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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 Include :

- Full Controller Support.
- Learn New and Valuable Skills and Grow in Power as your Player Level Progresses.
- Find Useful Items that can Help your Player Character Reach New Places and Unexplored Areas.
 - Secret Chest Revealed After Defeating Every Enemy on a Single Map.
- Day and Night Calendar Time System with Dynamic Tinting for Exterior Cells.
 - Dynamic Music System for Select Maps.
- Play a Bass Guitar, Song of Inversion and Explore the Inverted Realm.
- Horizontally Inverted Exterior Maps Featured from "Rogue Port - Red Nightmare".

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- Playable Archery Mini Game with Varying Courses and Rewards.
 - Integrated Unlockable Features between both "Rogue Port - Red Nightmare" and "Rogue Port - Blue Nightmare".
 - Over 300 Maps and 5 Boss Filled Dungeons to Explore with Hidden Treasures.

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

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Minimum:

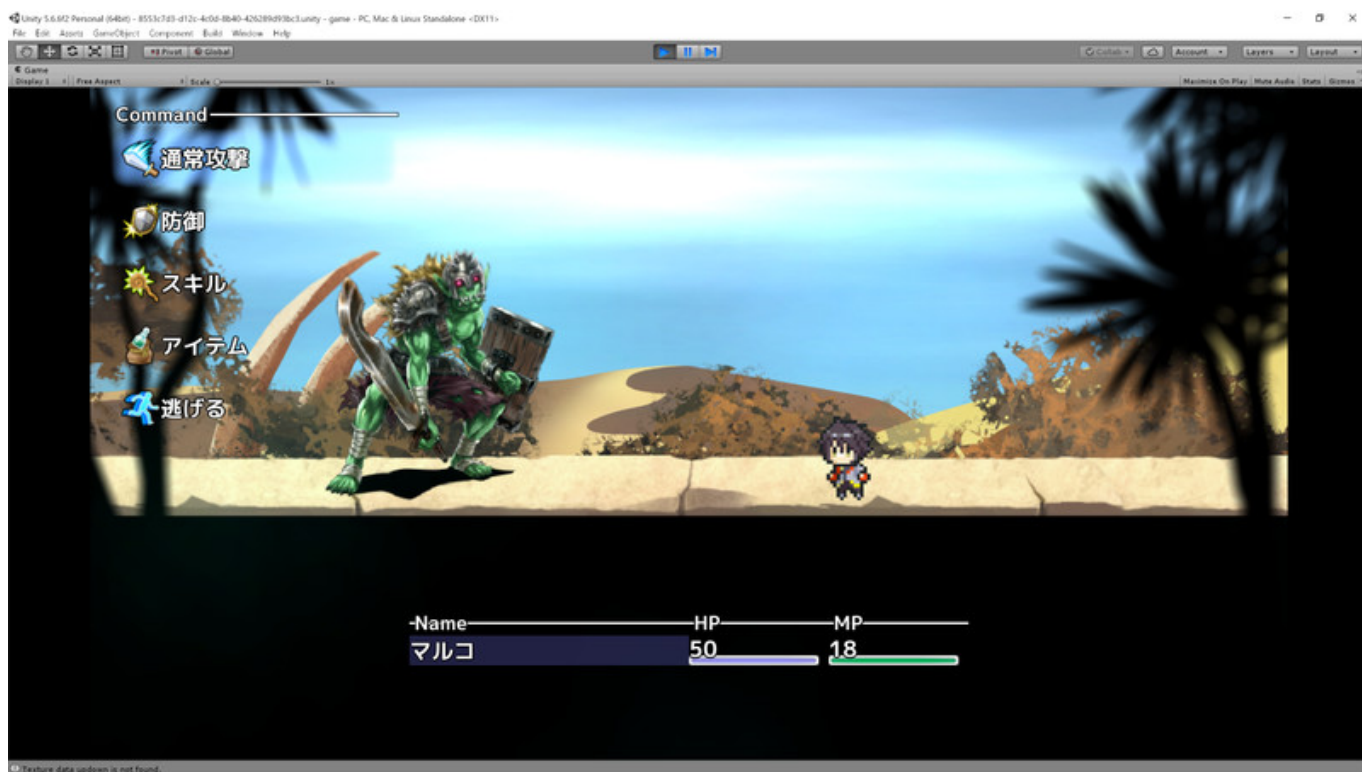
OS: Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

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

Graphics: 1024 x 768 pixels or higher desktop resolution

Storage: 400 MB available space

English







rogue port - blue nightmare

I don't even think it's necessary to say it, but this is such a good and addictive game, I REALLY love this game. And even though this is a really old game, for me it's the best and just can't stop playing it. If you already tried the demo and you liked it, believe me you have to buy it you won't regret it!!!. First off, I can't speak highly enough about Diadra Empty. I haven't played the steam version much, but I have about 150 hours played on the Japanese retail version, and I consider this to be one of my all time favorite games. At one time I held 2 of the 3 score records on the Japanese leader boards.

Diadra Empty is a unique and incredibly fun shooter that uses a free roam area that the player can navigate while overcoming waves of enemies. With a wide variety of weapons and strategies, there are many ways you can play the game, and with unlockable buffs and handicaps you can make it as easy or as challenging as you want. The graphics may not mean much to look at at first glance, but it makes up for it in dazzling effects and visuals.

