
Nukklerma: Robot Warfare Cracked



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About This Game

One year after the plasma nuclear annihilation on Earth, it became clear that there is no rescue in sight and most survivors gave up the last hope. But Elon believes in the salvation of the dead planet and follows an indefinable buzz into drains. In an abandoned underground nuclear bunker, he encounters unexpected at a huge, active power generator, which leads him to a strange factory. There he uncovers the conspiracy of the Apocalypse - armored cyborgs and robots, that want to take revenge on the planet Earth. Can Elon save the world with his robot friend Steel from ultimate destruction and prevent the spread of cyborgs?

MainFeatures:

- Apocalyptic Gameplay
- Fully controlable NPC friend: Steel
- Many Weapons
- Funny Conversations
- Easter Eggs
- a very strong atmosphere
- much music
- a sad world
- very EVIL Cybrog

Title: Nukklerma: Robot Warfare
Genre: Action, Adventure, Indie, Early Access
Developer:
KerboGames
Publisher:
KerboGames
Release Date: 5 Jun, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows® 7/8/10

Processor: Intel® Core i5

Memory: 6 GB RAM

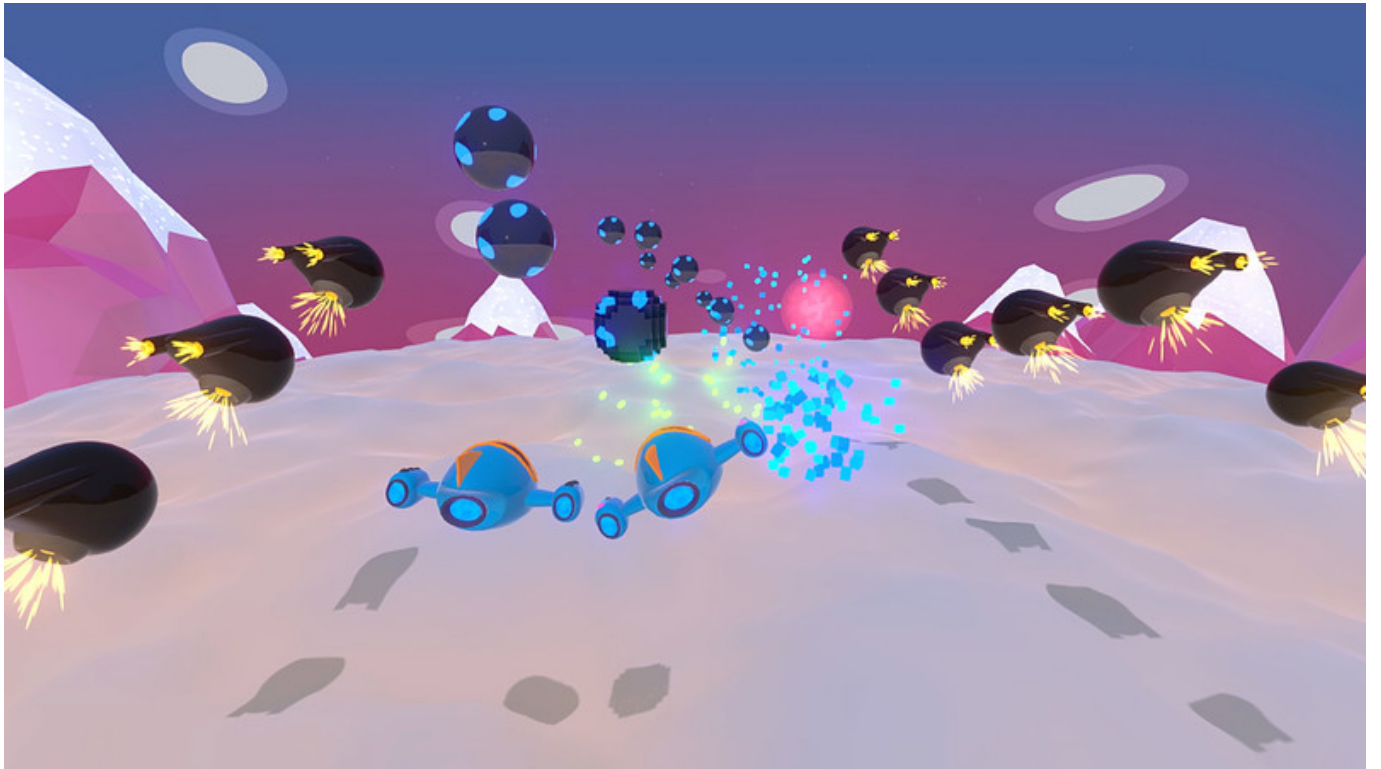
Graphics: Nvidia GeForce GTX 940m

DirectX: Version 11

Storage: 6 GB available space

Sound Card: Any

English







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IA is blew .

but the game itself is good for have fun for 1 / 2 hours .

but i wont recommend it at this current stat. This game is great, that is until a max level mutha comes in and slaps you around. Just be sure to know where your desolate land is, so you can run that max geared player back and forth all day until he tires of you.. Clever story telling and well done atmosphere! Nice to have more games that offer Alien -movie like feeling :). Over all good game

but I can see some minor problems

1.Hunger and thirst gose down to fast

2.some of the animals are to op

3.This is the last reason and that is when ever I die, quit, or start a game it opens a tab for lif on a website (if you know how to fix this without the developers editing the game put it in the chat)

I also have some notes for what to add

1.I saw the meeracats and rabbits had burrows but they are all the same maybe you could make more then 1 burrow

2.all the totems are facing one way maybe you could randomly make them face different directions

3.lastly I would like homes for more animals it seems bad to see animals like wolves loins and bears out in the open because they all have dens in real life so maybe you could add those. Playing this game makes me envy lab rats shot full of hormones deliriously navigating a maze for scientific study before mercifully being thrown into a snake's jowels to be slowly digested over the course of several hours.

