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About This Game

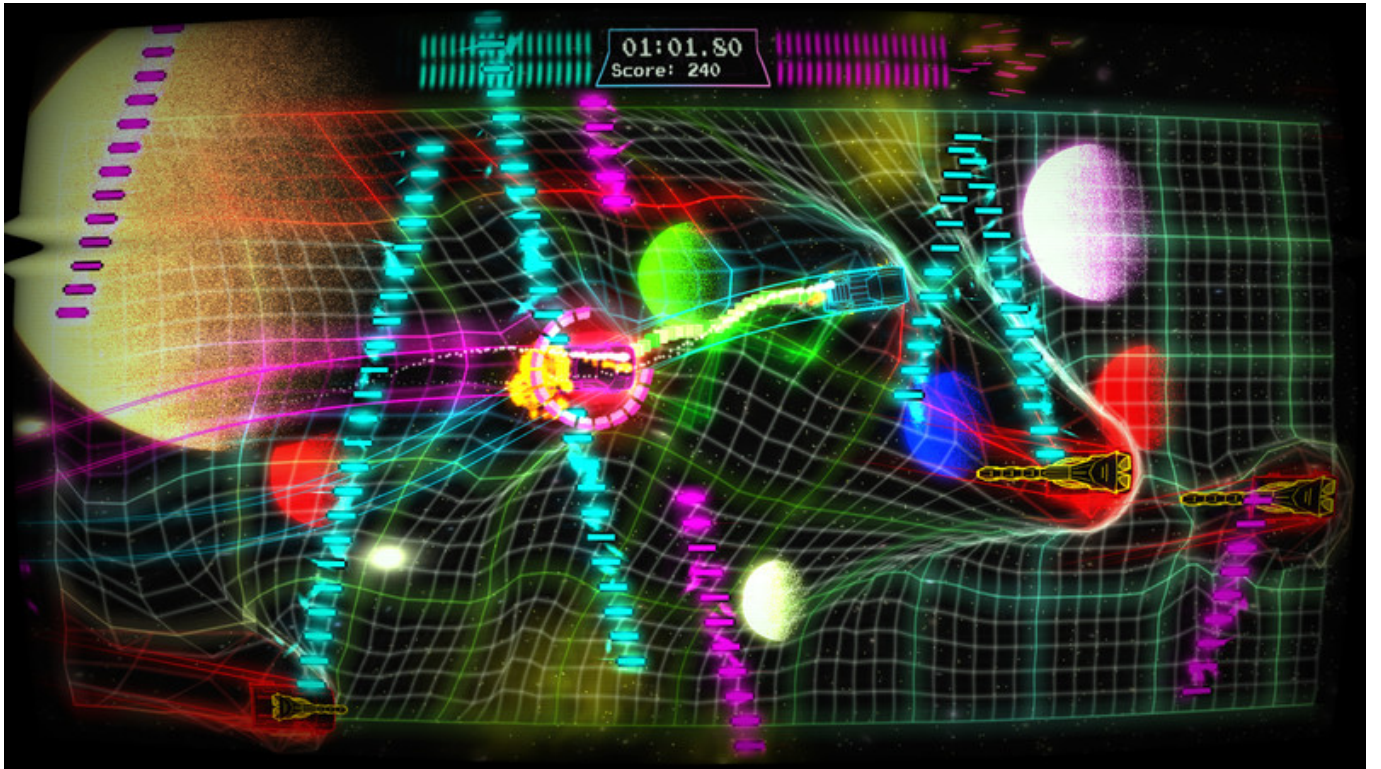
Project Nimbus is a high speed mech action game set in a post-apocalyptic world. Players control 'Battle Frames' - humanoid battle suits armed with an arsenal of weapons.

