Puzzle Nebula Download Direct

Download >>> http://bit.ly/2NIsGjb

About This Game

Puzzle Nebula is a mind-bending puzzle game set in the far corners of space.

"You thought you had died. When you wake up, you find yourself in space, trapped inside a weird machine.

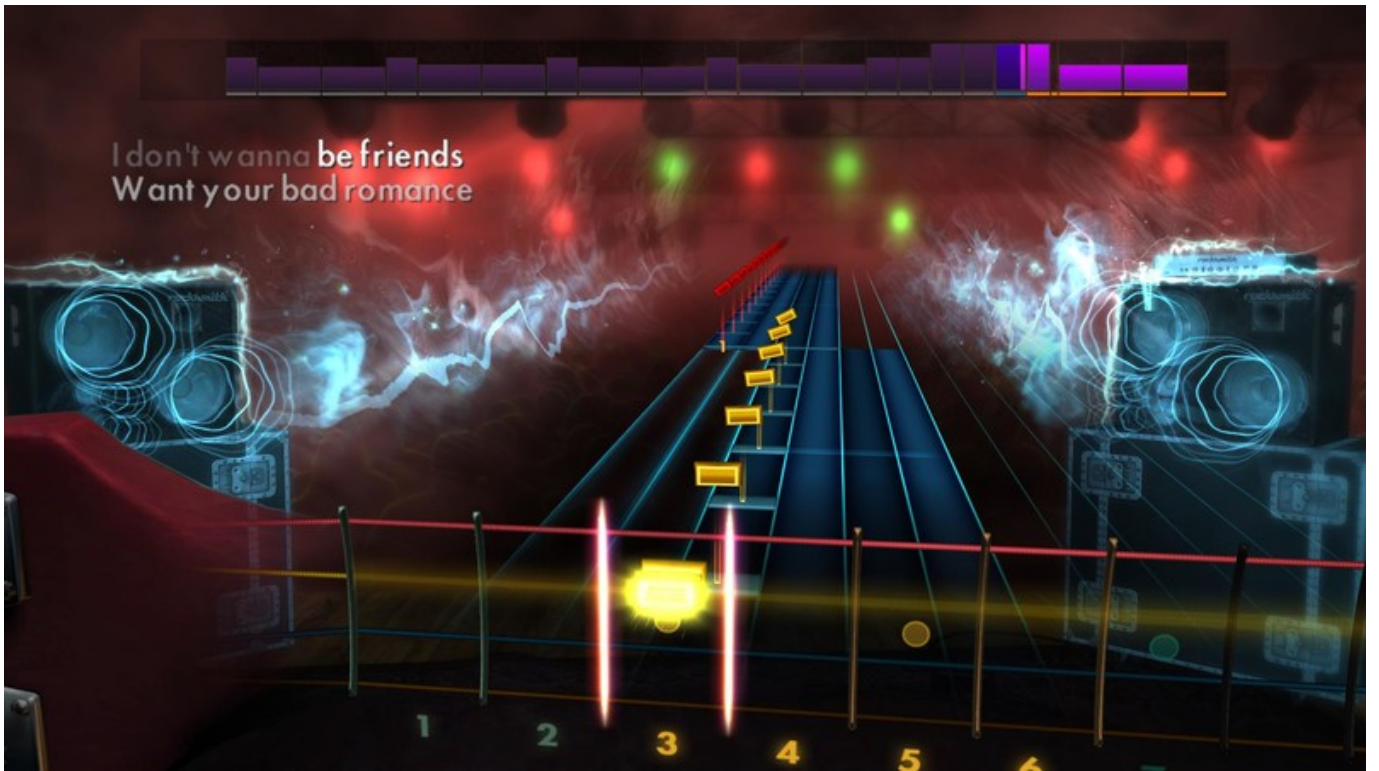*How did you end up here? What is your purpose? Is any of this even real?"*
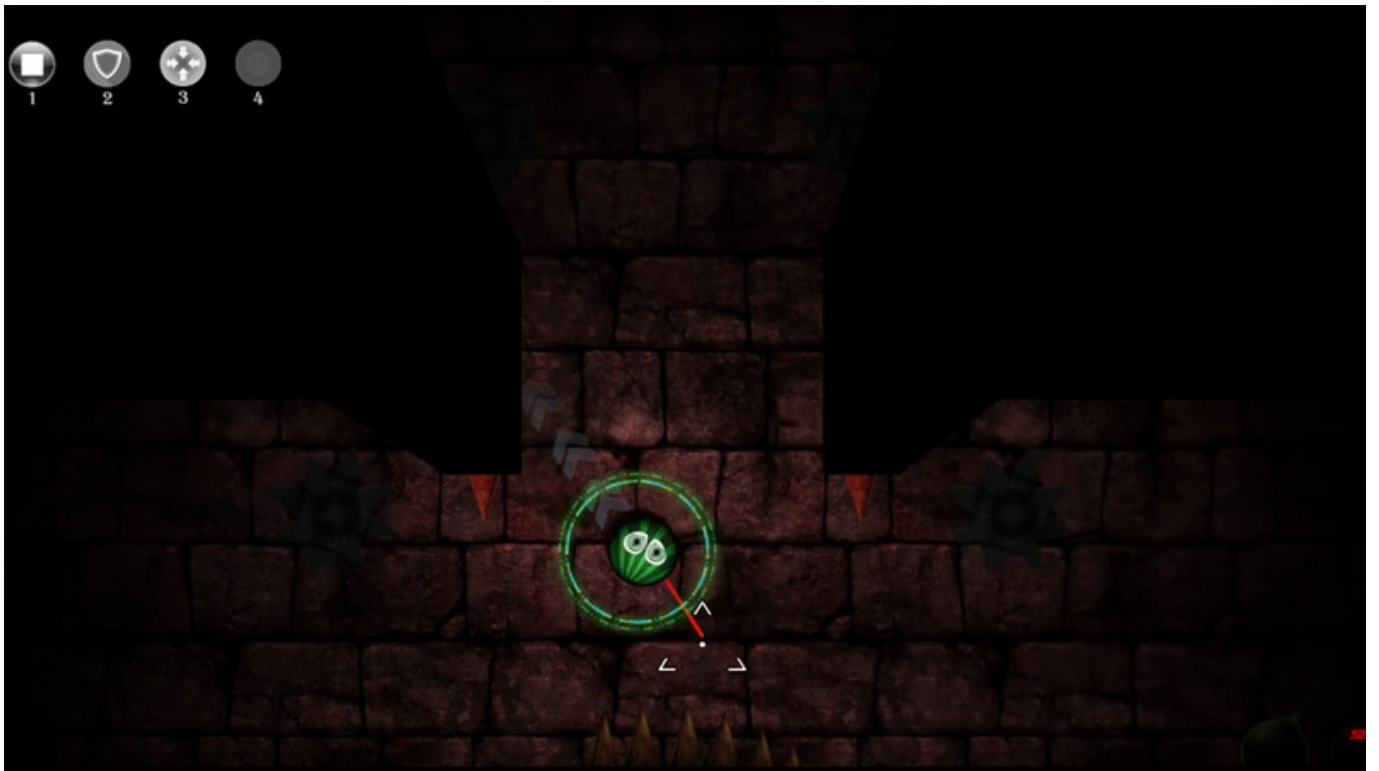
Features

