
Nazi 2 Download]



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About This Game

Gameplay: In Nazi2 your goal is to get kills for score. Find weapons, use them to get more score and raise your kill counter. As you get more kills, the town level will go up.. As the town level get's higher, more enemies will spawn and be harder to kill.

You start with 200 health and will find medpacks around the town. You also have a timer to keep track of your in-game playtime.

How long will you survive?

Nazi 2 Added Features:

- Death Timer: You can now lose the game from the "death timer" if it hits 0.00. Every time you get a kill, time will be added to the death timer.
- 3 Added Guns: Along with the old guns, we have now added the Welrod, De Lisle Carbine, and the Sten
- Gun nerfs / Buffs: All gun pickups now give you less ammo. Some guns such as the ppsh have been nerfed and others like the kar98 have been buffed in dmg
- Buy guns / medpacks: Before you could pickup any gun free of charge. Now each gun pickup cost 100 score and medpacks

cost 200 score

Title: Nazi 2
Genre: Action, Casual, Indie, Simulation
Developer:
wraithgames
Publisher:
wraithgames
Release Date: 21 Jul, 2018

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Minimum:

OS: XP, Vista, 7, 8, 10

Processor: Intel Dual-Core 2GHz or AMD Dual-Core 2GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 1GB Video Card (Minimum Shader Model 2.0)

Storage: 1 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

English







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fun and interesting game. The developer is a really nice person he helped me with a problem I faced when first installed the game and he released and fix within few days.. Was waiting for steam release of this for a while.

A very solid mega man style game.

A decent challenge, very balanced in terms of difficulty, each boss and stage are humanly possible to clear yet present a retro platformer style challenge.

Cute characters.

Tons of fun to speedrun this.

Great game, If you are a mega man fan you can safely grab this, you will not regret it.

. Good game. Graphics are pretty good along with the physics.. The easy AI is to freaking hard, it sends all of it's best units right of the bat, WITH NO TIME TO PREPARE! it starts building and attacking before i can start building a barracks! even if i rush it with some robots, it still beats me, Maybe it's because i'm a little rusty, but still, plz nerf

If your reading this, i beg of you, forward this information to the devs, this NEEDS to be fixed, i cant even play without getting my butt kicked, Other than that great game! 8V10. This four-part game perfectly blends text-based adventure with the visuals of point-and-click, resulting in very intuitive gameplay (and no pixel hunting).

It's a little on the short side, with around 3 hours of gameplay for all four parts combined (5 hours if you want all the achievements).

My only complaint is that I can't find any more games quite like this, so hopefully the developer will produce more.. and I don't even like Tetris.. It's a little ones click cooking game. Not bad for what it is but don't spend more than \$5 on it.. I so much hoped this would be an at least decent game...but I guess this is just another fame riding train game, using it's title to sell, nothing more. There is no context, there is no learning curve, there is no motivation to keep this playing, just a mediocrly drawn pixel perfect platformer with some wonky controls and bad game design. I am not sure if it was meant to be some sort of metaphor or anything...but...after 10 minutes of playing I lost interest. And so will people once the presidential event ends in this title.. This is one of the best looking cars in game (be it DLC, crate or basic cars). It's slim, has nice sound effects, great visuals and details, not to mention its amazing decals. Its only downside is the hitboxes, but its a great car for normal games nontheless :D

. Anything VW is stunning, this literally took my breath away. A fine locomotive and a great addition to my fleet. Thank you! 10V10 easily.

Literally, the first time of my life, am I writing a review due to my dissatisfaction to the game I bought and only after a few minutes I can tell that I am hating it.

There are NO INGAME instructions how-to-play nor are there any tutorials. The game is left into a mess where you are forced to l2p, which I am fine tbh. But having NO HINTS, I am unfortunately unable to figure it out without proper interest.

I do LIKE AND LOVE, the idea of the game, that is really good thing and the reason WHY I bought it in the first place, but as long as there are no REASON to play the game, I refuse to play it any further without proper guidance. I believe the developer took the time to make the game and had a clear and good vision, but the execution right now is just TRASH.

If you manage to perfect the game, you can count on me to re-buy it and see if you did what I was looking for at the first place, but for NOW; Sorry on, I can't recommend it, maybe in future ?. This game is on one level with big rigs... your vehicle stops dead in the tracks the milisecond you let go the accelerate button... trees, road signs, rocks, nothing is solid, you ghostdrive right through... you get stuck on tevery cliff... I was caught in tutorial level 1 because the enemies didnt show up, so I came here to give this crap a thumbs down. I'm a big fan of minimalist puzzle games like this and this is one of the better ones. The puzzles haven't been too hard but do offer a little challenge. The mechanics are in some ways unique but the core is similar to other games but that isn't a bad thing. The way it is done certainly is different though.