How in God's name does this have a positive rating on here?

At the very least I thought I was buying an intentionally dumb game that would have that cool, happy song in it from the trailer, which would at least make evading these generic\2665\2665\2665\2665\2665 poorly-animated "enemies" and repetitive (read: copy\pasted hallways, over and over) locales at least somewhat enjoyable in a delirious, braindead way. Instead of the interesting \ funny contrast created by the song in the trailer, in the game itself it has spooky\2665\2665\2665\2665\2665 ambient music and an occassional groan from the monsters when they see you. They don't attack you, and you don't have any health or anything, so they instead just walk toward you and push you along down the hallways, I presume in the hopes of getting you stuck at a dead end to prevent you from progressing and thus making you load an earlier save (assuming you even play the game long enough to bother to make a save. Protip: Spare yourself the KBs used to create a save and just delete the game instead.)

I will now briefly describe the gameplay in this game. You may want to grab a pen and paper to take notes to keep track. I can wait...

Okay, are you ready??? In this game..... you walk around a maze (although not really a maze since you're given a map that shows everything, including the locations of where the items are you "need" to collect) to walk around, grab 7 gems (by going through the laborious process of tilting the mouse to look down at a 45 degree angle and then clicking LMB once) Then wander around the maze doing this another 6 times, while avoiding being pushed into a wall and unable to move by one of the aforementioned "monsters" You then return to the initial room where you entered the level to enter a portal, which upon doing so you are immediately transported to another set of hallways (no visual or sound effects just immediately thrown into another set of hallways) with another 7 gems to collect with another set of dumb monsters shuffling around aimlessly.

The game's self-aware trailer with its "awards" section and the very brief description of the game itself I was hoping were indications of a game that knows it's horrible but has some kind of endearing charm but having booted it up and now seeing that

same tongue-in-cheek "humor" it comes across as more of a con than anything and I'm stunned this game is even available for purchase.

. kids absolutely love this!. Pretty good game for the price :) more at the summer price steam. If u like game like Dungeon Master its for u. Graphic are pretty good and we have a good variety of skill. Day 1 impressions.

Good: This game has a fantastic art style and it reminds me of the older Tactical RPGs like Shining Force. I also dig the Faction variety. Even though there isn't as many factions as Brigandine the strategies of the in-game factions feel much more varied. The pirates are numerous and aggressive while the Aliens are tanky and have "Poison" damage. The animations are dope and I enjoy the Trial & Error gameplay.

Bad: Not a fan of the mouse controls. Scrolling through the large maps for a "low unit count" game is kind of a pain. Also wish there was an option to increase unit's movement speed animations to make it a bit faster. These are all just nitpicks though.. Its literally Theme Hospital but a Tavern instead, It lacks the polish Theme Hospital had but its still great fun.. I have never expected, that, after being almost 10 years on Steam, I would write my first review about a game like this. But it perfectly suited my taste.

It's weird, funny, rather short and even makes you think about things. The art style, writing and music compose a unique blend, combined with it being a point'n'click adventure, that got me hooked for a very enjoyable amount of time. Plus, it features a cute little duck. And hallucinogenic applestuff. And Pewdiepies face.

I really appreciate what developer Joe Richardson has created here and I can definitely recommend this to anyone who is into this kind of games. If you are unsure as to what TPAoE holds for you, go ahead and play the demo. It's quite hilarious in its own way.

Thumbs up!

Great fun. It is tactically enjoyable and complex, although at first seeming like a rather simple game.

Now, please make a coop version with different ship types etc. :). On expert mode its a decently difficult finding game.

However, the story is most unique and funny.

Played it with my children and we laughed quite a bit.. Where are all the Scenarios? I purchased and it installed, there are 0 Scenarios. No career Scenarios, no Standard Scenarios. Requesting refund.. I bought the game because of steam trading cards (It took 4 hours to collect all cards)

I recommend this game due to steam trading cards (buy the game when it's on sale). Teh SUX. Don't get it. I spent \$3 on this and it was \$3 too much. SuperMEH. Humorous classic point and click game mixed with short interactive animated movie sequences just like the game Dragon's Lair from the early eighties. And it's great!

The style, music, sound, animations, humor, all very well done. Plus, it's really cute. No blood or gore, so family friendly cute :)

The puzzles aren't overly complicated, although some might be a bit of a challenge if you don't get the visual clues presented. Most of the mini action sequences are timed events in which you need to do certain things within a very short amount of time, but the game doesn't punish you very hard for failing because it drops you right back in the action and saves in-between quite regularly. Make sure to pay attention to everything on screen. Sometimes the visual clues are as small as a hairy spider....

On saving, there's no manual save option. Most achievements are story progression, so you'll get them just by playing. A few require you to do specific actions and might require a full restart if you fail. But again, they are not overly difficult to get once you know what you have to do and you'll probably get a few of these on the first playthrough anyway.

It's a small game though. Starting fresh, you can probably finish it in a few evenings. But the experience and price is definitely worth it in my opinion.. A little bit of a generic story, but told in a fantastic way, with beautiful environments and great production values. Well worth watching, and I can only hope that there will be more story telling like this in the future.

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