Nebulous Full Crack [hacked]



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About This Game

Painful physics puzzles... in a fun way (trust us)!

Nebulous is a physics-based puzzle game where you must help guide Commander Dash Johnson, a trapped astronaut, through maze-like levels, seeking the next wormhole to his eventual freedom. Arrange the pieces of the puzzle so that when he falls, gravity and momentum guide him safely (and probably painfully) to the end.

"This is just a chemical reaction - all in my mind. And what a fine, strong mind it is - handsome even - and more than capable of riding out this hallucination, clearly caused by cosmic rays... Right?"

Multi-dimensional levels!

Every level has up to 5 playfields, arranged in a cube. Rotate the level and move the objects in each panel, then release Commander Johnson and hope he makes it through to the final wormhole! Deal with unreliable gravity, trampolines, conveyor belts, and other fun inconveniences.

"What if this isn't all in my mind? What if... what if something is moving these objects? Or someone..."

Oculus Rift VR-o-Vision Support!

The game is designed with the Oculus Rift in mind. You can interact with the world by turning your head to select and move the

objects in each level. If you don't have a headset, you can also play with the mouse.

TL;DR:

- Solve a plethora of brain-teasing puzzles
- Use or dodge bouncy aliens, gravity machines, conveyor belts, space rocks, lasers, blocks, blocks, and more blocks (and other stuff)
- Physics-driven puzzle "fun"
- Fun is in quotes to show that it's actually really fun
- Guide a powerless astronaut through an absurdly horrific limbo and relish his misfortunes as he questions his sanity in fully voiced dialogue
- Play hands-free in fabulous Oculus Rift VR-o-Vision
- There's no such thing as space madness

Title: Nebulous Genre: Casual, Indie

Developer: Namazu Studios Publisher: Namazu Studios

Release Date: 29 Aug, 2016

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Minimum:

OS: Windows 7

Memory: 3 GB RAM

Storage: 2 GB available space

English







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Well this game is bloody amazing.

Wish I knew it was out sooner, This is truly a hidden gem on Steam.

You use a basic mechanic of creating platforms that stay underneath you as long as you hold the button down. You can walk, and the platform moves with you. But only for a short time.

You are usually given 1 or 2 that you can create after a jump (the levels show you how many platforms you can make in midair)

That's just the basic, though.

There are several different types of plarforms you earn as you complete entire stages, there's a meter needing 130 crystals, once you earn them - and beat all the levels in that stage - you can unlock a new platform, and move on to the next set of levels.

They add layers into the basic mechanic that really make you think.

Also, you collect little triangles, they usually pose a puzzle challenge in how to get them- and get away without taking damage, because if you get hit after grabbing one, it resets.

There's also lightbulbs, you "surf" your platforms through, breaking them; which causes flowers to appear higher up in the level. That is what you need to collect in order to advance.

You can take 3 hits (or more, depending on powerups, etc)

When you take a hit, you are sent back to the furthest checkpoint in the stage (even if you backtrack to the bottom, and then get hit - you are sent to the last checkpoint you reached progression-wise.)

When you exhaust all your hearts, you are sent back to the start of the level, and lose a life - but the level remains, all the stuff you did in it is still done, you're just missing a life, and have to re-climb up.

The visual style is simplyamazing, it's very colorful, neon, very fun to look at it all unfolding.

Absolutely recommend this to game, it is simply a gem.

. IF YOU LIKE FUN. A solid experience, this game is a mix of shooter and tower defense mechanics, and the environments are incredibly charming as well.. I'll always hold Dofus close to heart. The characters/classes, the world, the crafting, the music, everything. I've sank so many hours playing Dofus (outside Steam) during highschool... The memories are lovely. I've played it recently and I still loved it.. a stellar precision platformer with a lot of unique charm.

in slime-san, you help the titular slime and his bird friend escape the insides of a gigantic worm. mechanically, the slime's abilities are pretty simple and easy to grasp - he can move, jump, wall kick and dash, but also has the ability to morph. morphing

allows slime-san to move through certain walls and elements of the level, but also slows down the game time. the game utilizes this unique mechanic to its full extent in tons of different ways, but is also great for getting through some tough situations. slime-san controls very well and the skill floor is low thanks to these simple abilities, but the room for mastery over the controls and the levels is incredibly vast.

