
Rival Nation Wars Download Under 1gb



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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



MISSION FAILED OUT OF TIME

Bank Infantry 20/20 0 No Critical Injuries	Bunny Infantry 10/10 3 No Critical Injuries	Fanny Spy 10/10 6 No Critical Injuries	Cartman Infantry 10/10 63 No Critical Injuries	Daz Sentry 20/20 81 No Critical Injuries
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MISSION FAILED (No stars awarded)
NO CRITICAL INJURIES OR DEATHS (Complete Mission to earn star)
TARGET SCORE OF 1,000 NOT REACHED (No stars awarded)



NO DAMAGE TO FRIENDLY STRUCTURES!
TOTAL MISSION EARNINGS: \$0

MISSION TIME:	02:00.00	BEST:	00:10.30
MISSION SCORE:	0	BEST:	795

CONTINUE

TOTAL SCORE: 10,502





Bliss. Combine smash hit games Nuclear Throne and Risk of Rain and you get Void Raiders. There are two excellent systems at play that make this game work. First you have the temporary character upgrades/pickups during the gameplay. You are able to purchase one of three upgrades between randomly generated levels and these stay with you until you die. They are pickups such as a thorn halo that hurts enemies close to you or an increased critical chance. These are welcome but incremental, almost anemic, upgrades. They help once you stack 5 or more of each but initially they won't do you much good.

The second system that makes this game work is the permanent character progression. You start with 3 selectable characters and as you play with each they level up. Upon levelling up they get skill points that you can apply to two different skill trees for each character. These are serious improvements and you will likely die a lot at first with each new character. However, once you apply 2 or 3 skill points your character becomes a death-dealing, apocalypse wielding, mayhem spitting machine. To take it one step further for you progression junkies, there are 3 equipment upgrades as well. While beating levels you will earn four different resources and each hardware upgrade uses 2 different, very rare, resources. This will likely be the slowest upgrade path and it seems to be an odd choice at this point given that they appear to be fairly week changes.

This is early access though and the game isn't without it's potential improvements. To be a true classic it needs to tighten up the controls/responses. A real SHMUP needs lightning fast movement and tight controls. The game currently is a little swimmy and the shooting feels off, inaccurate. That might be due to the impossible cursor/aimpoint that is lost in the oversaturated graphics. I'm not a graphics snob and I love pixel art as much as the next guy but I find the lighting, color choice and minimalist art to hurt the experience a little. At the same time the individual art is charming at times and shows real talent. I just think the art direction could benefit from more consistent style and a little more restraint on light effects.

I think this is a true gem in the making. Great work Tryzna83. I nudded 10 times to this. A letter to anyone like me who's tired of lootboxes, DRM, battle royales, and microtransactions -

Get. This. Game.

I have never left a review on Steam until now, but this game needs more publicity than it's getting.

For \$45, you are getting:

- Fantastic single-player story
- Likable characters
- Amazing graphics & immersion
- Solid optimization (roughly 5 hours in as of this review - no crashes or bugs so far)
- Incredible soundtrack & musical score
- None of the things I mentioned in the very first line of this review (lootboxes, DRM, etc.)

I totally didn't need the cosmetic DLC, but I decided to buy it anyway because, unlike so many AAA games on the market nowadays, this one in particular has actually earned my respect - and therefore my money.

If you want another obnoxious battle royale game, you're out of luck. If you want the "thrill" of playing a digital slot machine for the 1-in-1000 chance at getting a fancy weapon skin, look elsewhere.

This game reminds me about all of the reasons why I love to play video games in the first place. If that's what you want, then you've come to the right place.

Sincerely,

Just an average guy named Ryan.. I keep this game in FOV, but currently its unplayable for me, because only "simplified chinese", so not recommended.

"Game discription" and "about this game" written in english, dope looking game, bought blind without seeing the "English Language Not Supported".

BUT at the end of "About The Game": English version and Japanese version are in progress. Because of lacking money(over

400,000 Chinese words need to be translated and may become 1 million in the future.), we have only Chinese now. Sorry for the inconvenience.

If you are wondering there are only 217 owning this game.. + Relaxing & Simple gameplay

+ Most perfect "Flat" Design

+ Perfect for Astronomy enthusiast

+ Easy Achievements

- Why too Short?

- the one "Circle" is annoying to search in Mirror object, better make it Two

- Sound too noisy

Hope another game like this but with Trading Cards. They added giant storage units to support your dreams of building a giant mall. I haven't been to Miami but I've been to Hong Kong, and that's exactly what a Project Highrise mall feels like to me.

