
Nuclear Powered Toaster Torrent Download [PC]



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About This Game

It's always a bit stressful on graduation day. The uncertainty of the future, the excitement of endless possibilities, and of course getting blown out of the sky by a weapon that should no longer exist. Welcome to Earth in the 24th century.

Nuclear Powered Toaster is a 160,000 word interactive sci-fi novel by Matt Simpson, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

Humanity is a pale shadow of its former glory after two nuclear wars and living under the constant threat of orbital attack. You...won't really be able to change any of that, but if you play your cards right, you might just live to see another sunrise, and possibly even unravel a sinister plan!

- Play as smuggler Alexi Beaumont, or superpowered government agent Fiorella Branford for two distinct experiences.
- Meet new and interesting people on Duck Mountain, and try not to be incinerated by them!
- Team up with a henchman, an actor, or the solar system's oddest janitor.
- Uncover a global conspiracy and bring down a mysterious terrorist...if you can.
- Resolve situations with wits, force, or just harness the erratic power of pure insanity.

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- Endeavor to keep on good terms with your comrades, or risk turning an ally into an enemy!

Comedy, action, and a pinch of absurdity await those who board the Nuclear Powered Toaster!

Title: Nuclear Powered Toaster
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 25 Oct, 2018

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English







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bad, abandoned, s**t.. This must be one of the most beautiful games I played in a while. Simple, unique, engaging. Recommended!

Kudos to the devs and artists.. The game is excellent, a lot of small details, realistic and the like. I can't say anything else, because online is a complete zero! Advertise at least somehow! And if you can answer that tell me, will there be any more updates in this or any other game? In addition I'd say. I'm a huge fan! Adore castle miner z (two copies bought) and death toll. But the joke is that castle miner z is online and here it is not. I really want to play but not with whom.. When I played this game 20-22 years ago It seemed great fun, but it's not held up very well. There are some good bits still, and a few puzzles that do make sense, but a lot that don't which was kind of how it worked back then. Unless you're mad for retro point and click, and it is on a sale, don't bother.

. What are you doing reading this? Buy it and play it, now.. 10/10, its showing its age but for the price as Furry said for the price of a drink and a butty.. Liking the game so far, Gameplay wise is alright but could definitely have more elements to it! Physics/ environment wise is amazing! Really loving the space atmosphere and the "gravity free" feel to it. I think this game would look spectacular with the Oculus Rift. Controls are pretty intuitive and definitely adds challenge to the gameplay! Also I could swear my head is still spinning from all the spins during the game ha!

However, as a Sci fi/ space game lover I would love to see more to the game environment (perhaps other shuttles, the ISS, probes, making the ships accessible to the cabin etc, perhaps even stars to really enhance the visuals? Making the environment bigger too would be great especially with such freedom in movements).

As for the gameplay, I would love to see perhaps co-op/ multiplayer gameplay because I think team work in this game would add more fun and realism to it. I would also like to see more interactive and different missions, instead of just mostly hovering on different waypoints, Maybe users could also even design their own missions?

Overall, great, chilled, relaxing simulator with huge potential!

EDIT: I forgot, could you also include more dialogues, the radio dialogues get too repeated at times and we could sure use an options page as well in the menu.. Warning Spoiler Alert!!!!!!!]

I need to address that I have played MANY Visual Novels both ones on steam and scattered around the web. But THIS!!! This!! Makes me guilty for the envitable.

I have fallen in love with his game the moment that I find out Zoluu has passed away because of her lover for Neek. I couldn't stop shedding tears after that I have literally left off at part of the other decision where you decide to continue and hide from the East. Now every time I see the Neek from the gallery I feel like it was my fault he had died I can't stop pounding the desk its so heart wrenching. I can't recommend this game enough if this had a star rating it would be 100 out of 5. Interesting game, reminds me of old russian handheld game with similar principles, so the gameplay is familiar. No issues while playing on Rift. Controls are intuitive. Good choice if you want to try something fun and quick to learn in VR.. Frequent system failures during battles that do not happen with Rome: Total War, and Medieval: Total War. Three failures that prompted closing the program in 1 hour of game play.

As an extreme Lovecraft fanboy (minus all the 1920s racism, xenophobia, and whatnot) I have to say that I am loving this game, even though I have not gotten super far into it yet. The pixel graphics somehow work just perfectly with the subject matter, and the music only immerses you even further into the atmosphere. Being super familiar with the Cthulhu Mythos, I am having a lot of fun piecing things together from all the lore presented in this game, and I also feel that even if a person is NOT familiar with it, they would still get a nice kick out of it.

Is this game difficult? Hell yes. Is it **too** difficult? No, not in my opinion. It's just your classic rogue-lite/action genre game that fans of said genre/s should really not be surprised by. You have to pay attention to EVERYTHING around you, lest you get impaled on spikes, implanted with a parasite that will eventually burst out of you and kill you at random (unless you somehow cure it), and all that kind of fun stuff.

I look forward to getting through the rest of the game!. great videos

. Short but rather well made. The volume was a tad too high at the end, but I get the point they were trying to make. Its free.

Can't complain.. The scenery is beautiful. With the Taurus you can surely have a nice experience.

Unfortunately there are several mistaken PZB 500Hz points. You pass an all-green advance signal, thinking there would be nothing to care for with the PZB, then after some 400m you get an emergency brake. This happens on vR expert line BR 101 and RSSLO Talent. So you'd have to run a quick drive first, take notes of those points. Or you could press the PZB acknowledge all the way during a career mission : p. FTL meets XCOM 1. Addictive, even in this highly unfinished state.. This is pure♥♥♥♥♥♥♥♥

Bugs galore, sounds are great *cough*, looks ugly as♥♥♥♥♥♥♥♥ controls don't work well, 1/10

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