there's about 101 levels, and each level consists of four screens (with the exception of a few boss fights and such), totalling to almost 400 screens, on top of a collectable for each room... there's a lot of content to this game! the levels themselves offer a ton of variety, and the game introduces new level elements up through the very end of the game. these always feel fresh and unique; the devs have done a superb job of making the levels creative and challenging, yet also fun and satisfying. if a level editor is ever added i have no doubt that creators could make some great things using the level elements the game has to offer.

the visuals look like other sorts of retro-y games at first glance, but a lot of care has been put into a bunch of small details that really make it work. what's really neat is the limited color palette; the game uses a green, red, white and some shades of blue to color everything, and this makes it easy to tell how the environment, objects and enemies will interact with slime-san. white things are solid, red things will always kill you, green walls can be morphed through, and so on. this is really important in a fast paced game like this and it conveys everything you need to know immediately. the colors can also be adjusted to accommodate for colorblind players.

musically, the soundtrack makes use of a lot of chiptune and retro game synths. it's always super catchy and memorable overall.

there's even more i didn't cover and i could go on about the game, but i think i've said everything i needed to. this ended up being my favorite from the april monthly humble bundle and i keep coming back; pick it up if you have the chance!. I love this game! It's so addictive!!!

It would be nice if future patches relieved us of the tedium of managing the supply chains, but I suppose that's half the battle!. Pleasant simple game and loved it!!. Great game. Very interesting artstyle and one of the best soundtracks I've heard in a while. Intuitive gameplay which encourages split second decisions and instinctive movement. With any worse control, I'm not sure this game would work but everything feels smooth and natural. Yep, one of these smaller games which are good and funny.. although a bit laggy a good game in genral

Good game but too short. I love that mechanic of enemys & shooting. DLC's dosn't work and it's sad :(. Hope u will develop this game.. Don't buy yet (I refunded).

1.

Graphics are not what was displayed in the trailer (I set it to max\/high).

2

Multiple Control schemes (joysticks and gamepads like the 360) are either half working (missing buttons like fire! Making this into a walking\flight simulator and getting shot at!!!!!) or not working at all.

3

Lack of developer's (or devoloper) responce to forums.

4.

Game may be taken down due to copyright.

5

Possible Cash Grab Only.

You have been Warned.

I personally hope this changes.

If it does in a few months, I may rebuy it.

But so far I'm scared I wasted my cash on a fail product.. i only bought this for zombies tbh. Simple -- But not so simple...

So this was a very interesting experience. I am a Oculus user and really enjoyed this with my touch controllers. I felt like the ruler of my own little galaxy. Give it a shot -- I mean hey... It's free!. not worth it. Really really boring.. It really surprises me that there is so little DLC for this game, and that it's mostly for the handler and not your character. But it adds to the fun for a reasonable cost. When costumes in MMO's cost \u00a310-30 each, this is really a bargain. I guess whether you think it's worth it depends on how long you intend to play the game.. Hahaha, I don't know how I feel about the hours I have on this game compared to the average. I've admittedly fallen asleep playing this game a few times, though, so I probably shouldn't feel all too bad (the game's ambience is relaxing, what can I say?).

In all seriousness, though, I have enjoyed this game. It's definitely a fun puzzle with a unique twist. I will admit that this game is very math heavy, to the point where some might not consider it much of a casual game. If you want a puzzle game that uses minimal to no math skills (such as a Crosswords, Sudoku, or Bejeweled), then this game is not for you. However, if you're bored with Sudoku, Kankuro, and Nono puzzles because they've become too easy, then this is the perfect casual game! Don't let the fact that it might not be what you consider casual deter you! If you're anyone like me (average intellegence and stubborn enough not to look at a guide), some of the puzzles might take up to an hour to complete (the ones towards the end were tough), but I still enjoyed the puzzles nontheless. If you are a fan of math or Kankuro, then this game is for you!. Can't buy it anymore herer. But Damn. Grab a tank and shoot a guy. That fly straight up is so good.. Too barebones, UI is a clunky outside of the network issues I wouldn't really recommend this for someone who just interested in the game. Tutorial lacks finesse, the text gets in your way of playing the tutorial. Seems like a mobile game not a PC game. UI Information isn't displayed well.

Based on this company's port of agricola I'd say the base of making board games and tutorials were done and they decided to quickly port two popular board games they could get the rights to.

Must like the board game to start with to overlook the issues with this board game port.

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