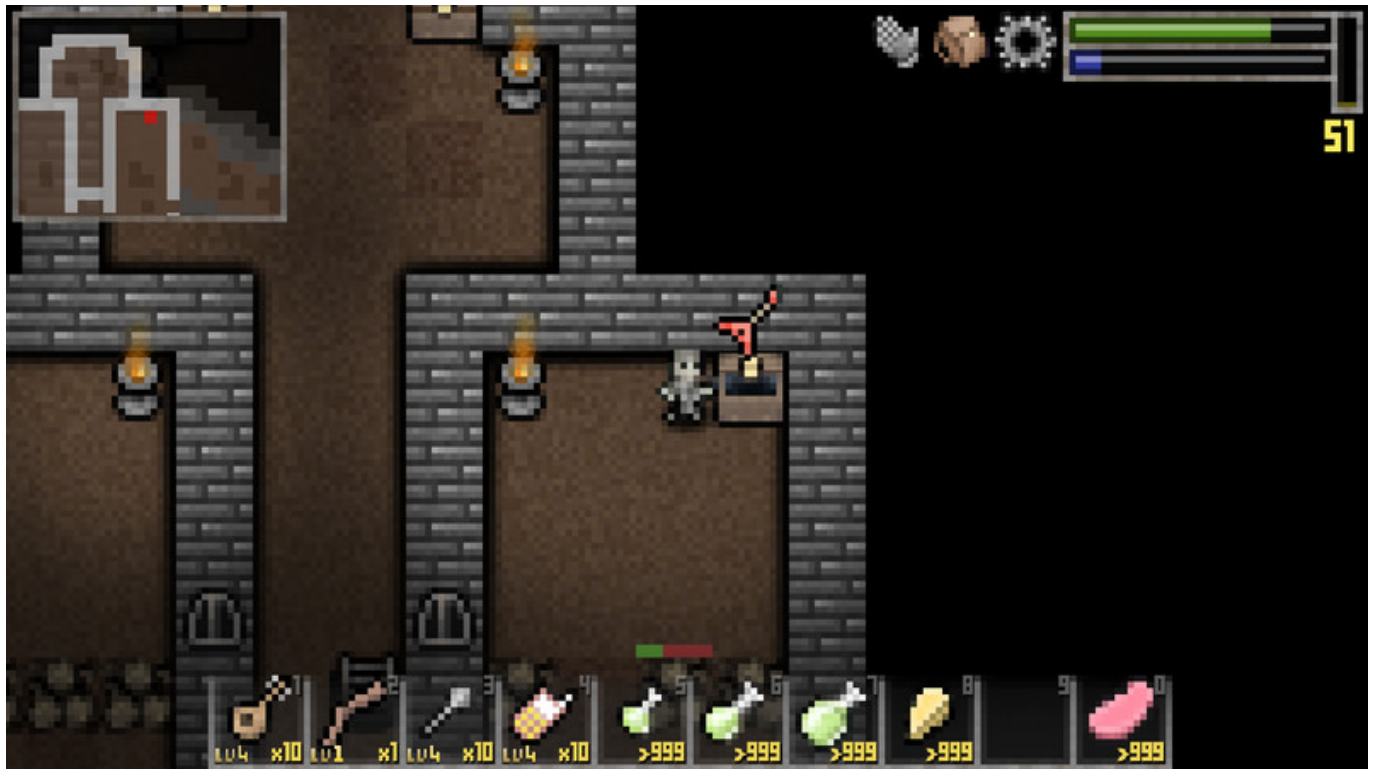
This is a mech game that lets you fly freely in the sky, dodge and intercept incoming missiles with machine guns, and fight armies of hostiles with every kind of modern weapon you can imagine. Battle against numerous powerful colossal opponents with the power to annihilate armies, engage ace Battle Frame pilots, each with their own unique fighting styles and stories.

Title: Project Nimbus
Genre: Action, Indie
Developer:
GameCrafterTeam
Publisher:
KISS ltd, GameTomo
Release Date: 26 Sep, 2017

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English, Thai, Japanese







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Great turn-based strategy game, a little grindy at certain stages of the game. Definitely a hidden gem, I had not heard of this game before. Also works great on Linux!. Everything is great. Played a few rounds, this is what i think:

Good:

- + Pixel effects in the game and menu are top notch (the railgunlove omfg)
- + Screenshake is well adjustet
- + Pixel art rocks
- + Super fancy Characters
- ~ Controls are fine, best you can do with the twinstick shooter premise (too bad the triggers of current gen gamepads are not the best for shooting fast and R1 is an uncomfy button)

Bad:

- The main Theme track is somewhat bad compared to the art
- You cant skip pickups, i guess this was a design decision to keep the controls super tight (shoot & slash)
- You dont see which weapon is inside a box and those boxes are spawning pretty often
- so it almost feels like you are suffering random gun changes
- slash is pretty useless, i thought it can at least block projectiles

- The MAIN PROBLEM, the modes:

EDIT: has been fixed with the addition of the "timed mode", so the main problem refers only to the deathmatch/Veelimination modes

The game modes are the same as Towerfall, which suck in my opinion, here is why:

- rounds last about 8-10s (for new players)
- therefore pickups cannot really be appreciated
- if you are dead YOU HAVE TO WAIT (10-4s)
- if the round is over you see the score, YOU HAVE TO WAIT (2-4s +1s loading)
- if the round starts, YOU HAVE TO WAIT (1s+3s), 1s+1s would be more than enough

That leaves us at a effective playtime of about $9s \vee (7s+4s+4s) = 60\%$ (during a match!), which is really bad. If you pay attention you really feel that you are waiting all the time, a total buzzkill. The same problem made my couch-gaming-group dislike Towerfall.

