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## Rival Nation Wars Usb Download



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### **About This Game**

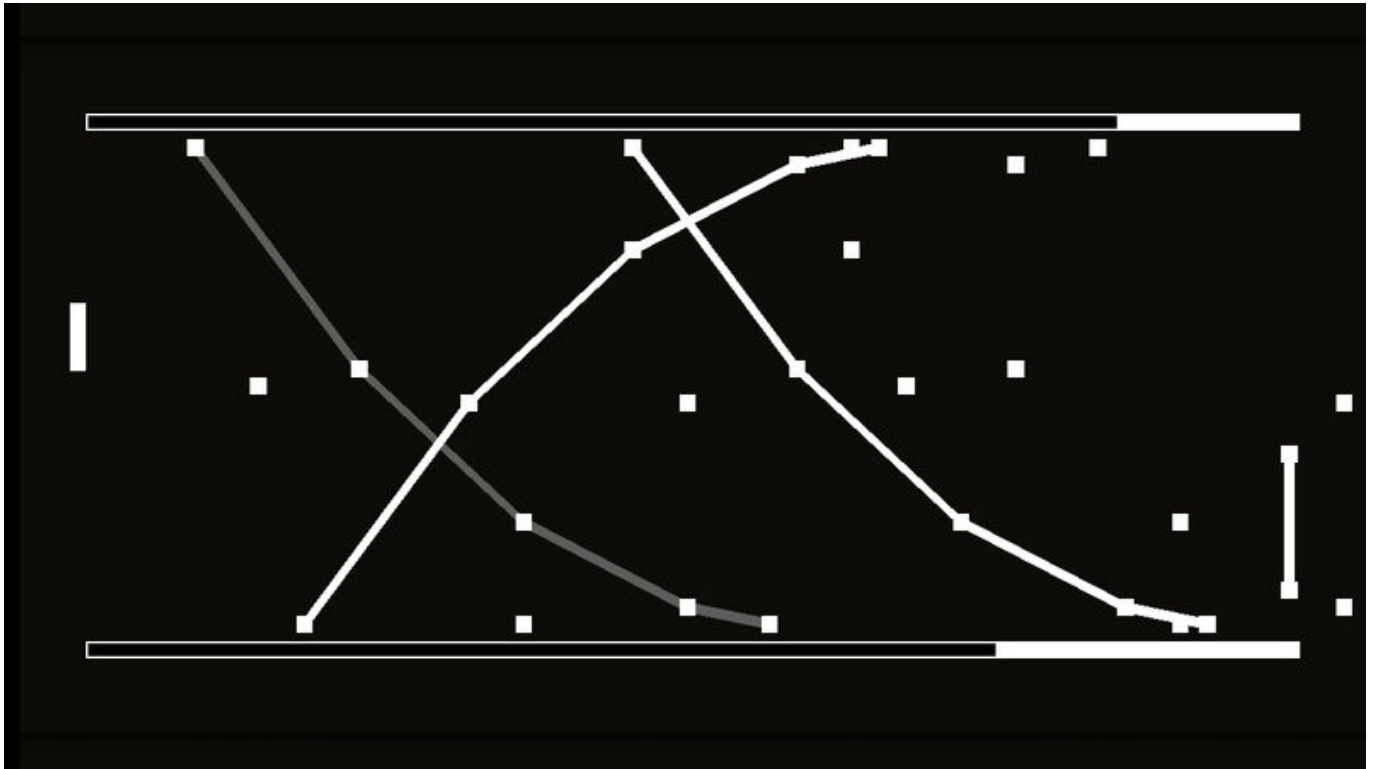
Rival Nation Wars is a 1 or 2 player real time strategy game in which you research technologies, build buildings, and manage your workforce, in order to purchase the weapons you'll need to defeat your enemy before it defeats you. Rival Nation Wars has a 1-player campaign mode spanning 18 scenarios, 2-player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

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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