- 80 challenging levels, each set in an unique procedurally generated star system.

- Lots of different platforms that make the puzzles increasingly complex.

- Intriguing sci-fi storyline that will make you question the very nature of our universe.

- Plays well with a controller or a keyboard.

Title: Puzzle Nebula
Genre: Casual, Indie
Developer:
Multiverse Games
Publisher:
Multiverse Games
Release Date: 9 Feb, 2016

 b4d347fde0

English

IG

第1场
0   VS   0
BO1
09/04/2017

Gaint

IG		
XiaoHei Lv.1	上单
Watch Lv.1	打野
IceSword Lv.1	中单
Anword Lv.1	射手
Get Lv.1	辅助

Gaint		
上单	Grrr Lv.1
打野	CelerD Lv.1
中单	BigFoot Lv.1
射手	HugeMouth Lv.1
辅助	BigEye Lv.1

Enter 下一步

Mamiko's scene were amusing to go through, a simple VN that I enjoyed for the most part.. Local man sucks at rhythm games, loves them regardless.. First time i'm leaving a bad review for anything.....but, this game has been a buggy mess from day one and continues to be one! the latest fun is that I can't play because "authentication failed". A lot of fun, even somewhat addicting! Has more depth and sophistication than the first game in the series, but it's still very simple and intuitive.. This is a very absorbing game. I enjoy it whether or not I appear to be winning. There are several different races and many tech options. It's a good 4X game.