Suggestions, I am not sure if some of those might help:

weapons

-
- smaller magazines (the three hearts feel like one hit kills)
 - option: no weapon pickups
 - remove pickups and restrict weapons to characters (each can choose one of 3 at selection)
 - and special guns are only available as spawns (show spawn location 3s prior to spawn)

modes:

- respawn mechanic instead elimination rounds, but this is really hard to implement with this gameplay
 - You could also make a anti-bullet-nova (like a blank in enter the gungeon) everytime a heart is lost
 - make slashes kill bullets for about 0.15s, there is no real way of evading anything without cover
- also, let people rotate their gun during the initial timer of a round, this helps to fasten the identification time

I will NOT return this game however, i like it anyway and want to see how it turns out. I've played this game for 45 minutes, and that's when it got boring. For a \$1 game, it's a waste of your dollar. It's just a rip off of Timberman, except this is an ore tower with stone branches instead of a tree. You can get way better games than this for free. I recomend for you to not get this game so you dont waste your time, and money like I did.. I would really love to see some DLC in the future.

I wish we could make the dummy's face custom.

We are stuck with our own imagination, I guess.

The game is enjoyable anyways, not a big deal.

It's so relaxing to torture innocent dummy life.

Sociopaths will especially enjoy this experience.. I like playing these puzzle games because they bring back memories of doing puzzles with my uncle, so I'm always going to gravitate towards them, and enjoy them. Having said that, I haven't played Radical Roach, and the pictures in here were obviously al relevant to that game, which is fine. The issue I had was that the puzzles were generally pretty dark, and then all of the backgrounds were dark, so it was difficult seeing where certain puzzles had to go because, even while circling through the colors, the backgrounds were too dark to see the puzzle easily. Other than that, the puzzles were fine, the pictures were kind of cool, and it's an easy 100% game. I'd recommend buying it on sale, though, or getting it in a bundle.. So i died about 3-4 times before i managed to beat the game. The game is very short or atleast it was for me. I finished it within an hour i believe. Half later of the game became completely unchallenging as i just went around killing everything with a scythe i found that restored like 20% of the damage i cause to my HP (I forget the exact percentage but it was around there). So i basically felt immortal and was just rampaging through the game. Oh and then came a glitch or i believe it was a glitch maybe around lvl 9 where every time i killed somebody i got an extra skill point. So within the hour of playing i had a weapon that made me immortal and later a glitch that gave me every skill in the game you can have. Oh and then i found some kind of orb i think and i beat the game.

This should be a game on some kind of third rate website not on Steam.. don't ask me why or how

but i enjoyed it. 9/10 friggin love this game. Recommended only if you have irl friends

More of the same from the first game.. THIS IS MY YOUTUBE GAMEPLAY

<https://www.youtube.com/watch?v=Qu3mnNJ10ks&t=241s>

The game was buggy,the sound was delayed for like 10-15 seconds...

Still,I would reccoment this game,it has some awesome jumpscars.The story was nice.If the sound WASN'T bugged i would rate the game 9/10.. Metal as ♥♥♥♥ is God! Loving the Gameplay, the Storyline. It reminds Me of old Final Fantasy and Ultima, and Old Dungeon Turned Based Games I used to play, it's bringing Me back to the Days of Nintendo.. lol Thank you Crankage for all you have done with this! It Rocks! lol. Overall, I'm enjoying act one of this game. I like the vairety of the casts, and that all the potential interests have distinct looks and personalities. While I really like the sprite art, I was really disapointed to find out that the CGs are draw by someone else in a completely different art style (that I personally like significantly less). Additionally, some of the backgrounds look sloppy or half finished. I think the mix off all the different styles makes the game feel disjointed. I also found the way Elfriede talks/narrates to be kind of annoying, with all her half-finished sentences and thoughts. I get that she's supposed to be "neurotic" but it just made her hard to follow at times. Lastly, I'm really hoping there are at least a couple female love interests introduce in the next act.... it's totally a fairy tale which told a short story about a young boy with his friend mrs pricipal.i just spend maybe less than 1 hour to finish the game.i think maybe it is best for young children who under 10. This game is a piece of work I'll tell you that, the graphics and colors are bright and stunning, it makes you want to end up being a bird just to experience the beautiful tranquility as you hover above buildings, roads, people and explore the clear blue skies. It's very relaxing and enjoyable, especially for the price it asks for.. 10/10 allahu akbar. looks bad but u shouldt try it out.. This is the kind of game I unwind with in my bed, with my Steam Link and Xbox Controller, until my eyes can't stay open any longer.

And you get to hear Nathan Meunier say the word "pung" a lot. What's not to like?. Don't let this put you off going to a real interview, kids. There's far fewer corridors of rusty machetes and the training videos don't always spring stock footage of a shrivelled\u2665\u2665\u2665\u2665\u2665\u2665\u2665out at you. Usually. Taco Bell are pretty infamous for it.

<https://www.youtube.com/watch?v=pQo4ZR07KFY>

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