
Title: AquaNox 2: Revelation
Genre: Action
Developer:
THQ Nordic
Publisher:
THQ Nordic
Franchise:
Aquanox
Release Date: 19 Aug, 2003

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Minimum:

OS: Windows 98/ME/2000/XP

Processor: Pentium/Athlon 750MHz

Memory: 128 MB (256 MB on 2000/NT/XP)

Graphics: DirectX 8 compatible 32 MB GFX board

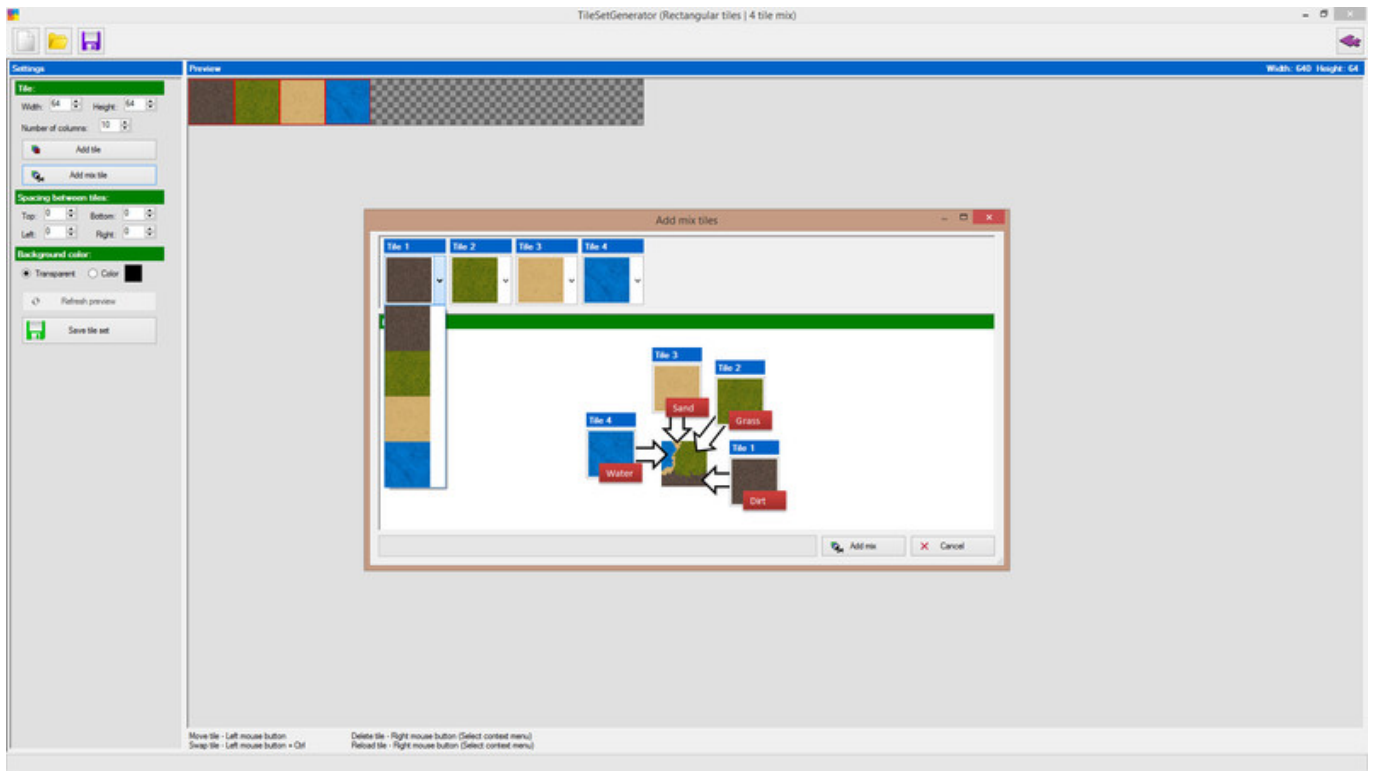
DirectX®: DirectX 8.1

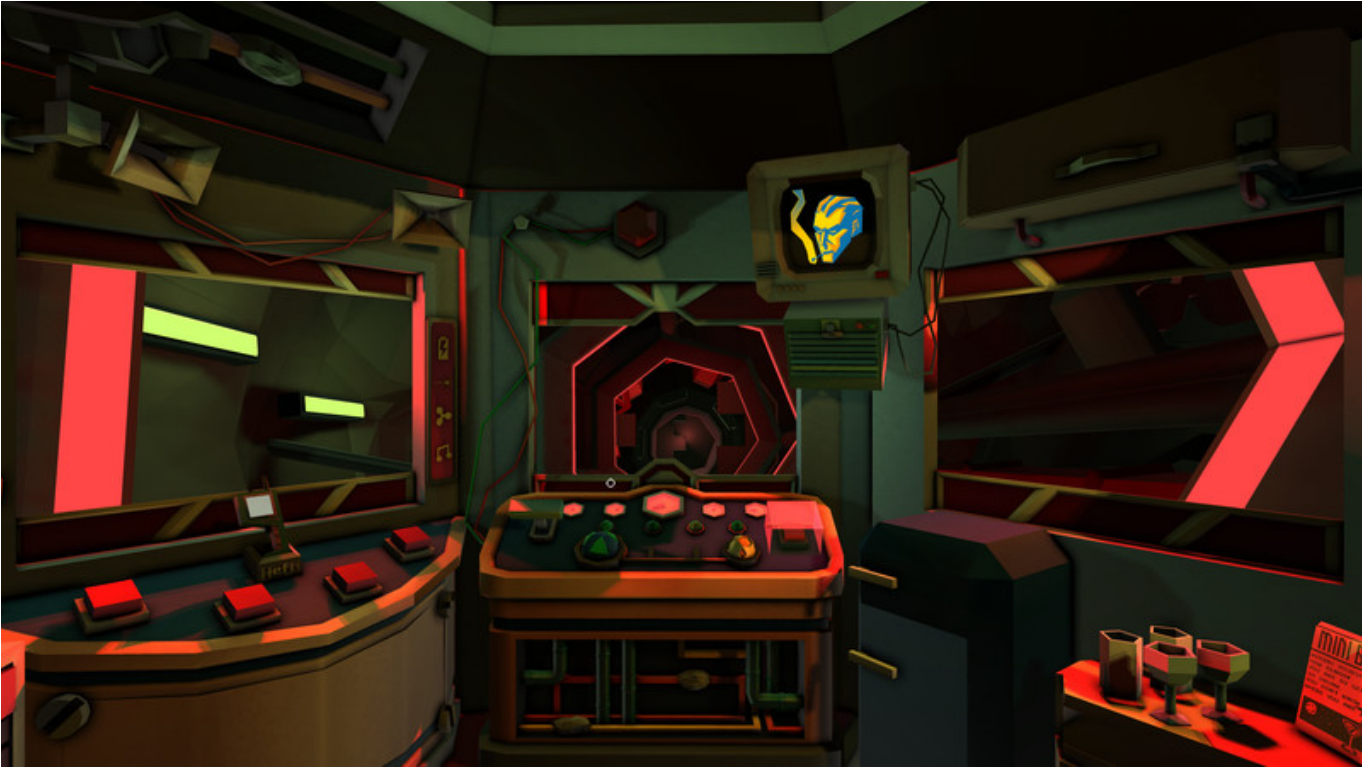
Hard Drive: 500MB

Sound: DirectX 8 compatible SFX board

Other Requirements: Mouse and Keyboard, Joystick and Keyboard

English,French,German





HP: 145
CREDITS: 645



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Life is Strange Before the Storm is the prequel to Life is Strange. First off, it was not developed by DONTNOD. It was developed by Deck 9. It is not as good as Life is Strange. But that is OK. In my mind, no game will ever get close to Life is Strange. Life is Strange Before the Storm is still a great game.

SPOILERS AHEAD. YOU HAVE BEEN WARNED.

The story is about Chloe Price and her life after her dad dies in a car accident and her best friend moves away. Through some strange events she befriends Rachel Amber. They become friends and learn to face life together. A lot of stuff happens to them and they try their best to handle it. They don't handle it perfectly but they try their best. They are confused and hurting. And at the end of the day, they hold on to every piece of happiness that they can.

The story is really good. There are some choices that made me think about them for a long time. I still don't know if I made the correct choice in some cases. There are some ideas that kind of feel unrealized. The biggest example is the forest fire. Thematically, it fits in completely but it felt underused. The fire just dies down. Nothing else happens.

