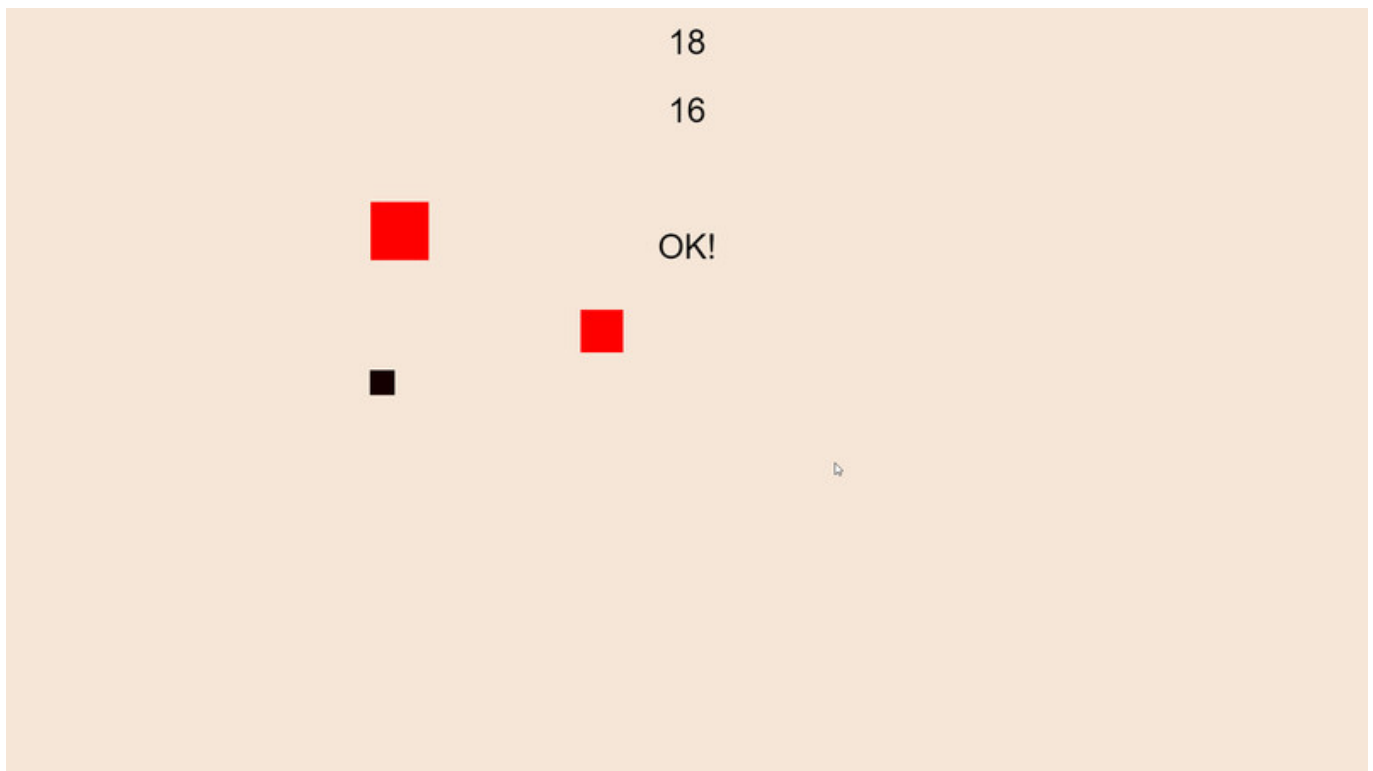

Nuclear Powered Toaster Crack And Patch



Download ->>> <http://bit.ly/2NGp6pE>

About This Game

It's always a bit stressful on graduation day. The uncertainty of the future, the excitement of endless possibilities, and of course getting blown out of the sky by a weapon that should no longer exist. Welcome to Earth in the 24th century.

Nuclear Powered Toaster is a 160,000 word interactive sci-fi novel by Matt Simpson, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

Humanity is a pale shadow of its former glory after two nuclear wars and living under the constant threat of orbital attack. You...won't really be able to change any of that, but if you play your cards right, you might just live to see another sunrise, and possibly even unravel a sinister plan!

- Play as smuggler Alexi Beaumont, or superpowered government agent Fiorella Branford for two distinct experiences.
- Meet new and interesting people on Duck Mountain, and try not to be incinerated by them!
- Team up with a henchman, an actor, or the solar system's oddest janitor.
- Uncover a global conspiracy and bring down a mysterious terrorist...if you can.
- Resolve situations with wits, force, or just harness the erratic power of pure insanity.