Pros:

- Incredibly fun and addicting gameplay.
- Very high replay value.
- Memorable and catchy music.
- Small file size and low requirements make it playable on just about any system.

Cons:

- Game is very slow at start, which may turn off some players who want to jump straight into intense action. The real insanity of this game doesn't really show until you take on true and extra modes with everything unlocked.
 - Most of the steam achievements are bugged and unobtainable, which will leave you with a very low completion %.
- Completionists beware.
- The controls take some getting used to if you are using a keyboard.

If you love shmups, this game will remind you why. Its only \$6...what are you waiting for!?. Concept is nice but realization is not good. The controls are creepy, gameplay is not fun.

Game is buggy also, I think this is going to be fixed, but I doubt gameplay is going to be much better.

It feels like that 80's soccer arcade games with magnetic legs and iron balls... just worst.. good bomberman alternative once they get enough people giving them money it will be very good.. The "Ghostbusters" like ghost transparency effect is missing on the (horribly outdated ?) screenshots : Watch the game trailer instead.

If your VR space is too small for you to dodge in, if you're more old and smart then you're young and fast, if you want something casual non-gamers can also enjoy playing (not too intense, no jumpscare, fun and safe for children to play...), while still getting a challenge unlocking the trophies for yourself... Then this wave shooter kind of fits when and where the other wave shooters don't.

So basically NOT recommended for a teenage gamer with super fast reflexes and a big VR space to move around in, but instead recommended for everyone else : If you're too old, too young, too casual or simply don't have enough VR space to enjoy the other ones.. You thought it is Tetris, what could possibly go wrong?

A lot! Unfortunately the controls are not direct enough and actually do not give you back the feeling of the original Gameboy Tetris. Controls are troublesome. This needs to be fixed.

And then there is no options menu. Game is in the center of your playground and you can not manually recenter it yourself. This is a no go for a controller game, since I play controller games in front of my PC and not like a normal room-scale game in the center of my room.

Overall and since those two issues are a game breaker for me, I can not recommend this Tetris emulation for VR.

NO RECOMMENDED until problems are fixed.

Twitch Channel : <https://www.twitch.tv/mrorange55>

[Youtube Channel : https://www.youtube.com/channel/UUC1UE5TPoF0HX0HVpF_E4uPQ/videos?view_as=subscriber](https://www.youtube.com/channel/UUC1UE5TPoF0HX0HVpF_E4uPQ/videos?view_as=subscriber)

Good game even starting out. Has great potential. Pick up rocks and sticks made an axe, chopped a tree down and made a fire pit. Mechanics work. I use oculus the wider you swing your arms the faster you move. Ate a poisonous mushroom. Nice vr survival. Can relate to ark survival havent played the forrest or rust but the build mechanics are there.. A fun racer but no replacement for wipe out or F-Zero, the shortcuts in F-zero are not there and the power up fights and weapons make it too far from wipe out.

Still, the tracks are nice, and the AI isn't ridiculous so it's fun in its own right. I like the way different worlds have different physics so you get much longer jumps on the moon.

It's a shame the customisation is so basic. Music is a bit awful, would have done better getting some good names behind it. The control is also a bit basic with the mechanics making it not very challenging to get to grips with so ... more a causal game than a demanding one.

P.S. bought at 70% off. Fun simple tower defence, with the best theme song I've ever heard.. This game makes me makes me wanna cry 50V10 would come back to life if i can. Beat it in 40 minutes, fun game. Pretty fun game, fast paced, fantastic art. Works perfectly on Linux.

Fairly difficult to get some of the unlocks (especially gadgets), but deaths don't feel "cheap" as they do with a lot of games of this sort. Really looking forward to gamepad support.

All in all definitely worth the asking price.. Best game ever. I have played this countless hours. Do not go by my hours here, because I don't know why it doesn't show how many hours that I have played. I probably do not want to know how many hours that I have played. I would guess 100 full-games, probably many, many more. I've got almost all of the awards on it, which are quite hard to get -- because they take excessive playtime. Well, let me continue ...

It is just like the old board game, but it is so much funner to play because you don't have to count the men and verify the rules manually.

However, this game does have some drawbacks. It is kindof hard to get it to correctly size on your screen. It used to work perfect, but after a Windows 10 update, I'm having trouble getting it to fill the correct amount of the screen. So, I had to turn-off full-screen and just do bordered window. Yet, that's a little of a problem too.

However, it is still fun, and I play it a few times each week. I win some and lose some too, because I always play on Expert. And, if my dice roll bad, then I get slaughtered. But, it's not every game that I win -- about 1 in 3 or 1 in 4. So, the AI is challenging -- if you play expert. If not, it's a simpler game.. Game dies on the third level. total waste of money.

. Coral is a attractive, chill ocean-based puzzle side-scroller. It's not a long game, but it feels like the length is good. It doesn't have the time to overstay its welcome. The puzzles are not difficult, though at times they require perhaps a bit too much repetition due to the controls being floaty. The visuals are the best part, though unfortunately you play the bulk of the game in dead and dying coral reefs, and when you heal them, it's on to the next mission.

Overall, I do recommend it for a short, interesting game with a positive, but not preachy message about protecting our oceans.

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