I know that there are some people that is unhappy with the fact that Chloe's original voice actress didn't return but honestly? I didn't even realize it. Chloe just sounds like she is a few years younger than she was in Life is Strange.

In the end, Deck9 did Life is Strange justice. They didn't reuse the same formula. They didn't change the characters. They added to the formula while still being respectful of the original game.

If you are a fan of Life is Strange, get this.

. Out of all the "Animals Memory" games, I like this one the least because of the creepy crawlies. I do like the memory games though which is why I got this one.. Good top down shooter.

Stable. Good sound and graphics design.

No depth, but it never advertised itself as such.

If you are looking for an well done endless shooter, this is a good one.. After 15 mins of this game I give up.

5.5/10. It's a nice change of pace to be in a little scrap yard instead of in charge of a passenger train the only downside is that for a 1960's scrapyard there are no steam engines in various states of disassembly, which is disappointing since the route has places such as a boiler workshop hinting that there should be scrapped steam engines you can move around.

This is my second favorite Putt-Putt game (Saves the Zoo is the first). However, I'm splitting hairs between my favorites.

As Putt-Putt is playing with his pet dog, Pep, he receives a letter from Redline Rick - an invitation to compete in the Cartown 500. Excited, our little friend goes to the track, where Redline Rick tells him a few things are needed before he is allowed to enter the race. And so, we must help Putt-Putt collect the items to race.