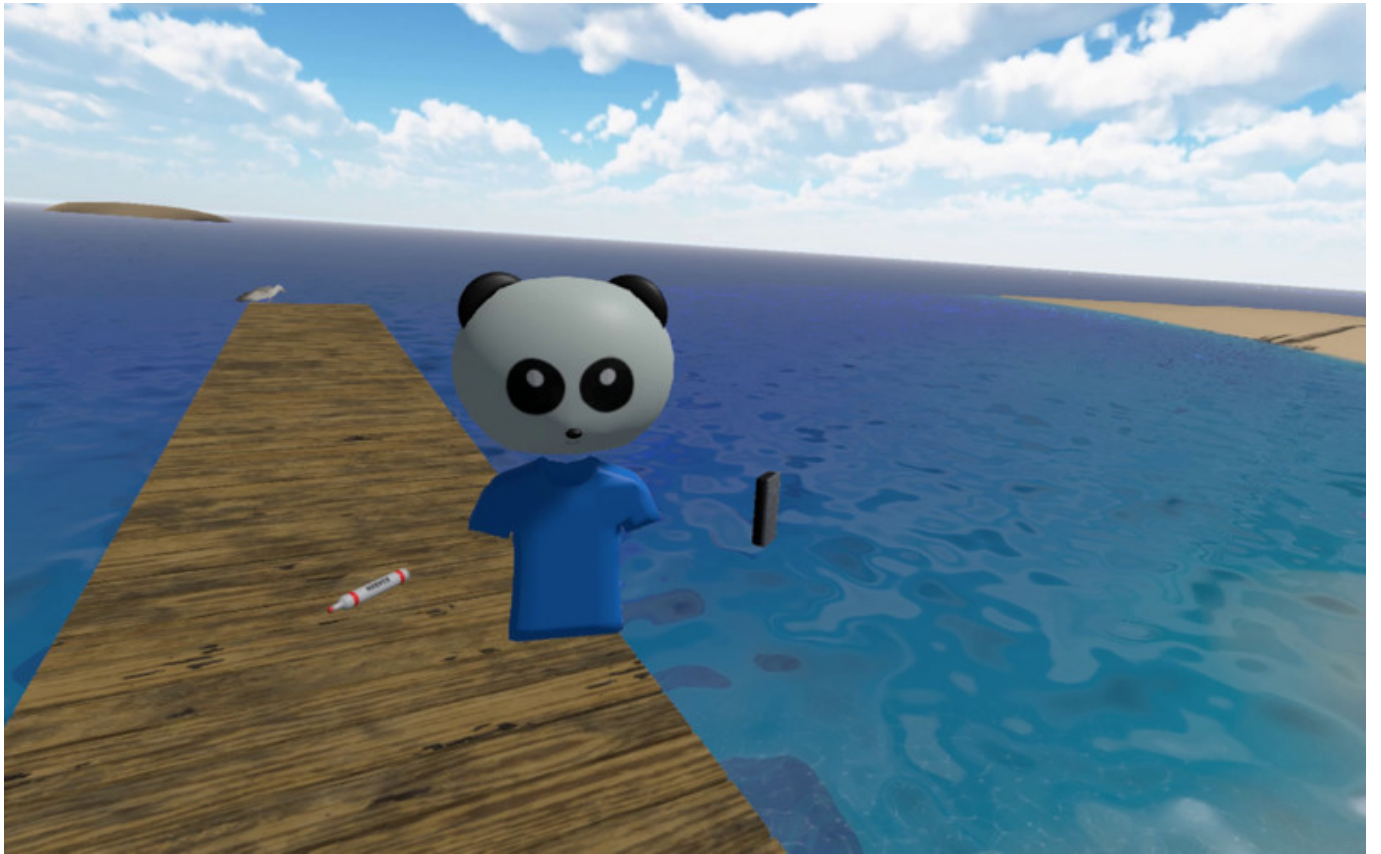
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- Endeavor to keep on good terms with your comrades, or risk turning an ally into an enemy!

Comedy, action, and a pinch of absurdity await those who board the Nuclear Powered Toaster!

Title: Nuclear Powered Toaster
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 25 Oct, 2018

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English







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Cool and fluent combat mechanic. Gameplay wise this game is good.
But it punishes me for not being stealthy. And I hate stealth!

Still this game is promising.. A simple, fun, and casual game which has significantly improved over the past year. I started playing this game during beta and before their Steam release, and it was a good no-brainer distraction with lots of potential. The developer actually contacted me by email, thanking me for the feedback I gave them during beta. Any developer that takes the time to accept constructive feedback and incorporate game fixes will definitely build a loyal following in the long-term.. Honestly not worth the download. This game is just amazing, beautiful graphics, awesome and catchy music. From someone who loves music and LOVES games, this is the best of both worlds. Would highly recommend to someone who wants to just relax and listening to music.. this game is so broken. Absolutely gorgeous party game. Well done!. 9/11 would uninstall again. 9/11 would no recoil again. 9/11 would no ammo again. 9/11 would GoldSrc graphics again.