It would be nice to have a level editor so I hope this can be added in the future.

But the game certainly is worth £0.79/\$1. Before you dislike this review, I only clicked on No because I didn't enjoy the game myself, whether I recommend the game or not, well, just read the review.]

More of the same.

You Have 10 Seconds is a fast-paced platforming game that is fun for... about 10 seconds. It really quickly loses your interest and only occasionally has a level that makes you think, 'hey, that's pretty good!'

However, a sequel has been made. Is it any better? Well, it now has an overworld, but this game really doesn't need one, as overworlds aren't fast-paced which is what the first game was enjoyed for. There are also new power-ups including things like shrink rays and items like buttons and keys have been added. The new power-ups aren't special, but the items make it so that the levels require fast backtracking, which is likely what this sequel does best.

Do I recommend this game? Well, that depends. If you found enjoyment in the first one, I sure do! It's pretty much the same thing! But, if you didn't, this one doesn't have any spectacular changes, so skip it.. A good, fairly quick stealth game with a few minor control quibbles.

First, the stealth is very clean. All sight lines from guards, cameras and sentry guns are always present. You also see how far noise travels when anything makes noise. Guard patrols tend to be short so you can figure out patterns quickly. Distractions, especially thrown objects, are kind of finicky. I greatly disliked the throw controls on my 360 controller. It just felt unintuitive.

Even though many levels are quite large, they are usually totally linear. They are more like a puzzle with a single solution. Avoid guards. Move friendly NPCs where they need to be. Sometimes you need to put out fires. Usually cameras and sentry guns need to be shut down.

Later in the game you encounter boss battles that are unnecessary but not too difficult.

It has very limited replayability as the levels are linear and there are only 2 endings based on a single binary decision.

. It's incredible if you like these types of arcade style shooting games. simple controls. the graphics are astoundingly brilliant like really bright. i'll let you know you have space to go up down left and right. it always aims up, which i like. and.. it's just really cool. intense. like a good old game but modernized. um have you ever played Satan's Hollow on the C-64? or gorf? whoever made this did a brilliant job on it! Recommended if you like this type of game.

. I love how the game is presented through an unreliable narrator. There's just enough moments where it pulls out the rug and switches things up that feel great in VR. The game looks great with sort of a Mad Max + old west feel and there's good feedback for hitting enemies because of how they do physics flinches. Some of the waves drag out a little long, but if you just want a simple shooter for relaxing this does the trick.

Each mission adds a little variation with weapons and enemies such as flying drones.

UPDATE: Chapter 2 was added which just about doubles the number of levels. Now there's a few more weapons and enemy varieties. The story-teller granpa has some great new jokes and eating popcorn during the cutscenes is hilarious.. I found this game once upon a time on ichio and I was smitten. This game is an absolute delight. Its like vaporwave mixed with pop culture and video games. The mechanics of the game are great and theres just little things here-and-there that you really enjoy. They really expanded on the demo and everything is much more fleshed out and polished. If you like adventure/exploring, this is great game to pass the time.. This was a very charming game, short and sweet. I highly recommend it if you enjoy pixel art, which the game tackles beautifully, and simple puzzles. The music, while not particularly memorable, is also handled very well; I played this game on a lazy Saturday afternoon and it was so incredibly relaxing to explore the clock tower, sipping coffee and listening to the calming melodies.

The game is, of course, very short, so this game may not be the best for those who would rather sink their teeth into meaty adventures. Mileage will vary slightly, but if you plow through everything at once, Tick Tock Isle will more than likely take you around an hour to complete. Despite the short play time, though, the characters leave an impression. They're all facing problems that are in many way familiar, yet these problems are expressed and/or solved in unique ways. The family musician, Melody is uninspired; Rod and his wife clash over his laziness; Rivet and Brazo, two other residents, lament their lack of skill in certain areas. Solving their problems are satisfying and the conclusion of the game, if somewhat abrupt, feels earned.

Some other quick notes:

- 1) It was lovely to see small references to other time travel-based stories in the game; I'll leave the matter of what's actually referenced a surprise, though.
- 2) There's at least one secret/easter egg that I managed to catch on my game, which added an interesting little tidbit to the backstory (keep an eye out, near the very end of the game, of an area to use the cheese). And based on one item I ended up not using, I think that there could be at least one more. Just something of interest to mention for the completionists out there.

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