White Nothing Activation Code [Xforce]

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About This Game

White Nothing is a shooter with a side view, the player needs to reach the end of the level and survive in the battles with the enemies
Brutal and bloody story about the life of a German soldier during Second World War in the rear of the Red Army. It's a harsh Russian winter, both armies are on the verge of survival.
The game has non-standard shooting mechanics: bullets have mass and fall under the force of gravity. You'll have to work hard on the skill of aiming.
The gameplay will present you the opportunity to become a member of the brutal battles inspired by the pages of history.

Title: White Nothing
Genre: Action, Adventure, Indie
Developer:
electronic life games
Publisher:
AYE Technology
Release Date: 25 Jun, 2018

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English
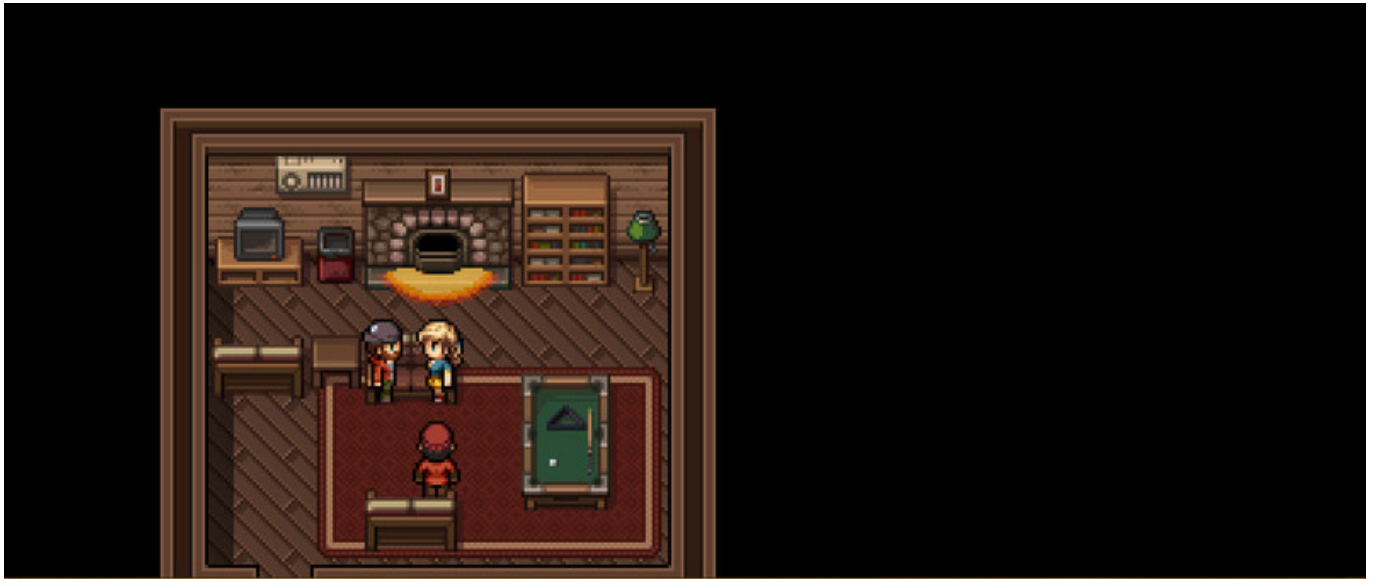
My grandfather said it walked strange. It was sort of shambling from tree to tree while keeping it's focus on us.

KCGX Merrill C. Meigs Field - Aerofly FS2

There's basically no game to play here. Right click in space, a ship icon representing the fleet flies there, nothing to interact with. If you stumble upon a non-orange ship icon, the game loads into a fight like on the video, but you don't have any way to interact with anything.

I wouldn't even call it a screen saver.. This game is less than $3 and works..It needs tweaking here and there but is a good game. Ai is all over the place but thats ok because you never know what reactions your gonna get. It at least runs well which is a plus considering alot of these zombie and horror games that seem to be coming out 5 to 10 games every week wind up being garbage. Its not perfect but it is enjoyable and kinda hard in places. I'd buy it again. I have more than 0.3 hours on it as I played it out of steam.. One of the best characters in Tekken series. This game is nowhere near as fun as it looks in the trailer..

The controls are actually pretty bad (I even tried sitting in a chair to add realism..) and the chair is hard to control.

