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About This Game

White Nothing is a shooter with a side view, the player needs to reach the end of the level and survive in the battles with the enemies

Brutal and bloody story about the life of a German soldier during Second World War in the rear of the Red Army. It's a harsh Russian winter, both armies are on the verge of survival.

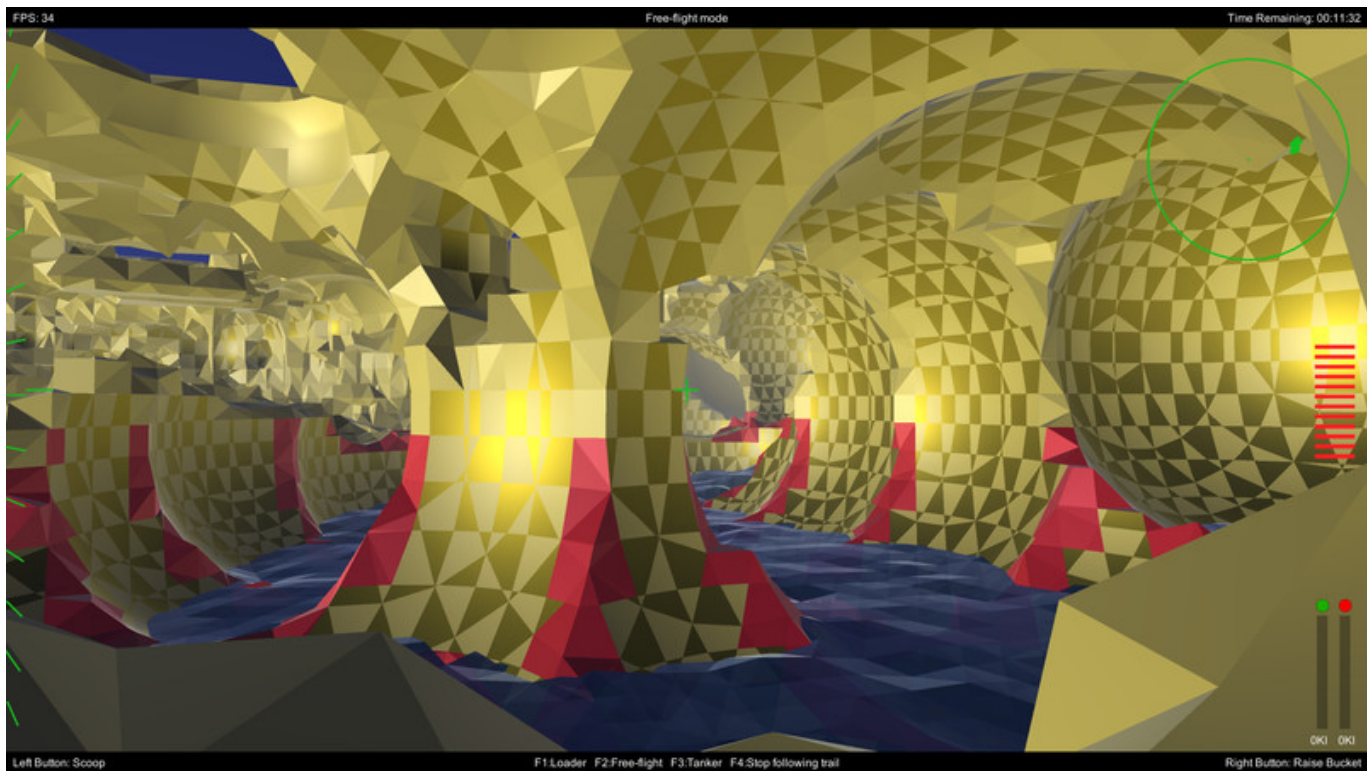
The game has non-standard shooting mechanics: bullets have mass and fall under the force of gravity. You'll have to work hard on the skill of aiming.

The gameplay will present you the opportunity to become a member of the brutal battles inspired by the pages of history.

Title: White Nothing
Genre: Action, Adventure, Indie
Developer:
electronic life games
Publisher:
AYE Technology
Release Date: 25 Jun, 2018

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English







Fun game when it first came out, but since there's never enough people online to play anymore, the game should be made f2p, or 4.99 just so more people would play the game. So right now, I'd have to not recommend the game; not until the creator does something to increase the player base.. amazing graphics, good playability really a good game from Senran Kagura Series. In this bouncing a green and pink ball across a map in outer space game that contains only 6 levels, i've quite enjoyed the gameplay to be honest.

The controls and physics in this game can be irritating at times, but the game gets really easy once you get the hold of it. I actually liked the few minutes i've played.. This game is a yes all the way. It's a combination between town building, real time strategy, RPG, micro-managing and economy managing. I've played every game of the series for over 100 hours. While 8th Wonder of the World is technically just a small upgrade from Cultures 2 and Northland, it's definitely worth the try.

