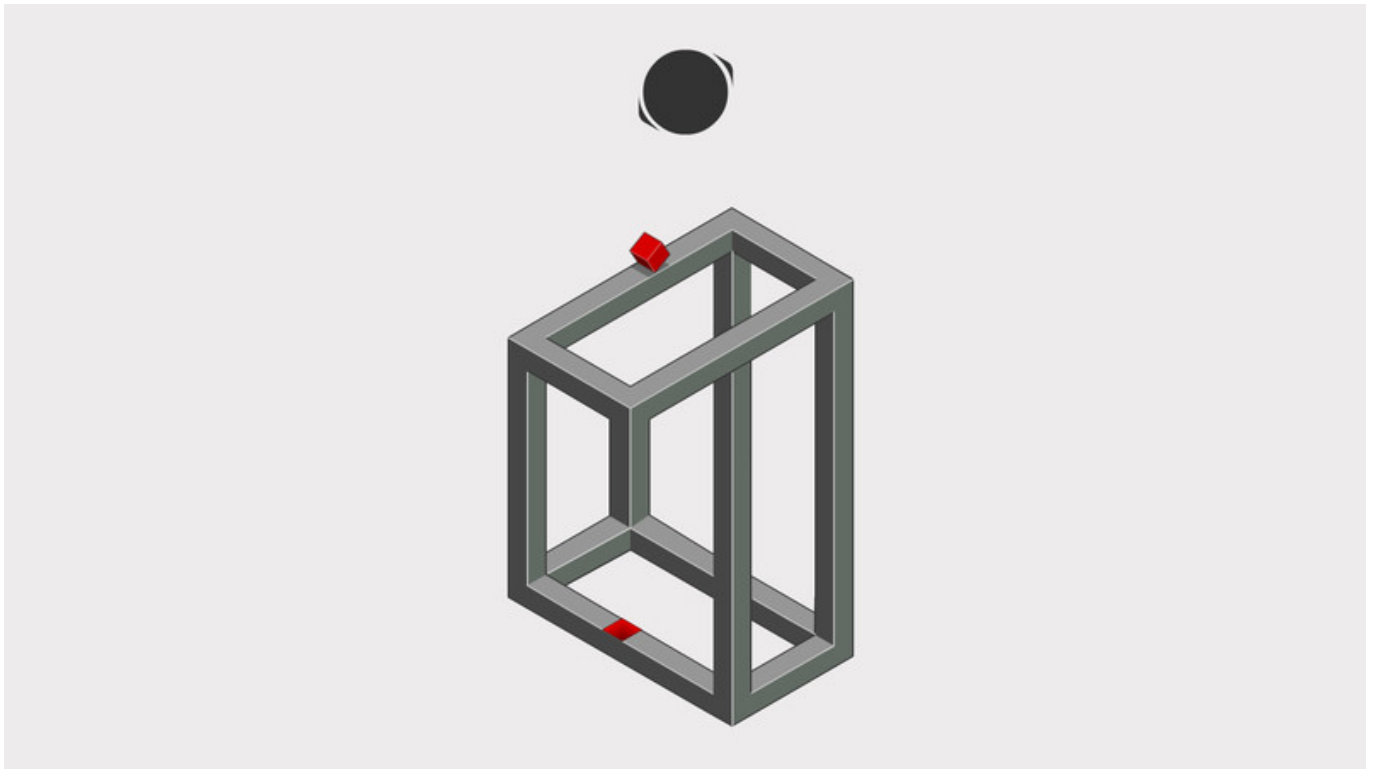

N.E.R.O.: Nothing Ever Remains Obscure Portable



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About This Game

N.E.R.O.: Nothing Ever Remains Obscure is a wonderful journey in a world of incredible beauty where a kid is the key to all locks and the night is not as frightening as we all could think.

Immerse yourself in a story-driven first-person game featuring puzzles with intuitive controls. The environment is heavily connected to the characters and their past. The world of **N.E.R.O.** is magical and varied, making exploring an ongoing challenge.

