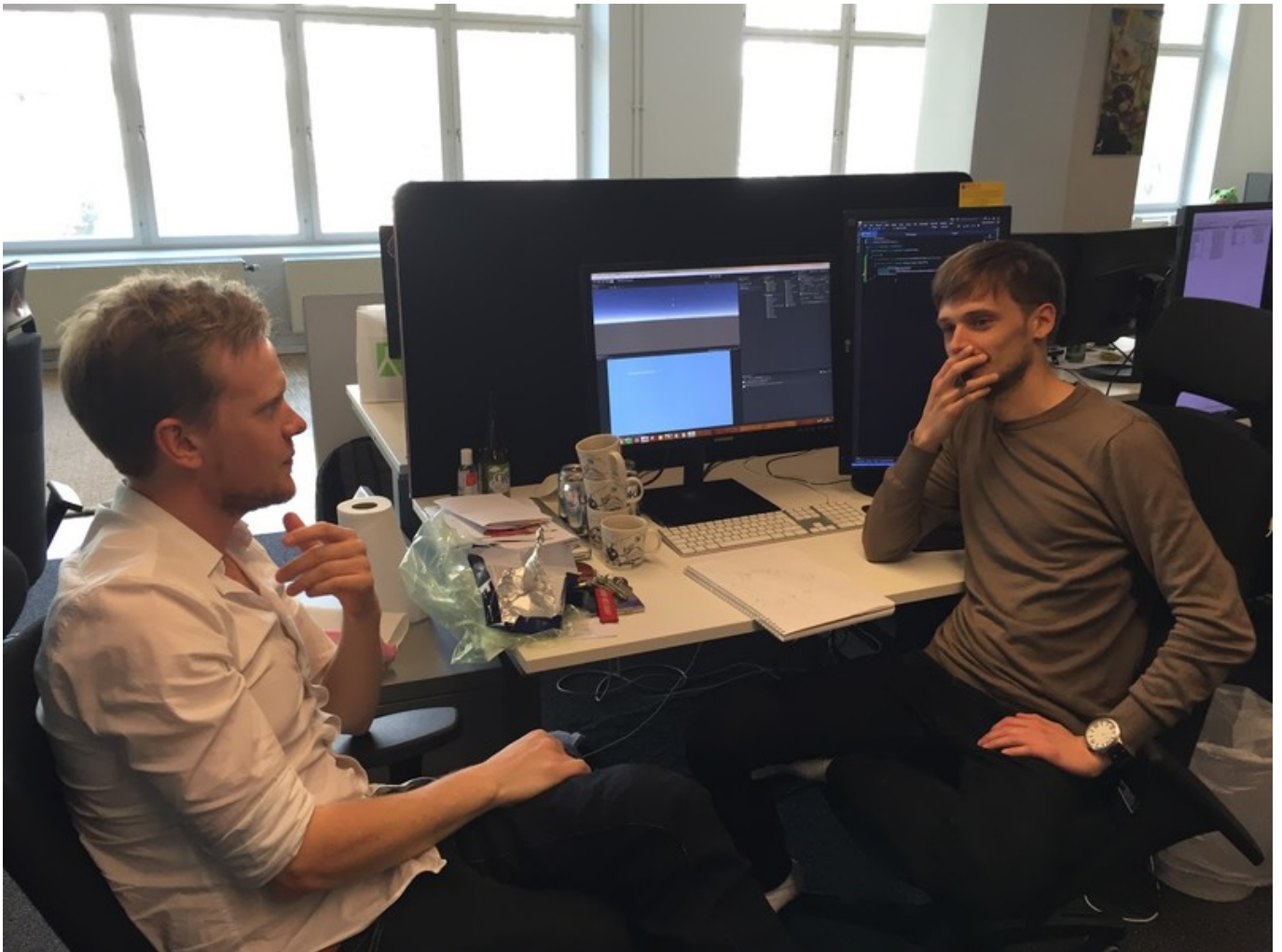

Rival Nation Wars Full Crack [crack]