Man, so many good things stood out. There's too many to list, but I figured I name a few.

-Probably what grabbed my attention the most was the soundtrack. I ardently feel the music in any game is a critical aspect to deliver, and this game did deliver. There was something about this game that stole my heart, and I loved every minute listening to nostalgic tunes.

-Recycling. Not only is this game fun and education, this game is also teaching us a valuable lesson: and that is to help our planet in cleaner ways. Glass bottles are scattered throughout the journey. Collect enough to earn some coins. And with the coins, Putt-Putt can do two activities. (Explained in the next two thoughts).

-One of my favorite things to do in the Putt-Putt world is the paint job. That's right. In every game, you can color Putt-Putt in a variety of colors, and this game is no different. (I always color him blue). One feature different in this game is that the dashboard is painted now. It's not much, but it makes a huge difference in my eyes.

-The car wash is back. Remember the first game? One thing you could do included a car wash. Well, folks, it's back in style in this installment. I don't know why, but I always enjoyed scrubbing Putt-Putt with bubbles, washing the doors, drying the car as a child. I still do today.

-Giving Putt-Putt a new coat of color as well as a clean bath is not part of the main storyline, but it is a nice addition to the game. It just goes to show how much effort was put forth in such a phenomenal game.

-Next to the recycling machine, there's this game Putt-Putt encounters, where he must put toys back in the proper position. For some reason, I always loved this part. Now, it's been quite a number of years since I revisited this game, but when the scene played, I nearly jumped out of my seat with sheer joy. I'm practically an adult, and cleaning up toys still excites me.

-Some characters make a reappearance! Outback Al, our Australian partner, makes a visit. Rover, the vehicle abandoned on the moon, also returns. Mr. Baldini, our Italian moustache pal, is back. And much, much more.

-There's a theme that finally makes sense. Joining the parade, going to the moon, saving the zoo, and traveling through time all made for fun adventures, but entering the race is something that sounds like a car would actually do.

-One of the coolest features happens when Putt-Putt finally acquires the required. I won't spoil too much. Let's just say there's a mini-game involved, a fun mini-game.

I was five when this game sold on the shelves. Fifteen years later, I am still playing this game, and, to be honest, I may have had more fun now than I did when I first laid my hands on this game. Putt-Putt Enters the Race is a must-have in the Humongous Entertainment collection.. I bought this back in June, you know, the month of their last update. That makes it look like a cash-grab, cause the last update coincidentally was during last Steam sale as well.

That's right. They have NOT updated this engine/editor since then and they don't even bother posting information in forums about what's being worked on, roadmaps, upcoming changes, ANYTHING at all. The developers are Japanese so I understand it's harder to communicate with English customers, but they have to. If you browse their website (which is in Japanese), you'll see updates on unrelated topics, nothing on Smile Game Builder itself.

Even the official Twitter handle barely tweets anything about what's being worked on in next update, but every sale is definitely mentioned (all in Japanese btw, you have to translate that too).

As for the editor itself, it needs a LOT of work. Primarily, the fact that it's on PC without proper mouse and keyboard support, no rebinding, nothing, tells you how awful the game experience for a PC gamer would be, if you released anything. I've seen YT videos of people playing games made on this and they all struggle with awful menu and controls on PC.

Basic UI customization along with proper keyboard+mouse support is a MUST for any game engine. Most PC gamers play with M+K, not with a gamepad.

I bought the Unity plugin as well, which again feels like it's unfinished (and you pay for it, it isn't free). Not to mention, it still doesn't support Unity 2018 while Unity 2019 is in alpha and nearing release. Exporting to Unity should allow you to switch materials and upgrade lighting considerably, but for that they need to support the plugin properly.

Now some developer on forum has been telling us for a year that they are working on an update instead of releasing smaller ones, but this is a bad idea. Even game developers in Early Access can't just leave their customers hanging for months without any updates for the player base.

So this needs updates and proper communication from the developers. Else it just feels like you threw your money away at a dead project. I bought this cause I had high hopes for this one. Now it feels like one of the other game engines being sold on Steam.. Best Battle Royale game ever! Fortnite is death....Russia Bettlegrounds is new ONE :D. Not sure what to say. These guys got the right idea. Nobody to this day has still made a really good intense offroad game for pc that i know of. And im sure if there was it would sell many copies. Please make again but put some effort in this time. This off road drive is glitchy, has poor graphics and hard to see where your going because of the camers setup. But this game still has some kool features like diff lock, four by, winch, tire pressure adjustment ect.. Really the best American Diesel in the whole DLC library, because it's the only one with actual operational features for start up and running, along with operational physics and limitations not found in any other locos.

Simply the best for diesel driving that you can get here.. Does not work. after recording for a bit it crashes and the video is lost.. Excellent hyper twitch roguelite-lite! slice, dice, and occasionally blast fools in an attempt to make a massive single life combo. fun for when all you want to do is kill. no real story, just raw gameplay.

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