And if you feel like the game could use more maps, there is a Scenario Editor included and you can find hundreds of user made maps on the internet. :D. The game is fun but extremely buggy. I first got the game and had to wait a few weeks for a patch to be released since there was a bug where the first boss spawns which makes you unable to fight the boss(he just stands in the corner and never comes to life)

This issue was fixed and I have encountered another game freezing bug which makes me unable to complete the game. It is not a bad game when it works but please do not waste your money on this unplayable garbage because even after a few updates there are still game ending bugs in this.. I finally got around to playing this, and I loved it. I'm disappointed that I didn't get around to it sooner. I love the art!!! The characters were so charming. I'm looking forward to see where act 2 will lead them.....

Hussie.. jezus chrystus wyrzutnia rakiet trylogia to gra zajebista bo o naszym bogu jezusie.

zajebiste !!!!!!!!!!!!!!!!

jezus wygra\u0142 nad zem i szatanem i pob\u0142gosow\u0105\u0142wim podsta\u0144c\u00f3w na ko\u0144cu. no i tak se kurde szed i nawet judasz go nie wyrolowa\u0142 bo jest za dobry.

jedyne rpg kt\u00f3re spowodowalo ze

morrowind gorszy. Overall Amphora has a deep story to tell, and does so in an unconventional way. The stained glass, art style and hauntingly, beautiful music are the strength of the game, but sadly are not supported well enough by the gameplay. While the mechanics are interesting, the puzzles never really challenge the player, and feel like they were the last thing on the developers mind. I really enjoyed my time in the world of Amphora, and give it 7 out of 10.

Designed by Moondrop, a two person Norwegian developer, Amphora is a physics puzzle game, with a strong narrative. The main story of Amphora follows a girl as she grows from a baby to a young woman, meets a partner, and then struggles through the challenges of war. The story is beautifully portrayed through the speechless and text-less imagery of the game, with perfectly paced and balanced music, supporting it every step of the way.

Moondrop aimed to portray their tale through a shadow theatre style, and with the striking colour schemes used, have made an

outstanding visual experience. The music used through this touching tale is a cross culture mix and is a pleasure to listen to.

The main puzzle mechanics of Amphora are simple. The player is able to move objects within a certain area, and utilise various chains for hanging objects, pushing and pulling objects and for adding weight to lever systems. These base mechanics all work in well with the general physics of the game world, but sadly I found the puzzles all too often lacked depth.

In fact, I got so deep into my puzzle solving mind frame, that I started to smash through levels too quickly and missed large chunks of story all together. Don't get me wrong the puzzle mechanics are clever, but the developers missed opportunities to overlay multiple mechanics or really utilise the physics system.

I recommend taking your time with this game. Stop at the start of each level and soak up the ambience and think about what the scene is saying to you, before diving in and solving the puzzle. I used this approach on my second play through and found it to be far more rewarding. The playtime of this title may be a little short for some gamers, at only a touch over an hour, but after completing this game I wasn't disappointed.

For my full review and other delicious content see [Glitch. Awesome game. 10/10 recommended.](#)

I cant see the LAUNCH button on the start screen without changing the resolution of my monitor. I cant change the size of the start screen, I cant use enter or "A" or "start", It makes you use a mouse. Is this even a flatland game at all? why the hell is there a LAUNCH button that you have to access on your monitor? Its a HUGE pain in the\u2665\u2665\u2665\u2665\u2665to get it running and so far the servers for multiplayer have been down but once you get it going its pretty fun. Lots of promise but should be tagged early access... lots of kinks. Thumbs up but I got it on sale and love all things mech.. I was recommended to play this game and I have to say this is among the best of text-based genre. The story is breathtaking and engaging with satisfying romance. The saga is wonderous and believable enhanced by brilliant writing.

Although there are several flaws that are hard to ignore (spoiler alert).

One is the main villain. He's just so stereotyped like other villains in superhero movies. Since he is your father, I had expected more interactions with him and more depth to his character, like turning him around by high persuasion skill or appealing to his fatherly love for you, but no, he's just a stereotyped ambitious short-sighted villain. It was a huge disappointment to me. Second is I felt that some characters are just inserted into the story to "add flavors" to romance arcs, but they are just so unlikable with no redeeming qualities, like a rich man's son who literally shoots you then tries to steal your aero and the manipulative female fatale who sabotages and murders to overtake your nation. Even though they did spice up the story quite a bit, I can't help but feel they should be replaced with more interesting and less stereotyped characters.. im reviewing this to get the pillars of community badge. 9V10 would play again. 2V100

-DoritasMLG2SPOKED7YOU

9V11

-God

6000000000

-Holocaust

4V20

-Notch

66666\\\\\\\\5YOURMON78

-Sanic. A meh story to be honest. 10V10 You fall out of the map after you go through the first door on the left and you noclip through after walking in its direction. More of a clicker. Still was a nice game to waste time on.. This game looks really cool, but ended up returning it because it didn't have an "invert aim" option. I'm a guy that has had his world turned upside down. I gotta have look inversion. (Worse yet, because it has full controller

support I can't use controller companion to change the settings.)

I need more zombies in my life, but I need look inversion to go with it.

It's not nice to leave out people that are upside down. ;)

Will you please, pretty please, add look inversion to the game? I will snatch this game up when you add look inversion.

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