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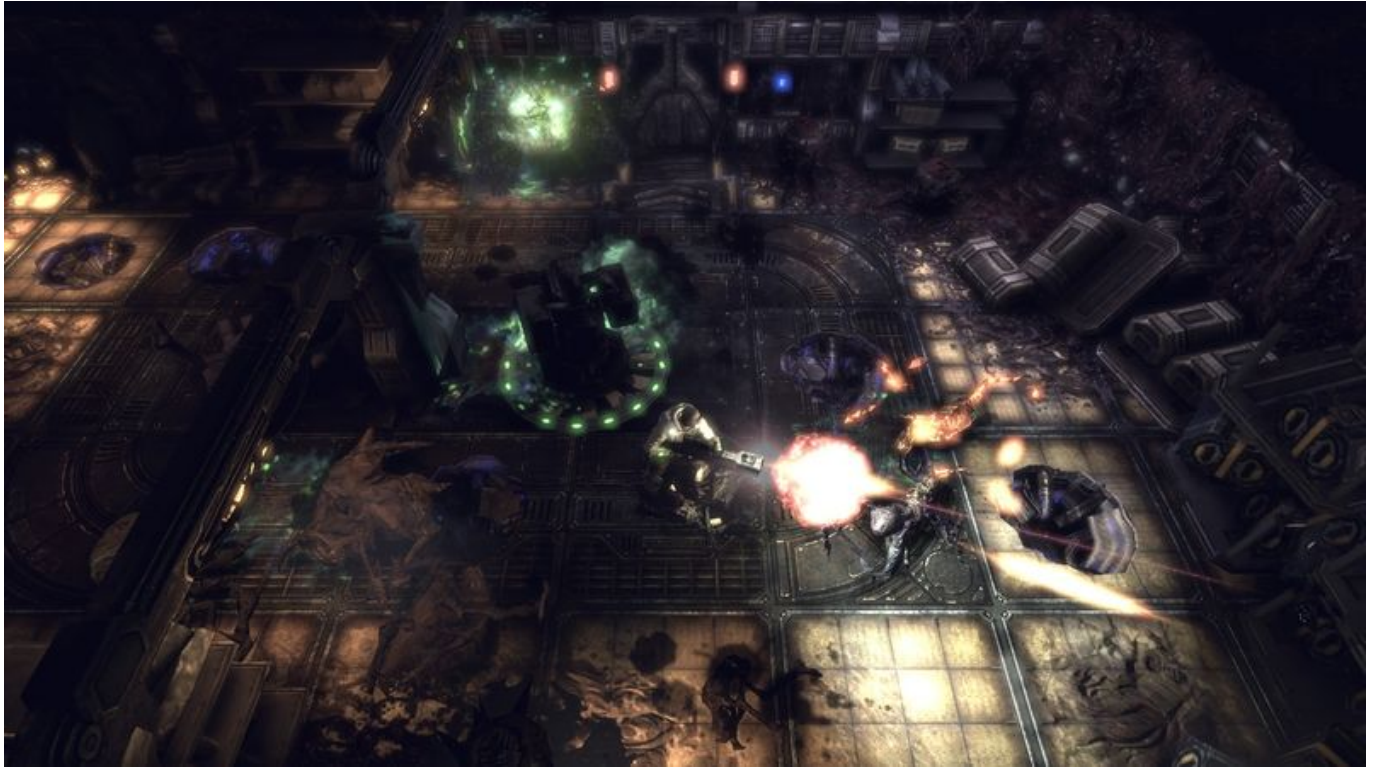
About This Game

Rival Nation Wars is a 1 or 2 player real time strategy game in which you research technologies, build buildings, and manage your workforce, in order to purchase the weapons you'll need to defeat your enemy before it defeats you. Rival Nation Wars has a 1-player campaign mode spanning 18 scenarios, 2-player simultaneous head to head action, four tutorial campaigns, high score board, and a full in game manual.

