
Western 1849 Reloaded Usb Download



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About This Game



Epitome

A bullet-fast, third-person Shooting Gallery, that takes you through ultimate gunfights across various locations of the Wild West!



Background

Back in 1849, when the West was Wild and gunslingers faced off on the street, gold was discovered in the sleepy town of Sunset Bluff. Like a coyote drawn to the scent of blood, the Quicksilver Bandits rode into town to seize the mines and establish the law

of the gun. The helpless citizens have suffered, and now they're looking to you, their savior. Draw your weapons! It is time to clear Sunset Bluff of the bloodthirsty vermin!



- **Arcade High Score Shooter with roguelike progression,**
- Five action packed levels - Town Square, Railway Station, Gold Mine, Outskirts and the Old Canyon,
- Old school, upgradeable weapons (Revolvers, Shotguns, Rifles) and unlockable Charms,
- Immersive toon shaded graphics with ultra smooth framerate,
- **Rage Mode** - to make you invincible and boost the pace even more,
- Leaderboards - to let you compete with your friends,
- Perk Cards - to refine each playthrough,
- Steam Achievements and Trading Cards.



Title: Western 1849 Reloaded
Genre: Action, Casual, Indie
Developer:
Nawia Games
Publisher:
Nawia Games
Release Date: 10 Feb, 2017

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English







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At the moment it is very small scale but promising.. Fantasy Mosaics 16 is a milestone in the series: finally, you have 6 colors in a grid. Is 6 colors a good news or not? Will it facilitate the game or will it complicate it?

Just for reminder, this is how my review for the 14th game began.

"Fantasy Mosaics is a series of nonograms (also known as griddlers) games released for iOS and Android before being ported on PC and Mac. I know that because I've added the whole series on Neoseeker. That's why when I saw it on Greenlight, I voted yes, despite the fact that it's just puzzles after puzzles."

And while it was the first game released on Steam, the 14th was coming from a long way, as it was introducing a fourth color. I don't know how it was before, so, the change of numbers was really experimented with the 16th game.

And it's not really making the game easy unless two or three colors are just plain to place. However, I found myself to choose more often which tile is colored at the end, when the rest of the colors were placed correctly and don't give a clue to where to place the last tiles. It has worsened with the 17th game but before reviewing it, let's just speak about Six Colors in Wonderland.

Nothing really changed. In fact, it's just two colors added at once but the mechanisms aren't changing: you have a series of numbers indicating how many tiles are used for a drawing in the column or in the line. Sometimes, it's easy as the whole line or column is concerned but at other times, it's really a matter of making your brain work: if for example, three tiles are needed and known, you know that the tiles just next to the beginning and the end can't be used for the column or the rest of the line.

And that's it. 20 levels of 5 drawings, which means that I've solved 400 nonograms (yeah, I finished the 17th game and I've just bought the 18th), which I didn't realise until now. As usual, the plot isn't really developed for the penguin family. Besides, the 15 hours in the game is just showing that I've taken my sweet time... or reset puzzles because I'm challenging myself to have no mistake (and no use of hints). That challenge made me forget that bonus can be found under a colored tile: allowing more mistakes, hints and well, I didn't really pay much more attention. Besides, as far as I've seen, your "garden" or "landscape" is developing without needing a perfect score. Each level is rewarding you with an object, an animal, a structure or anything else. Sometimes, it's not even making sense but as we're clearly in a fantasy world, I suppose that it's making sense in that universe.

The drawings aren't really connected to each other but it's still great to discover them and to see if you managed to guess them or not.

I can honestly say that Fantasy Mosaics 16 is a challenge for people who loves using their brains, however, as usual, the full price is for me too high. Let's be honest here: 10 bucks for no real innovation is too high and while I've spent my money with the launch discount (-30%), I suggest you to wait for a better price.

And in the end, yeah, adding two colors can complicate some drawings. Be warned!. Yet another great game and the music is perfection and might just be my favorite part. Play as Chael and help the true God of Metal cleanse the world of demons and false metal gods! Great job, as always.. I could recommend this game to a younger audience. I came into this expecting a somewhat deeper kind of experience. The bat and ball game is annoying because it's a tad repetitive and doesn't really ask for much strategic thinking nor reflexes. It would be cool if you had to hit a moving ball like you do in the next game I'm going to talk about.

The 3D air hockey game has its moments. But hitting balls with shields just isn't that satisfying. The game, and only game this needed to be, was the ball and bat but in a small area like the 3D air hockey mode with tiles that incrementally come toward you until they reach you and its game over. That would have been a fun game.

The arrow shooter game I found to be a bit tedious. Holding out a bow like that for a long time also strains your arm too much and makes the amount of time you can play the mode limited.