Crimsonland 'clone'. Not as polished, but still fun.

- Bad AI. This is probably the biggest issue with the game: All enemies move directly towards your current position - making every enemy essentially identical and your movement options are more strictly limited (mostly circling around backwards). This also makes it so any pick-ups they drop are impossible to collect without taking damage. Contrast that with Crimsonland which has (some) enemies with a set route until attacked (meaning they'll at times be moving away from you allowing you to get into a better position or have more options to position yourself).

- No damn crosshair sprite. How lazy can you get? You have to aim w/ mouse pointer.

- So far haven't gotten any perk choices like Crimsonland offers.

- This game appears to be far shorter. But also...

+ Far cheaper than Crimsonland.

+ I like fighting these ugly monsters (**cough*zerg*cough**) *more than the ones in Crimsonland (though those are better looking sprites and ALL are animated! - a lot of these just bounce up and down as they move around)*

**Crimsonland spoiler:I doubt this game has a bonus typing mode.*

- Button text is not in English!

- SFX & GFX\sprites ripped from StarCraft, Crimsonland, Counter-Strike and probably some other games. (But I guess that's how you make cheap games, you 'borrow'). This is a physics based puzzle game.

This basicly one of those wooden labyrinth games were you tryed to get the ball to the end of the maze without landing in the holes, but in this game you want to get the ball to the end and not break the ball from a too high fall. Flipping from side to side is how you give mommentum to the ball.

The open level system is kinda good. You can beat a level and open levels that are at a higher level then what level you yourself is on, but that is because the level layout is like a maze.

Music, graphics and the gameplay is uninteresting and you pick up mommentum too fast in my opinion.

This game has cards and badges, but no achievements.

It usually goes for cheap and even in a pack so if you want a casual physics based puzzle game, then this might fit you aslong as you are able to overlook the flaws.

Have fun, enjoy and watch out for the minotaur :). Its a game that exists. Was inlove with the game as a kid, I spent hours upon hours, without knowing it was the Demo version. Nostalgic. Though, after playing TBOI and Gungeon and other bullet hell games, took me one run to finish the game. Thought it would have a bit more variety in the weapon upgrades but seems like getting to max weapon isnt hard. Btw, if anyone has problems with quick flashes and lights, do not use the Laser weapon(The Yellow One).. Can be donald trump 10\10 IGN. This is a re-review (I kept the original review below this). Originally I was frustrated with the game unintuitive mechanics and UI, and I critized quite a few things that actually weren't true, but I misunderstood them due to lack of good tutorial and help system. The developers were extremely responsive to my feedback, and while there haven't been big UI updates (which I understand budget-wise, since this wasn't probably a selling breakthrough), they changed at least a few things (made the game less grinding and probably a bit easier). I got interested again and decided to properly investigate and understand the game mechanics, and I finally mostly do. I have created a steam guide for other users, so that it's easier to start with the game and you're not confused by a million of things. Hopefully it will help the game sell better. You can read it here:

<http://steamcommunity.com/sharedfiles/filedetails/?id=832774845>

[After finally having understood the game, I found it a lot of fun. It's challenging, but not exceptionally difficult if you know what you're doing \(that's a big difference\). I'm even in the top-10 global ladder already, which I find amusing considering my earlier impressions and review. The game is a well-done mix of action and strategy.](#)

[I'm still unhappy about some design decisions, but with the guide, it shouldn't be such a problem now. I created a long list of suggestions for the developers on the forums and they read it all and respond to everything, which is great. Hopefully the improvements make it into the future versions of the game, if it continues to sell reasonably.](#)

[Older review below \(mouse over to see\)](#)

[Death by Game Show reminds me of Hammerfight - a great game with awful UI and obscure game mechanics so that you seriously wonder whether you should suffer through the shortcomings and try to enjoy the fun that is there, or smash the keyboard and never start the game again.](#)

[I love the presentation, the art, the style \(heavily inspired by Idiocracy movie\), the humor. I very much like the tug-of-war game style. I also like how everything is exaggerated, chaotic, distractive. Tens of objects moving at once, everything flashing, exploding - just great.](#)

[However, the UI and the game mechanics are so obscure and unexplained, that it kills the game. At least for me, because when I play the game, I want to know the rules, and not just button mash \(this game is too hard to do button mashing anyway\). You can read my detailed reservations in the section below.](#)

[I'd really like to continue playing this game and enjoy it, but at the current form, it's very hard to do. This game desperately needs a\) proper in-game help with game mechanics well explained b\) usability testing and UI improvements c\) less infuriating item progression system. Until then it is a very very rough experience.](#)