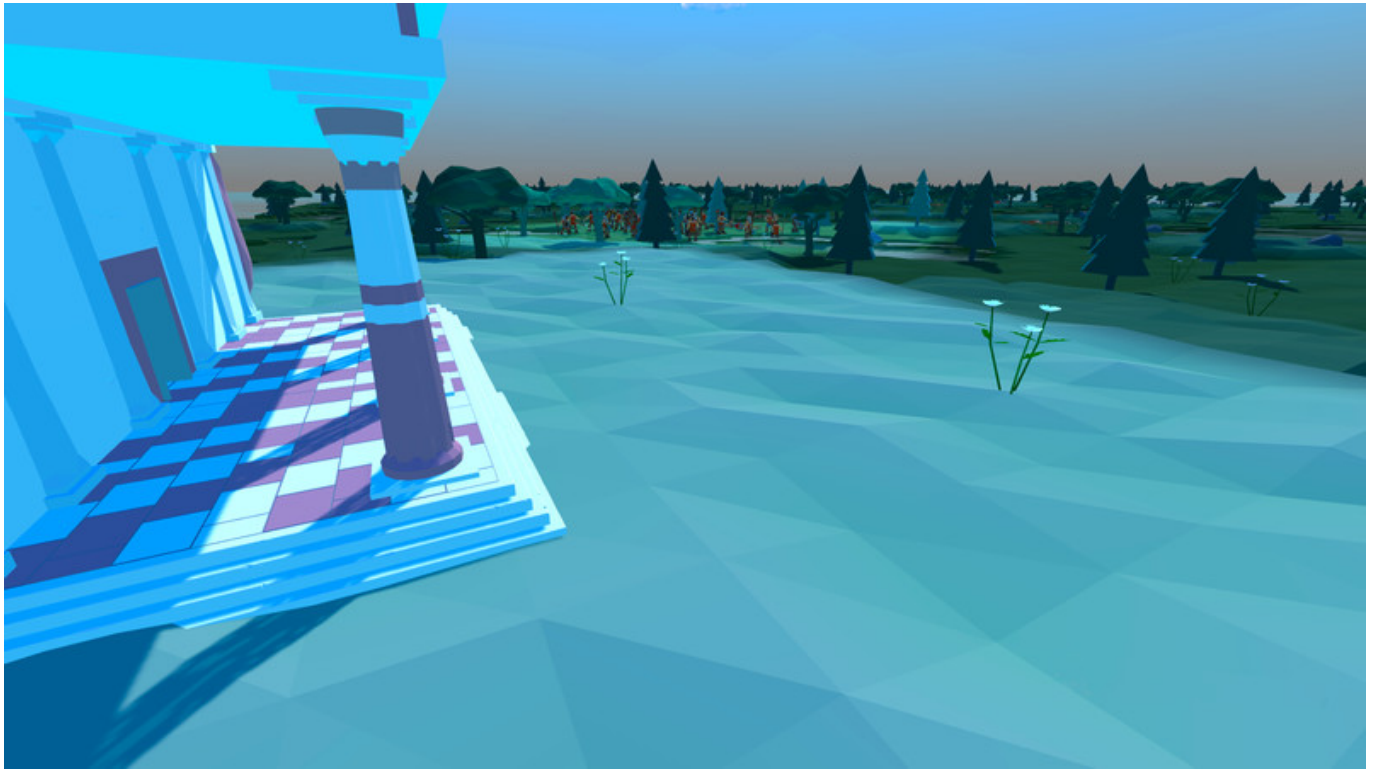
Title: Rival Nation Wars
Genre: Indie, Strategy
Developer:
Gary Michael Maynard
Publisher:
Nardo Games
Franchise:
Nardo Games
Release Date: 2 May, 2019

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English







They say the game is a fast paced, competitive shooter, yet 70% are playing a bland co-op mode. The games player base is rapidly decreasing due to the devs ignorance towards their game, and the arrogance they display towards criticism forms players. Come on guys, we are making it easy for you by giving feedback, and yet you still deny a lot of the claims that players have made about bugs, balancing issues, inconsistent gameplay, quality of life, etc. It's one thing to play the game for an hour and gloat over what you have created, it's a whole other thing playing the game for 5+ hours for per day, for the good part of a week and actually see all the BS that is happening. If you had a team, or even yourselves testing the game, you just might see what the community is talking about. Have you even tested the game yourself?