N.E.R.O. invites players to explore and experience feelings that are uncommon in video games, a game where the visual novel genre meets the puzzle game.

Join this magic adventure in an unknown world, playing the role of a kid followed by a mysterious black clothed companion. Discover through his eyes the history behind this tragic journey.

Key Features

[/h2]

- **N.E.R.O. features simple gameplay with accessible controls in a rich and atmospheric environment filled with puzzles.**

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- **N.E.R.O. features unique dreamlike visuals with high-resolution textures and complex shaders**
 - **N.E.R.O. is a mystery: nothing is as it seems. Only by solving all the puzzles and through exploring will you be able to discern the whole story.**
 - **N.E.R.O.'s wonderful soundtrack is captivating and comes along with the design. A deep narrating voice will underline the experience, following the two characters in their journey.**
 - **N.E.R.O.'s story is complex and cryptic. We wish players to discuss the meaning of the story on social networks, sharing thoughts and screenshots.**

Title: N.E.R.O.: Nothing Ever Remains Obscure
Genre: Adventure, Indie
Developer:
Storm in a Teacup
Publisher:
Storm in a Teacup
Release Date: 29 Apr, 2016

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Minimum:

OS: Windows 7, 32-bit

Processor: i5

Memory: 2 GB RAM

Graphics: GTX 745

DirectX: Version 11

Storage: 11 GB available space

English,French,Italian,German,Arabic,Simplified Chinese,Polish,Russian,Traditional Chinese

Sandra and Woo in The Cursed Adventure

Short walk through

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nero nothing ever remains obscure test. nero nothing ever remains obscure review. nero nothing ever remains obscure wiki. nero nothing ever remains obscure wikipedia. n.e.r.o (nero) nothing ever remains obscure ps4. nero nothing ever remains obscure trailer. nero nothing ever remains obscure ps4. nero nothing ever remains obscure trophy guide. nero nothing ever remains obscure achievements. nero nothing ever remains obscure puzzles. nero nothing ever remains obscure platinum. nero nothing ever remains obscure gameplay. nero nothing ever remains obscure trophäen. nero nothing ever remains obscure story. nero nothing ever remains obscure bewertung. n.e.r.o (nero) nothing ever remains obscure. nero nothing ever remains obscure trophy. nero nothing ever remains obscure psnprofiles. nero nothing ever remains obscure. nero nothing ever remains obscure metacritic. nero nothing ever remains obscure switch. nero nothing ever remains obscure walkthrough. nero nothing ever remains obscure nintendo switch. nero nothing ever remains obscure plot. nero nothing ever remains obscure lösung

I really like all the classic skins, but if they inly got classic Scorpion in there. Maybe some MK3 skins like in MK9 in the next DLC? Maybe even some Armageddon skins as well. Overall, this is a really good DLC. Fun game to play with friends :). Seems like an awesome puzzle platformer so far...

Highly recommended for fans of Limbo and Braid, etc..

Bonus: Is not built on the Unity Engine!. "early access So it will get better" Alright. A year later its still lackluster and boring, and it hasnt had an update in about a year now. Too late to get a refund, i was screwed over. 10/10 would get ♥♥♥♥ed by devs again. Instantly enjoyable and playable. Even better when it's raining.

After a few seasons away from the series the immediately noticeable positives:

- + Bikes handle superbly for both beginners and experts, with no assists they really do slide around.
- + The game looks and performs superbly in 4K and up to 120fps, dynamic scaling works well to when it gets buy on track. This is surely the first Unreal Engine racing game that works well, so far games like Gravel have suffered low FPS and odd lighting.
- + The career mode is engaging, well presented without being over the top and builds up the level of challenge well.
- + It's an easy game to pick up but is going to take some time to master.
- + The amount of adjustment in the options means a level is easy enough to find for both bike control and AI challenge.
- + Racing with the AI seems fair, I've seen no crazy AI behaviour and races have been close once I found the right AI setting for me.
- + Sound is good both the player bike, opponents and the background track noise work well.