[It kinda makes me sad to leave a negative review here. I mostly like it, just certain parts of it make me go nuts. Maybe I'm just too thick-headed. If you don't mind the lack of help and a confusing UI, try it out, maybe it will click with you more.](#)

[Notes for developers](#)

[The in-game help is probably the least helpful help I've ever seen \(it's funny, yes, but that doesn't *help*\). And there are so many unknowns. Why some buildings or units appear or disappear from your "inventory" at some point of time. What is even the inventory the game is referring to - units, power-ups, buildings, everything? How does the wheel of fortune work? How do you charge it up? What is the spin bonus for? Why does my vending machine sometimes stop producing units for a while, even though it has enough energy? No one knows. There are a few helpful hints in the tips, but you can only see those when you die.](#)

[The whole progression of items from previous to next levels seems to be convoluted and nowhere explained. After 2 hours of playing I accidentally saw a tip bubble that I need to "pack things up" if they should persist. I got mad at that point, because it means I've been losing all my items for 2 hours. But what does it apply to - buildings, or even units? What if units die, can I still "pack them up"? A core mechanic, almost unexplained. Needless to say, there are no game guides on the Internet.](#)

[The UI. Even after hours I still don't understand all the widgets at the main screen. The in-game zoom levels are "everything is too big" and "everything is too small". Why not continuous zoom? It's very difficult to place buildings in the strategy view, because you can't do it in the more useful zoomed-out view, and you also can't move the ground while placing the building. Recalling buildings is weird. Recalling certain units \(iTCEs\) is almost impossible, due to how the icon shifts when you click it for the first time. Very often your own view moves with every click on "swap\recall unit" icon, which makes double click on that icon impossible even for ground units. Key E to recall all units is mentioned once in the tutorial, and then not mentioned anywhere in the key overview in help \(I had to replay the tutorial to remember the key\). Double click to refocus your units never works as you would expect. When your rocket arrives, your strategy view becomes unusable, because it forces your screen to be centered on the rocket and it can't be moved. You can't click on enemy buildings to see what their abilities are. You can't see the firing range of your own buildings. There's a difficulty slider at the beginning of each level, but there are 10 options you can choose\(!\), each with different ruleset, and you have whooping 10 seconds to read it all and make a choice. I never managed to read through even half of that. \(Why on earth would you time-limit the difficulty picker?\). I could go on and on. It's unfortunate that the devs didn't let 10 of their friends play the game \(without seeing it in advance\) and see how they struggle.](#)

[There are certain parts of the game which I find infuriating. By trial and error \(because it's of course missing in help\) I figured that if you pass the level, your non-damaged buildings and units are returned to you. But if you fail, you lose everything even if you hit Retry challenge. Unless you manually pack up everything possible just milliseconds before dying\losing \(using the strategic overview\). Does that make sense? I don't think it does. First it adds needless busywork before each failure \(packing up things\). Second, if you forget about it, you need to go to lower levels to grind things back up and then finally try to repeat this level again. That seems to be a deliberate decision how to make this game artificially longer. I don't approve that. Grinding is not fun. It would](#)

*make sense if I lost items destroyed during passing the level. But if I want to retry challenge, it should automatically give me my undestroyed things back, without busywork. And probably even destroyed ones, because that's the purpose of *retrying*. Anything else is a chore.*

Another example are time limits, which are extremely tight and you need to exactly know what you're doing to make it. Time limits are again a mechanic which is usually rather annoying than fun, and it's true also in this case, at least in their current ultra-strict configuration.

*From psychological standpoint, it would be much better for the game to have 3-4 difficulty settings (easy, normal, hard, insane) and default to normal. That would allow people to bump up difficulty if they feel like it, but also not feel like wusses to lower the difficulty for each level. Many people will rather quit the game than to lower the difficulty (including me, I'm not going to go lower than the *default*, I'm not a sissy -> I'll rather not play it). Making the insane difficulty the default was not a smart move here. I understand the "from hardcore gamers to hardcore gamers" sentiment here, but that could've been even without sacrificing the rest of the audience.. I mean, it's okay. I'd give it a neutral review if that was an option. It's a bit shorter than later entries in the series, and the puzzles aren't as well integrated. There are a few sequence breaks and things that don't make sense (conversations referencing things you may not have found yet, etc).*

Also, despite being remastered and thus newer than a lot of the other games in Steam's Nancy Drew collection, it has some weird technical problems, including (for me) crashing every time I alt-tab.

But in spite of that it's still very playable. If you've played the better Nancy Drew games and want more, this will do fine. If you're looking for an entry point in the series, there are better options (Even though this one is first chronologically, it doesn't really matter)

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