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123 slaughter me street 2 is an interesting prequel to say the least choosing to do something quite different than the first game instead of just surviveing from point a-b with killer puppets it's a game of hide and seek with killer puppets

#### Pros

Once again the Puppets look great my personal favorites would be Nightmare and Screamer

While extremely simple the Hide and seek mechanics can be fun

Like the previous game there is a dark and cryptic story to discover in this game but I would say this game does a better job with its naritive thanks to a few ingame cutscenes accompanied with some nice rhymes

Honestly there's more to watch on TV in this game than there is in real life

It's nice to see the original 3 puppets again even if they don't do anything

Nightmare's cool

The 3 main puppets have distinct mechanics

Survival mode's cool but still kinda broken I got a high score of over 3 hours sitting in a corner in the basement until I let myself get killed

A recent Patch has fixed most of my problems with this game and added a Challenge mode for beating the game called lights out were it's pitch black with no safe spots you can technically hide just about any where if you hold still and keep your light off but if you thought the game was to easy then I'd definetly reccomend Lights out

#### Cons

While the 3 main puppets do have distinct mechanics I barely noticed evidently the greeters revenge likes to stick around and the screamer is afraid of light I honestly never realised either of these 2 facts in my playthrough

When the screamer finds you he'll scream and alert the seeker and greeters revenge but I swear he has the quietest scream ever I can barely hear him (edit this issue has been fixed)

The puppets don't really offer any sound cues to help you figure out where they may be lurking (edit this has kindof been fixed each puppet has distinct sound cues now but I can't really tell where they are by sound for the most part)

Like the first game I wish I could customise the controls now these controls aren't the worse but they do require some getting use to

If your objective spawns upstairs your kinda screwed

2 Personal problems (as in I haven't seen or heard of this happening to others) whenever I try to jump downstairs or look at the ledge to do so my game just stops working the frame rate drops to like 1 and I can't even pull off the jump also a similar problem occurs on level 10 due to all the extra textures I'd imagine the frame rate just drops It's not as bad as though since well I beat the game and lowering the graphics seemed to help a little (edit both of these issues have been fixed now I have no problems running this game at max settings)

So overall this game is alright it has a fare share of flaws (most the flaws were fixed in a patch) but it was still fun and I would reccomend getting it during a sale or whenever your up for spooks. I've heard that some people complained about the poor emulation. Despite these quirks, I had a decent time with this game. It reminds me of games like Final Fight, Streets of Rage, Golden Axe, etc. You don't see games like these nowadays.

By the way, if you want to change the controls in this game, you have to press Alt+Enter, and from there you have to navigate through the settings. It's similar to what you might find on the Snes9x Emulator.. This is really great, so heres my pros and cons i guess.

#### Pros:

Multiple skins

Good horn

Bell is nice

#### Cons:

Huge bright squares appear if you go in free mode and go far away

Bell is quiet when your close to the loco. Pretty good stuff.. This Game is Awsome,

a simple clasic game

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a nice remake style in the classic nostalgia game of rollercoaster tycoon,  
create crazy lovely park , open your phantasy and creative and start creating your dreampark,

over 300 hours and still love it and dont get bored :) and the community is great !!!

(ps sorry for my gramatic :P )

. good tower defense game can't say but the music in the game is AWESOMEEEEEEEEEEEEEE I wish they add more songs

though the graphics did not impress me and I liked it simple tower defense !!!!

;-. A fairly good game. Loads of fun, whether in Missions, Onslaught, and especially Sandbox.

The game is just spawning different beasts to fight each other in a TABS-ish fashion, but with more gore.

The choice between many beasts and the ability to attach weapons to them makes for very fun battles in Sandbox. You can even edit beast HP and damage.

Lots of replayability, mostly because of Sandbox. You can also attempt to beat your lowest money spent on the missions.

Even though it's lots of fun, this game isn't very polished. Multiple key features are missing, and glitches happen a lot.