What do you guys think of a rerelease on the game? Right now, there is no content or reward in the. No progression system. All there is, is play the game = lvl up. And it doesn't even get more difficult to lvl up. After a while, new maps, guns, content, etc will start to get old.

Now you're wondering why a rerelease? Well obviously not rerelease it in it's current state. Why not take it down, keep the core gameplay, but rework everything else out. All the maps are a mess and clearly noy designed by someone who knows what they are doing. The guns are meh. Cosmetics are meh. There really isn't a reason for people to play the game.

Back in beta, you could spawn camp and get rediculose amounts of kills and it was fun and satisfying, but who wants to be on the receiving end? Now it's just playing the same\over and over and over and over and over..... Where is the reason to spend 8+ hrs on the game? The game still feels like it is in alpha or beta. Like we're testing the core mechanics or something.

Until they update the game to a balanced version, I don't recommend it. What do yall think?. Leaves me wanting more. Good time. General Review:

I like it. It's a good all around game. I'd recommend it.

Don't get me wrong, it could use some polish, but for 3 dollards its damn good. It's definately not easy, but if you're familiar with other shmups or you just like a challenge this should be no problem. Personally I like that all the levels and weapons are unlocked right out of the box. This is the kind of game where you can just jump in and play to kill a few hours. The sword and turret mechanic takes some getting used to but its interesting and adds a new dimation to the game. Also the music is killer. There is no sound other than the music, which might seem weird to some, but I get tired of listening to repeditive firing anyway. This is a good all around indie game. I give it a 7 out of 10. If they keep adding to it (and so far they have been) I'll probably up that to an 8 out of 10.

Places where it could be improved:

-Cards. All of these games should have cards.

-There doesn't seem to be any score board where you can compare one run to the next. In a game like this that really needs to happen.

-There are no rewards or unlockables. I do like that everything is unlocked and you can jump right in, but it would be nice if the game rewarded you for beating it or something.

-The instructions are not as clear as they could be, but I have seen them change some of this up. It's better than when I bought it, but it still needs a little work.

-The text is too small in some places. If I've got to squint to read it then it's not going to help me in the game. I tried to pause the game to see what my score was, but you can't see any stats when you pause.

-The ultra weapon is a little weak. It destroys everything in its path, but its hard to get out (you need 100 charges) and it's hard to aim. At least make it bigger or something.

-Ok, this last one might be me being picky, but since I'm listing stuff I'd like to see, how about the ability to change the difficulty? Like a really hard for experts and an easy for the novice?

Stuff I really liked:

-I loved the turret and sword once I got used to it. It's kind of a mental gymnastics to move and aim with two different guns while still using your starblade to block bullets. It's kind of awesome once you get into it.

-I thought the music was great. Took me forever to realize you could change songs in the escape menu. (there were some bugs with the music, but I think they fixed it)

-I really like that there are so many colors and ships to choose from, even if they don't do anything different. Having that much choice in how you look is a nice touch.

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- You get to pick a primary and a secondary gun that you can switch between in a fight. And with the 9 different guns it feels very flexible. To me they all seem pretty well balanced but I've got my favorite.
 - Infinity Mode! I love it when games put a game mode that just allows you to play.
 - The enemies are varied and creative. A lot of these games just put the same enemy in there over and over. In this game there are lots of different baddies.
 - The new backgrounds are interesting. When the game first came out the bgs were flat and plain. Now they have depth and they move. Some people might complain that there are no space backgrounds, but really I like these. It's different.