Anyway, if you're 34 like me and want something deep enough to sink your teeth in, maybe look elsewhere. But if you're 12 and under, well, what are you doing? VR headsets aren't designed for kids. ... This is a somewhat better tower defense game than

the first game. It allows air strikes, with a somewhat lengthy cooldown, once or twice per level. Towers can be placed wherever the circle around them is blue, not in predetermined places. Nice graphics, sound effects, and music. A fine TD game.. I liked the idea of the game. I really wanted to like it. Unfortunately, I'll never know if I would have or not. The game won't display text properly. After moving my character from spawn, the text becomes jumbled and broken, showing random letters instead of sentences. I tried to push on despite this, but I found out quickly that text was pretty ♥♥♥♥ing important in this game. So, in essence, I cannot play this game. It's a shame. I got it on a sale, so I didn't waste that much money, but still.. My childhood (\u256f\u00ba_ \u00ba)\u256f\u5f61 \u253b\u2501\u253b\u3000<---- Flip the table

GODDAMN IT

YOU KNOW HOW ♥♥♥♥ING LONG I'VE BEEN WAITING FOR A GOOD VIETNAM GAME?

NO-ONE HAS MADE A GOOD VIETNAM GAME IN AGES. I WANT TO GO BACK. I WANT TO GO BACK TO NAM. THIS GAME DIDN'T DO IT FOR ME AND NOT ONE HAS, I PRE-ORDERED IT AND EVERYTHING IN ANTICIPATION. SOMEONE MAKE A GOOD NAM GAME. ♥♥♥♥.. Bottomline at the top: This felt like an early Sierra game, nice artwork, interesting story, and obscure puzzles with moon logic. If your a P&C fan and can find this on sale give it a go!

Pros

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- Nice background art.
 - I like the notebook mechanic. Reminds me of other games I've enjoyed (Gabriel Knight, Kathy Rain, Lamplight City)
 - The going back between the main game and reading the fantasy book worked well in my opinion

Meh.

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- Voice acting is hit or miss. Most of the main characters are decent, but a couple of minor characters sound like friends of the developer
 - No fast traveling across screen with double click. Also that map was only available in certain locations.
 - No autosave. There was a rewind feature if you are unable to do a necessary action in time.
 - At \$7 normal asking price, this game would feel a little pricey for 5 hours of game play.
 - The ending was unexpected. Not in a bad way, but not in a great way either.

Cons

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- There was a bug for me where hitting the escape key completely froze the cursor in game. It happened a few times when i meant to just enter the save menu. Ended up replaying a few parts multiple times. Needless to say it was incredibly annoying.
 - Had a bug where i could not give the dragon the right bowl of water and needed a reload
 - There was a lack of custom responses for certain actions that didn't do anything (i.e. combining some items that could not be combined at best gave you a generic "I cant use x on y" or at worse didn't say anything at all.) It would have been nice for there to be a few programmed one liners or something that just didn't feel so generic
 - There were several completely non-intuitive puzzles and a few were incredibly difficult (I didn't memorize the number of Hercules' labours in school nor would I have picked up a vague poem's reference to them in game. Nor would I have guessed to use the duct tape on certain places or use a the cutting saw at just the right moment). Definitely needed a walkthrough.
 - Game felt to be in a pretty low resolution. I couldn't tell the main characters telephone in his apartment from just a green blob. There is more than a little pixel hunting in this game and the low resolution just makes it all the more difficult.

Its a nice afternoon P&C jaunt across a murder mystery and a fantasy story. As long as you can wait for a Steam sale and you have your walkthrough handy, I'd recommend giving this one a go.. Fatal Twelve is def one of my top favorite VNs. The soundtrack is spot on and tug your heart.

Just playing them remind me of the scenes in the game. It's perfect.

Thank you for creating such beautiful story and game.

. A very well put together adventure with plenty of mini games.. The game doesn't look that bad for a point-and-click adventure. The movies were also nice especially since that meant I didn't have to curse over the useless GUI. The voice acting and music is quite enjoyable throughout the whole game. Unfortunately, there is no real sense of progress as you make it through the investigations. One of the puzzles is plain \u2665\u2665\u2665\u2665\u2665\u2665\u2665 with no obvious reasoning, even in walkthroughs. Movement is extremely clunky which is a pain when you need to sneak or solve a timed puzzle. The set of final questions - which are optional - were just guesswork due to the extreme lack of coherency throughout the rest of the game. There is just too little coherency for this game to work as entertainment.. hi do you like little girls who have savage minds and breathe fire for words

buy this game tbqh. One of the best singleplayer VR games I've played, but I have a few suggestions.

1. Plants don't last long enough.
2. Make controls more customizable, including an option for smooth turning. Maybe this could be the first VR game to have completely rebindable controls.
3. Make comets occur less. I'm not sure how they spawn right now, but for me it seemed like one after another.. Good inspiration.I like it.. I think the negative review were pretty much all pre-patch.

I really like this game.

If you like spacr combat games, buy this, you won't be disappointed.

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