Features that should be added include but are not limited to:

- Editing beast stats and team without having to delete and replace them
- Better controls for tank
- Better aiming for tank (cannon vertical angle adjustment)
- Better aiming for weapon attachments (vertical angle adjustment)
- Better aiming for turrets (vertical angle adjustment)
- UI shows how to control flying beasts
- Fix beast body parts stretching too much and breaking game

Even with all the gameplay issues and glitches, this game is definetly worth the 10 or so dollars you pay for. Hours of fun.

. I'm not sure why i bought this, probably because i found the trailer amusing, however i wouldn't recommend this game unless it was drastically on sale. Puzzles and gameplay are very simplistic, i would give this game to a toddler and expect them to beat it.

All in all i did enjoy the 2 hours i played, however getting 100% completion in 2 hours isn't what i was expecting when i purchased the game on a whim.. pay 2 win piece of garbage with no controller support outside of well known controllers that cost a fortune so HAVE FUN by the way don't you love when the key mapping just doesn't work sometimes ME

ING TOO lets not forget good old airplane stunt rallies and how it tell you to do a flip but then the game says "you can't flip" and makes you un-inverted in the middle of the flip canceling it and ruining your chances at victory in all DON'T BUT UBISOFT GAMES THEY ARE JUST MONEY PRINTERS WITH CUTSCENES. This game is a mess.

The controls are terrible, graphics are ugly, bugs abound.

The landscape is barren and covered with broken pieces.

Just awful.

<https://youtu.be/VuozPj5uCXv4>

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Star ruler is truly one of the best strategy games i have played in a while..... the colonisation is fun as well as the building.....if you just want to build and command ships you can as you can set the AI to build your worlds for you.....all the mundane tasks like telling your ships to refuel is also controlled by the AI giving you more time to play around with your tech and take over the galaxy. all in all i give it a 4/5. GAME: Eye In The Sky

TYPE: VR Puzzle Game with Local Co-Op

TLDNR: Eye in the Sky is a great little VR local Co-Op game. Recommended.

Eye in the Sky is a fun little VR puzzle game. It has a local Co-Op game which is nice to see in a VR game. Co-Op is also the reason I purchased this game. One player uses the Keyboard and Mouse to control a little robot (that looks like a mini lighthouse by the way lol) and the other player is a much larger robot in VR. You work as a team and help each other as you solve puzzles.

The game is broken up into various "areas" that lead into each other. The goal is easy... get the little robot to the escape point of the level. To accomplish this goal you use simple controls. The keyboard player controls the cute lighthouse robot and can walk around, jump and pick up objects. You can also activate some switches by standing on them. As the Giant VR robot you can pick up objects and place them much higher as you are many times larger than the little robot. You can also use your height to help guide the little robot to objectives. You are unable to pick up the mini robot.

You use cubes to operate switches and buttons and both robots can pick up these cubes. Most of the cubes are hidden throughout the world. Some the large robot in VR can pick right up or grab for the little robot to use. Others the little robot needs to get for you because they are out of your roomscale or standing boundary. As the giant robot in vr, you are limited on where you can walk so it is up to you to help the little robot get where they need to go. To help, the large robot can use their controllers to laser point at things while the little robot can signal where they are at in the world with a light that pulses from them into the sky. You need to work as a team to complete the objectives.

The puzzles slowly ramp up in difficulty but not so much as to make you want to beat your partner to a pulp... My wife and I found the game to be most enjoyable and our twitch viewers got a kick out of the shinanagans that inevitably ensued.

The game is not extremely long but we enjoyed it so I believe it worth the purchase price. I look forward to seeing if they add anything new over time. The game played quite well and we did not encounter any game-breaking issues or bugs. We played on the HTC Vive.

Overall I recommend this game for great co-op fun times. To see me play this and other VR games, please stop by my twitch channel and say hello!

SirSelrahc

<https://www.twitch.tv/sirselrahc>. I'm kind of blown away at how well this works. I'm getting ready to buy a USB pedal just for this.