*I'll finish this off with a trick I learned. If you leave the controls set to mouse and keyboard you can still move with a controller (I'm using a plain old xbox controller) but still use the mouse for the turret and sword. Sometimes the sword feels a little clunky on with the stick and moving with on the keyboard with wasd isn't nearly as precise. So I use the controller in one hand to move and the mouse in the other to aim the turret/sword.. A fun little game where you and a opponent duel usually with a random modifier that changes how you play the duel, although sometimes the game doesnt do a good job of explaining the rules of the mini game. Then theres the fact that if you want to play a tournament you have to earn money by playing the duels, but it takes waaaaaaaaaaaaaaaaay to long to get the 50 coins to play them. In the end though its only a 1\$ so are you really expecting much? fun little game that ill probably goof around in when i have nothing else to do. While I hate both JRPGs and Deck-building card games, I've absolutely loved this Deckbuilding JRPG. Pros:

- Large amount of levels
- Acceptable graphics
- Cheap price
- Gameplay is mostly addictive

Cons:

- Game has a glitch where you can pass through boxes
- Few other glitches that occasionally ruin the gameplay
- Soundtrack consists of short music loops
- No controller support
- No achievements
- No trading cards
- Not enough options
- Low replayability value

Other infos:

- Game is family friendly: Yes
- Low-Specs computer friendly: Yes
- Game's overall relevance: Mostly not recommended.. If you are thinking in buying this game and you have Win10, DON'T DO IT. IT'S BROKEN.

Launching the game from Steam makes it either unable to start playing or crash. And if you launch it directly from the installation folder it only launches the base game. No doomsday, no armagedonn.. new ships are solid, brings more variety to fleets. worth purchasing if you enjoy the main game

Eron Review - Raymond KT

This visually pleasing puzzle platformer wastes no time in restarting you at checkpoints, as you hit your head on the various level design flaws using quirky controls. Eron is a game that looks phenomenal at a glance. Great art, beautiful music, a fun sort of flow to the running/jumping/dimension shifting gameplay. Yeah, not recommended. It's hard, very hard without mercy. Not as hard as games like Dark Souls but still not an easy one.. While I am playing through these scenarios in their entirety (big time sink) I would not recommend this purchase to anyone other than a die hard cmano user for the following reasons:

- *Scenarios end before they are complete - often scoring you as "minor victory" while you still have a/c inbound to objectives.
- *You have to re-create your missions (30-60 mins) each time a scenario begins.
- *The popup dialog system used to create a story line is often interrupted by the simulation's own popups, and if you close the wrong one first (easy to do) then you lose the entire story and what you are supposed to be doing.
- *No ability to go back and review what current objectives are (take a picture of the story line popup is my best method)
- *The continued reliance on 'single unit airfields' may promote faster simulation but it removes the player's ability to disable aircraft / airfields via attack.
- *The scenarios are not congruent in that you control Coalition forces on day and Israel the next (but earlier in the timeline) and then into a hypothetical scenario with fake battleships before returning to the actual war all the while watching Kuwait jump between Iraqi and Coalition control.
- *No fly zones created over Iraq + Kuwait at times when your orders are to fly into them. Units dumb enough to attempt to fly through the developer placed NFZ trying to beeline to a tanker will bounce off the edges of the NFZ until they run out of gas and die.

I think this product would be much more enjoyable if it was simply one scenario with proper story line and objectives which evolve as a true campaign plays out. Dynamic campaigns have been around in other milsims for decades, yet here your actions from one scenario to the next are not taken into account in any way.

Every scenario in CMANO is setup to be just a few days or shorter. Can the engine not handle a 6 month scenario?. really good, but it is quite short. soundtrack kinda reminds me of stranger things.

it's hard to describe without spoiling it so go in blind. highly recommend it, although it isn't for everyone. if you like text based adventure games, this is for you.. Great experience with a friend! Game is quite short for now (early access), but offers really nice co-op puzzles already. Looking forward for new (already announced) content.. Good game. Only plaid two maps but for the price so for so good. Nice grafik and great sound but sometimes hard... Another part of the series of the game Viki Spotter. The game is childish, but even an adult might like it. The search for differences is very addictive, at first you look at it skeptically, but you do not notice how you get involved and finish the game. There are tips, and endless, which greatly facilitates the passage of the game. All achievements are easy. The interface is too poor to tolerate attempting to play the game.

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