When you fall out the chair it makes you want to vomit.. And it glitches out (skips frames) and gives you a third person camera of your body and it all happens too quick.

I get what the game is trying to do.. And I appreciate the thought of it. But the game itself is so unpolished and skips frames like a man with a Frame Phobia running through a huge Museum of "Fantastic Great Frames". Umm..

yeah, it's a no from me.. Excellent game. My favorite VR game to date!

The trains are similar with what we used in Jakarta. So, this game for me is basically a casual one with a feel of familiar. Placing tracks is still not hassle free. I was so happy to see this get Greenlit, I thought "I'll just go and play for 10 minutes" to see if it lived up to what I hoped it would be... 1 and a half hours later... and I'm still playing, totally hooked, great job Devs! :D. This game is really fun for such an early release, and I'm definitely looking forward to seeing the progress!. I had only played the Gold version before and now that I picked this gem on Steam for under a euro I can say - they are very different. At first I thought that the only difference is the lack of some campaign scenarios - mainly the one that starts at 1933 and gives you so much time to develop them unstoppable armies! But after I played one of the shorter ones I came to some conclusions:

- the color palettes are a bit off and not so smooth on my eyes - easily changed in the Gold version

- the infrastructure is VERY slow to develop - really 72 turns to upgrade one level? And I thought Gold taking 17 turns was slow.

- HUGE maintenance costs! Why spend 1\/5th of the campaign in upgrading a slot if in the end it will cost half your GDP to maintain? No such problem in Gold.

- at first I thought "Why does research cost so little points? Now I can pump Heavy tanks before everyone else!" - yeah but no - research is compleatly RNG based so even at full IPU those 25 research poins can take 100+ turns to make...

- all units have only one combat "value" which makes gameplay blunt as it doesn't matter what armies you build. In Gold each unit has Attack and Defense - this for instance makes infantry very hard to deal with and while tanks have huge attack power they are probably the first to fall in battle due to low defense.

- a lot of other nitpicks that I could point out but they aren't that gamebreaking.
What I am trying to get at is this - there are a lot of balance issues with the game but chances are unless you've played the Gold version, you might not notice some at all and thats good. Just letting you know there is a better version out there that is **currently not on Steam. That being said I still think this series is amazing.**

5\/10

8\/10 for Making History: The Calm & the Storm Gold Edition

Edit: Gold is LIVE on Steam! Pick it up!. a little bit tricky to solve but really good point and click games !. Pros:

- Fairly interesting dialogue, although it seemed sometimes that the talking points did not fully match with one another.

- Impressive voice acting, particularly that of Einstein.

Cons:

- Occasional pomotion of nonsensical folk beliefs about the pyramids being "giant batteries" which apparently can restore a person's "harmony", which, being Egyptian, particularly infuriates me. There are absolutely no historical records evidencing this nonsense, nor are there any statements by Cleopatra on the same. I expected at any moment that Cleopatra would start explaining how Atlantians\/Aliens were the actual builders of the pyramids! An advice to the developer: If you want to make an educational vr experience, stick to solid and established historical and scientific facts and information and do not base your work, even partially, on nonsense, especially in what is supposedly an educational experience.

- Awful graphics from the years 2004 - 2006, which killed off the immersion. I understand that this is an indie developer effort, but come on. The guests looked like lifeless plastic dolls.

- You cannot interact with objects on the table or around you at all.

- Lots of bugs for such a short experience, examples include: the writing paper being stuck in various body parts of the guests or falling on the ground, the guests using the paper instead of the pen to write, occasionally desynchronised audio, Mozzart standing up and waiving his arms in the air as if playing music while no music is playing.

- The same music plays throughout all 3 acts, which becomes boring after a while.

- The waiting period between the end and start of each conversation sometimes took a bit longer than usual.

Conclusion:

I hate recommending against this product, but in light of the above cons I have no other alternative. Hopefully the developer will improve upon this experience, or at least take into account the above when developing his next experience.. It's a fun novelty to be able to fly in Meigs again. However why would you recreate downtown Chicago with 3d buildings and NOT include O'Hare and Midway?!?!?

. I love it! It's stylish, with great music, writing, and art. One of the best little games of 2018. I'm sad it didn't get more attention! I'm going to sing about it from the rooftops!

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