[If you ever wanted to try drums but didn't have the funds or space now is your time. Play a drumless rock or metal track from Youtube and you'll feel like a rock star while playing it.](#)

[10!/10. I was very disappointed that I had to ask for a refund on this game because it was the only one I could find that would let me put in my own photos or screenshots for puzzles, but it required a VR headset \(which, after buying the game, I was informed that I did not have --- it's a thing that actually fits right on your head -- over your eyes ---- who knew such a thing even existed???\). Anyway - the game is probably a great game, but for me it didn't work out.](#)

[I rating it as recommended only because I am truly in no position to say it isn't any good but I wanted to get a comment in here to let folks like me know what, exactly a VR headset was so they don't make the same mistake.. Even though this game was released in 2004 and was an Xbox game, the game is still amazing to me after all this time. I played it back on the xbox when it came out as a demo then the full game and i still love it. Its the game that got me into gaming as a child/teen. The graphics are pretty, the characters are interesting and leave me wanting to know more about them. The music is really nice. The combat and weapons are alot of fun and are unique to each character. The bosses.... dont get me started - -](#)

[10V10 would recommend this game to anyone.. This is a phenomenal piece of software.. Metroidvania, puzzle game, platformer, all rolled into one. Gateways will have you running around a sprawling underground laboratory collecting goodies and upgrades while you try to escape. Along the way you'll also pick up an assortment of 'gateway guns' which allow you to](#)



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[create portals with varying effects: you'll be able to change the direction of gravity, resize yourself, and even travel back in time using your gateways!](#)

[This a very well designed and polished game, but also a very challenging one. The later puzzles can be absolutely maddening, often requiring the use of all four gateway guns to solve. Luckily, the blue collectibles you find throughout the lab can be used to buy 'hints' as well as show the solution for any puzzle you get stuck on.](#)

[This is an excellent game, but if you're easily frustrated by puzzle games, you should probably consider skipping this one.. Lots of nyan, not many clothes. Very short playing time. nyan! Cute game but I wouldn't recommend it if art style is important to you..](#) [ING ALGERIANS KILLED MY POPE](#)

[in all seriousness, a very fun game with lots of variety. cossack games and their spin offs are great :\). Right off the bat: I'm NOT gonna be one of the folks who review bombs this game for CA's politics and their decisions regarding a different game I didn't even buy, so I'll bump this up with the positive review it was going to get from me after just under 200 hrs on the game before all the controversy anyway:](#)

[For its age, Napoleon Total War still a solid game that fixed many of the issues that were apparent in Empire with the new engine. This would be greatly improved upon by Shogun 2, which I've already played more than double the amount of time I've played this game. Its line land battle mechanics are great, and with enough patience, the clunky naval battles still have their fair share of fun. These were the improvements needed to get Shogun 2 working even better. The campaign is much less of a mess since it focuses on different parts of Napoleon's conquests. There's still an option to play other countries in a grand campaign game for those looking for that experience.](#)

[That the game is solid on its own and allows for mods to be built on top of it, especially great conversions like North and South American Civil War or Napoleonic Total War 3, is an absolute blessing.](#)

[The one thing I'd say is incredibly disappointing in this Total War is the siege battles. You've GOT to be kidding me with those forts, man. They're bland as hell, and there's so few to choose from. And if you're fighting with AI, well, they'll try to put up a fight, but it's incredibly boring unless you're playing with another person. Thank goodness CA did a way better job with those gorgeous siege battle maps in Shogun 2 after this.](#)

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[CA, come on. You're better than this. Censoring folks? Locking threads? You might have shut down a couple of trolls, but the folks with serious, even valuable things to discuss are shut down, and that's what's gonna come hit you back. If you wanna be historical with your games, stay historical with your games like you've done with the past, like this game. And you don't win by throwing shade at the people buying your games either. But hey, I'm no historian. If there's actual historical basis for your development decisions, I don't see the problem people are having. If not, there's no benefit to the way your staff seems to be addressing people criticizing it.](#)

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