From the opening tutorials it's clear this is a Moto GP game that is accessible to newcomers to the tricky world of MotoGP racing and can also be made challenging for the veteran racers. With all the assists on the bikes are point and squirt easy to ride. With the assists off the bikes really start to move around but even then moderate slides are catchable. With the assists off the bikes look just like the MotoGP bikes moving around under the rider.

The Red Bull MotoGP Rookies bikes are a good starting point to the career and the progression system measuring rider performance, braking and throttle seems like a good way to measure progress.

Updated to add racing in the rain is superb, the track feels wet and the bikes really slide and slither around with the assists off. One of the best wet race implementations I've seen yet in a racing game.

That's about all I've seen so far and I'll update the review as I see more, initial impression is this is an easy recommend if you are enjoying the real MotoGP racing this year and want the game to go with it.

This Game has written Handheld all over it.
First Thing you will notice... There are no cut scenes, No Story Panels between Missions.
The Story is only told during a Mission.
This will interrupt the flow of Battle to an annoying Degree.

The Game is a causal Diablo Clone with giant Mechs in a dystopian Tokyo.
And as a Diablo Clone it gets even the basic ARPG Stuff not right.
Combat is boring
Loot is boring
Enemy Bots are stupid Lemmings
Your Team NPC are stupid as ****
Missions Maps are small Arena like affairs no procedural generated Mazes / Dungeons
Timelimit?! within Missions

Then are the technical Limitations.
No Graphics Options
Only Barebone Options...
Switching from Mission Menu to the Dock or to the Shop gives the Player a loading screen...
The Translation ranges from funny to incompetent.
Text is not always readable in the Mission Menu
The Player can get stuck in the Geometry

For an PS Vita Game it is an ohhkay mobile Game
For an 2017 Port to the Windows Platform it is lacking in every Aspect..

5/10 / Borderline Incompetent Port

Disclaimer
This is my Opinion! This is how i feel at this Moment in Time & Space about this Product!
This Opinion may change in the Future because of the "Panta rhei" Effect.

I don't care about other Point of Views and will delete Posts of SJW Nature.
If you want to Discuss like an Adult certain Topics of the Matter... You are Welcome to do so.
So... If you don't like my opinion give it a Thumb Down or click on the Funny Option.
Best Regards from sunny Zermany. I got this game as part of a cheap bundle, and it just might be the highlight of it! It has a lot of potential and is already really fun for how recently it came out. The gameplay being described as DOOM + Nuclear Throne is pretty spot on. The soundtrack is killer to boot. This game is a treat and I can't wait to see where they take it from here..
Couldn't get it to work. Can't read Japanese.... I know the creators from their involvement in a facebook group, and for the V>V Asked for this Easter Egg (found it first try). I also love dogs and any game about dogs.
any attempt to make an unbiased review would be futile.
the game is very fun as a platformer and its story is quite adorable. I advocate you support these devs and try this game out if you enjoy dogs, platformers or cute stories.. I can see why everyone dislikes this game. needs a update for better speed and control support good game but to glitchy. i like the artstyle and the SOR reference, but the gameplay is VERY boring. About half of this game is making a cake and almost all of the ingredients are just in kitchen cabinets or the fridge. Games should take you on an adventure. Putt Putt goes to the moon, joins the circus, and saves the zoo. This game is just really mundane compared to other Humongous games and the small cast of insufferably polite characters is the worst.

Stick to the other Humongous games that have at least a little personality and excitement to them.. Nice game, I have all my settings set to max and the game runs smooth.

That being said could use work of crafting, like how do you make a plank from a log. Maybe a mini map or some way to find your way back to where you are setting up camp.

One big issue I have been having is loading my saved game and it locks up, have had to restart the game three times so far with no luck. Work around is to load a new game and then load last save.

All in all look forward to seeing more updates. But I can not recommend this game as it stands now, will keep watch for more patches and updates.. No support for 2K/4K. 1080p at most. Ugh.

Upd: Unfortunately, there still is no support for 4K.

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