
Rogue Port - Blue Nightmare Ativador

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About This Game

"Rogue Port - Blue Nightmare" is a modern action-based RPG and sequel to "Rogue Port - Red Nightmare" a turn-based modern RPG.

Features I 5d3b920ae0

Title: Rogue Port - Blue Nightmare
Genre: Action, Adventure, Indie, RPG
Developer:
Sunight Games
Publisher:
Sunight Games
Release Date: 20 Feb, 2017

Minimum:

OS: Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

Processor: Intel® Pentium® 4 2.0 GHz equivalent or faster proc

English

rogue port - blue nightmare

The Angry Video Game Nerd could make a whole episode out of this game. EDIT: Since Sunnight Studios was so nice to bring up the issue not to use the review section for stupid one liners (which probably wouldn't even be noticed when this had positive feedback), I'll politely take my time to name the things that bugged me. After the recent patch most of the bugs and game breaking issues have been resolved so it at least became "playable", especially for the price of 0,99 u20ac/\$. That however won't change the fact that Blue Nightmare reeks of sub par quality/mediocrity at pretty much EVERY aspect a game design can offer.

- Okayish story (4/10), extremely weak presentation (1.5/10): Pretty much a copy of Mother/Earthbound which sounds good on paper. Except for the serious issue that Blue Nightmare (and Red Nightmare in that regard) plays out like a soul less, dumbed down version without ANY memorable dialogues or references. - Okayish music (3.5/10): nothing good, nothing bad, I couldn't care less if there wasn't any music at all through the whole game - quite good pixel art (4.5/10) which catches the spirit of Earthbound.somewhat. Don't expect an Owlboy, Hyper Light Drifter, etc. though, it's not intended that way anyways. - The main aspect and one of the few differences between Red and Blue, the battle system, is utter trash. While Red Nightmare could hide itself behind the turn based, Mother-esque battle system (which is obviously easier to create by design), Blue Nightmare suffers because of the most basic action adventure/RPG battle mechanics you can imagine. Hell, it even stutters when you or the enemies are using magic. Don't expect anything better than a stupid "button mashing until the enemy dies"-system. Or simply use magic, most monsters won't even lay a finger on you. (1/10) Final rating: 24/100 I could write some paragraphs more about this game, about the fighting mechanics alone to be precisely but frankly I don't think this game deserves that much attention. Red Nightmare had the battle system only (and only that) going for it, Blue Nightmare has nothing, let's leave it at that. Round up: For the price of 0,99 it's definitely not too bad, I've seen worse. You can certainly dish one to three hours of fun out of it. But with the price aside I'd never give this game more than a 2/10 rating. Ever.. I love the game, its pretty fun and honestly im amazed it never was saw on steam. Its really classical and old school. The developer honestly should have gotten a lot more sales from this game. Excellent game id recommend it for others. The sentences are a little off and dying can come easily if you arent paying attention but its a great game.. I love the game, its pretty fun and honestly im amazed it never was saw on steam. Its really classical and old school. The developer honestly should have gotten a lot more sales from this game. Excellent game id recommend it for others. The sentences are a little off and dying can come easily if you arent paying attention but its a great game.. The Angry Video Game Nerd could make a whole episode out of this game. EDIT: Since Sunnigh Studios was so nice to bring up the issue not to use the review section for stupid one liners (which probably wouldn't even be noticed when this had positive feedback), I'll politely take my time to name the things that bugged me. After the recent patch most of the bugs and game breaking issues have been resolved so it at least became "playable", especially for the price of 0,99 u20ac/\$. That however won't change the fact that Blue Nightmare reeks of sub par quality/mediocrity at pretty much EVERY aspect a game design can offer. - Okayish story (4/10), extremely weak presentation (1.5/10): Pretty much a copy of Mother/Earthbound which sounds good on paper. Except for the serious issue that Blue Nightmare (and Red Nightmare in that regard) plays out like a soul less, dumbed down version without ANY memorable dialogues or references. - Okayish music (3.5/10): nothing good, nothing bad, I couldn't care less if there wasn't any music at all through the whole game - quite good pixel art (4.5/10) which catches the spirit of Earthbound.somewhat. Don't expect an Owlboy, Hyper Light Drifter, etc. though, it's not intended that way anyways. - The main aspect and one of the few differences between Red and Blue, the battle system, is utter trash. While Red Nightmare could hide itself behind the turn based, Mother-esque battle system (which is obviously easier to create by design), Blue Nightmare suffers because of the most basic action adventure/RPG battle mechanics you can imagine. Hell, it even stutters when you or the enemies are using magic. Don't expect anything better than a stupid "button mashing until the enemy dies"-system. Or simply use magic, most monsters won't even lay a finger on you. (1/10) Final rating: 24/100 I could write some paragraphs more about this game, about the fighting mechanics alone to be precisely but frankly I don't think this game deserves that much attention. Red Nightmare had the battle system only (and only that) going for it, Blue Nightmare has nothing, let's leave it at that. Round up: For the price of 0,99 it's definitely not too bad, I've seen worse. You can certainly dish one to three hours of fun out of it. But with the price aside I'd never give this game more than a 2/10 rating. Ever.

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