The additional features are 'just right,' and I spent the better part of the night blasting through one of the new scenarios. In addition to the bonus mall features, there are two new transit hubs (commuter rail and bus stops) which add more flavour - and also introduce visitors coming from the "right side" of the building. It's a bunch of little things that add up to an excellent little content expansion. I'm very satisfied with the purchase.

I have tons of respect for the developers for doing a small but important gesture for fans of the game: adding a bonus discount to the already inexpensive content pack - kudos for that, much appreciated and respected.

Bonus: the mall "kiosks" including a car demo stand which will no doubt make you want to ask, "do you come with the car?". After playing for half an hour I'm blown away by the beauty of the game, but I'm slightly disappointed by the horse animations (which commonly looks awful in horse games). The default control settings are terribly difficult but since there's a setting for traditional controls with WASD I can't really complain. I already found a lot of weird collisions when out riding freely and I almost get the feeling there's been some lacking QA testing sadly. Also I'm not a native English speaker, but I've already felt that some phrases in English sound very strange and that makes me feel like the translation from German was a bit rushed. Really like the ghost mode racing and the horse care system seems quite fun and hopefully won't get too boring as the game progresses (which unfortunately is very common for horse games too - a too advanced care system usually is enough for a player not wanting to continue playing). Over all I really like it this far!

Cyborg Ninja vs. the Third Reich is a fun platformer. The name is pretty self descriptive: you play a ninja and kill nazis while jumping around.

It's a very fun game, I think the level design is pretty good (and that's coming from a guy that sucks at platformers :P) and it's very enjoyable. The kind of game you play when you just want to chill killing things in front of a screen and jumping around.

If you like platformers you should give this game a go, it's cool and on top of that it's very cheap.. I bought this game for lols and its ok on sale price.

Got a new avatar of a penguin in a hat so can't complain.

How does one get the achievement though? It's a broken link.

You adjust the penguins flight path with your head, you tilt your head up and down to adjust. This is very uncomfortable, it would be much less painful to use the controllers.. Just barely started this, but let me ask you this one question...

Q) How often does someone put EIGHT YEARS of their heart and soul into anything and then offer it for sale for a measly \$5?

To any old school RPG fan... this game is a MUST BUY... Pass on this game and you're missing out on a real indie RPG GEM!!

With over 10 hours of content including hundreds of screens and dungeons to explore, tons of quests, and NPCs to talk to.. for \$5.... The VALUE is through the roof here! My value aspect of my scoring is worth 40% of every score I calculate...

VALUE: 40 out of 40 .. 10+ hours of old school indie RPG goodness made from the heart. Easy 40!

FUN: 28 out of 30 - This game isn't just a casual turn based RPG, Oh no.. this is action RPG stuff right here! Love it!

CONTROLS & BUGS - Controls flawlessly and can be played with a keyboard and mouse OR a controller. This game even allows you to customize your keys to whatever you desire. EASY 20 out of 20 here.

GRAPHICS & SOUND - For the type of game that this is, the graphics and sound are top notch. 10 out of 10

MY FIRST IMPRESSIONS SCORE: 98% And with only 9 Zaxtor's Indie Gold selections so far in 2019 (Out of about 80 games reviewed).. this game seems the PERFECT ZAXTOR'S INDIE GOLD to make #10 this year!

A 98% and a helluva bargain for the amount of work and heart this developer put into this little gem! This game deserves to be a top seller on Steam and help this developer buy a new house.. or at least a new car. No kidding! Please give it a try and when you love it.. as you definitely will.. be sure you tell ALL your friends about it too!

To the developer... A sincere "thank you" for offering eight years of your work and heart here a five dollar bill. What a steal! ..I only wish more indie developers.. and more importantly.. I only wish ANY triple A game company were more like YOU!

Not only is this game "Highly Recommended", this game is a "MUST BUY" to any and every RPG fan out there!. This is a very difficult DLC if you are a new player but adds some much needed additional content to what would otherwise be an overly short game. Its uneven difficulty aside, the overall quality of this DLC content is very high. This is an integral part of Sanctum 2 and if you liked the main game you should probably try to play this as well.. Its great to see a football game on PC!!! that being said.. this game has a lot of issues the dev always says will be fixed for their "2016 version" instead of updates that need to happen for his current verison. Things like a kicker easily hitting a 65 yard FG every time for AI or not having 4 quarters for a football game... I love seeing a football game on steam but "wait til 2016 version" Is not acceptable from the dev for things that should be included now it has me giving a thumbs down.

I would say to not give into their kickstarter for their 2016 edition until they fix the issues plaguing this version. I will be happy to turn this review into a positive when these core issues are fixed by the devs. At such an early stage in a franchise it is definately not a good sign they are going the way of EA/Madden with "wait til next years version for this basic feature".

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