On the down side, it had been a little too absorbing and I play it too long in one session. I have had 1 crash in my first two weeks of playing. I asked to trade a star base. The AI said "You must be joking" and froze my machine completely.
I also suggest the most aggressive race is a little too evil. It's more interesting to have a bad guy with a sympathetic, if twisted, viewpoint.

A cool shmup with a system that's very similar to Psyvariar, but instead of the Buzz\/Risk mechanic allowing for survivability, it increases firepower and the actions available. Because of this, the game is more about taking risks and improvisation, rather than just finding the right spot on the screen to shave bullets.

The barrel roll compliments the Risk Shot mechanic by letting you shave a bullet to build meter, then cut through the entire screen like a sword because of massive damage multiplier on Risk Shots.

Stages seem to be speedrun friendly, as enemy waves aren't tied strictly to a set spawn time. Some waves will spawn early if certain enemies are defeated quick, such as the huge frigates in the background on stage one. The secret(ish) score mechanic in the game revolves around not picking up energy refills and leaving them on screen as long as possible whilst you still shoot enemies. This keeps the multiplier increasing steadily until you want to 'cash out', but doing so means barrel rolling up and down the screen to avoid it colliding with your ship. Easier said than done but an interesting part of the game. Will be good to see how much stages can be milked from this.

Pixel-art is great, and art direction in general is very good and does a good job of feeling like a Japanese-made anime shump. I'm not keen on the typeface used in the menus but it is in-keeping with the aesthetic and is at least a pixel-art font so that it ties it all together with the rest of the art. I was disappointed at it not having the anime opening. Maybe just as the second attract mode piece? I dunno. Would have been a nice touch.

Shooting feels really good because of the effects in combination with the sound. Good soundtrack too.

The controls do a good job of making you feel like you're piloting a ship and not a cursor on the screen due to the inertia of the ship. This is a blessing and a curse as making sharp movements becomes harder to do than in, say, a game like Gradius where the ship responds instantly to the input made, which can initially lead to a lot of hits taken. I do think this is a very conscious design choice though, as it means that moving is always a commitment and ties in with the game's theme.

There are a few input glitches in the menus when using a DualShock4. The game cursor only moves on negative edge but I imagine this will be fixed soon.

All in all, it's a great concept and a very polished, well-executed package. I don't think it's a new concept, but the game\/dev clearly understands the genre and the lessons learnt from years of classic shumps to distil the ideas well enough into something that feels unique and fresh.

It gets two Bamshews out of two.. Not perfect but Hodgo will live on! Best game in the series so far.Cant play without net connection WTF.. very good
more content
more mission
more enemy
more challenge. This is a blast from the past! I really enjoyed it years and years ago, and am enjoying it now. in HD, nice graphics and ....

I AM PLAYING ON WINDOWS 10 with NO Problems (I followed the Win 10 guide)

Its a real gameplay over Graphics winner. The graphics are poor (20 yrs old) but with the mods they are much, much better. But forget that because the the game play is superb. Its challenging and fun.

Great Tutorials and the manual is great too!

.... found in \\Steam\\steamapps\\common\\Star Trek Starfleet Command Gold Edition\\Manuals

there's an HD mod too

https:\/\/hotandspicyforums.com\/sfc-1-hd-patch-t24716.html#p249851

Back in 1999 it even sold more than the previous years Interplay Blockbuster Baldur's Gate.

With a couple of mods installed this looks pretty good, plays smoothly at 1920X1080 and even with the SFC launcher downloaded from Hot and Spicy will play MUltiplayer.

Really what are you waiting for ..... A different sort of rhythm game. You only have one button to press, but you need to be very precise about it. You control two "planets" orbiting each other at a constant pace, and you need to click or press the spacebar exactly when one of them overlaps the next tile on the track. It's a simple concept, but it quickly gets more difficult as new patters are introduced. First it's just straight quarter beats. Then you need to press at the right eigth beat ("and") as the planets turn a corner, and then you end up going straight up or down requiring you to click on the off beat for a while. You're then introduced to sixteenths as well as triplets, as the track starts going diagonally. It's not really possible to just look at the next block and time it with the animation, but rather you need to look at the track ahead and think what it will sound like, so that you know in which pattern you need to click. You will likely fail at first, but once you can hear the pattern in your head, it starts to become easier.

It's very enjoyable. My only criticism is that it feels a little bit short. Each world is made up of a number of introductionary levels, that slowly build up in complexity, and then one final level where you use everything you've learnt. I would have liked it if there were maybe an extra one or two of those levels in each world.

I'd say it's worth picking up if you like rhythm games.. Best game ever made, fight me. Lots of potential