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About This Game

Nothing! - This is a philosophical visual novell that poses the most important question and gives the answer.
Not everyone can complete this game. Few can.
But if you can get through ...

Title: Nothing!
Genre: Adventure, Casual, Indie
Developer:
empty studios
Publisher:
empty studios
Release Date: 14 Mar, 2019

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Minimum:

OS: xp

Processor: 1.2 GHz

Memory: 512 MB RAM

Graphics: any

DirectX: Version 9.0c

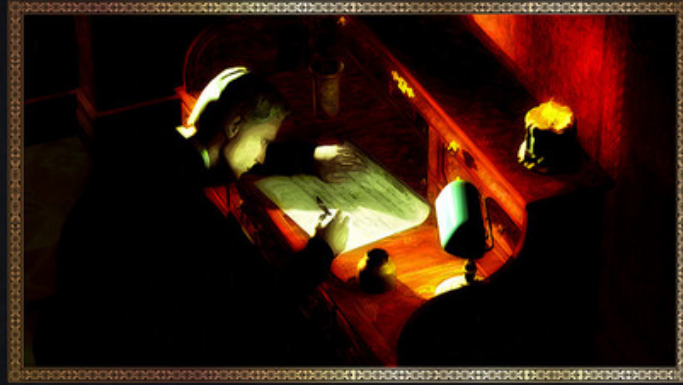**Storage:** 60 MB available space

Sound Card: any

English

That #^%##%&! I'm going to burn his face off!

PROLOGUE - PATHWAYS

Father Randolph Holton was dead. Not literally, of course. But in his heart, he knew he could not live on...not after everything he had learned. Sitting at his dark oak desk in the corner of the dimly lit, cozy study, the white-haired, frail Catholic priest--even frailer of late--dipped an old quill in a container of jet-black ink and began to write...

CONTINUE...

Great game from the past running in DosBOX. Only one issue I can't seem to get my controller to work. Other than that it seems great.. Garbage. But guilty pleasure garbage,. OMG this game will drag you into a worl of dreams and mysteries, it is awesome the puzzles on what to do are really interesting. this is a really well made. eventhough it was a phone game it really has dragged me down into a world of mischief. :3. fun puzzle game :). Fun but the story is almost nothing like the anime. They changed the story a lot. Fun nontheless. Like for Alice, like for story and like for the poetry in twisted Wonderland VN!. This is one of my first ever PC based games I ever played way back in 2000, and remains to this day one of my personal favs. The graphics though now very much dated, are very good for the time and are not a negative distraction today, the controls and gamplay are easy to follow and provide hours of enjoyment as you pick a side between the corporate Galspan or the independant Bora. Although the campaign is linear to some degree, the addition of small optional elements and side missions niecely mixes things up. Both factions have a distinctive storyline and ending, and are NOT just a rehash of the same missions with different flags (minus a few decisive overlaps, for good reason). In my opinon Tachyon: The Fringe is one of Novalogics best releases and if you enjoy space combat with a decent story, it's well worth a try. Rating: 4/5

kinda short, but interesting. TL;DR: If you don't mind or care about the game not being designed for vehicles, and you can overlook falling in holes and dying.. a lot, then it's definitely worth a try, even better if it's on sale. Otherwise, wait and see if they address these issues.

Going to be honest. Mechanically it's fine. I really enjoy the plug-and-play aspect of the world. It doesn't take a monstrosity of a computer to run it, and you can even play with friends.

However,
The biggest problem I have with it is that the worlds are literally hollow, and made of swiss cheese. You CANNOT travel more than 5 meters (7 if I'm being generous) IN A STRAIGHT LINE without running into not one, but TWO holes in the ground that will cause you or your vehicles to slide down (because of the surfing mechanic), and most likely to your doom. Because inside the hole you just fell into and are sliding down, is YET ANOTHER hole, for you to fall into, and then to your death because of falling damage.

This is one of the reasons why the game is ALSO not designed for vehicles. Literally. The terrain not only has holes, but canyons and mountains and sharp inclines, along with random rocks, debris, trees and resources all clustered together. Your "rough terrain vehicles," which can hardly tame smooth terrain, will literally get stuck every 2 or 3 meters, and badly enough that you have to get out and use your excavator to remove the obstacles, or level the terrain so you can try and move forward again.

So you really can't drive anywhere, its actually faster to walk.

Finally, beacons. They are supposed to help you find your stuff should you get lost, lose them, or die. Well they don't. There's no reliable way to track your beacons, and if you lost something underground (like I did) which you added a beacon to, good luck finding it should you die, because you would likely have to memorize the path you took to get there. You have to have a general idea of the direction your beacon is in to find it, and there aren't any researchable tools that reliably assist you in finding them.

All-in-all, most of the mechanics are fun, and it's neat to discover new things in the game, but these problems really make the game significantly less enjoyable for me..

حملتها بعشرين ثانية ^_^. A bomberman-like, with pretty graphics, very fast and very smart ! The advanced options advanced" for players" increase the interest. Jimbly (the developer) is always ready to listen players feedbacks and suggestions. (Thanks for the "Dashing strike" addition !) A great game for a small price.. What I like
< This particular version >:
- A lot better graphics than any previous version on Gamevial.com
- More stable framerate all a better performance altogether
- Good pricing
- Stand-alone game; no more webplayer! <Take that, Chrome>

< In General >:
- Unique, simple gameplay
- Interesting community
- Weirdness; sometimes strange stuff will happen ingame
- Balanced playable characters; Wolf, Rabbit, Deer, Bear, Fox and more!

What I don't like:
- No complaints.

Altogether I'd like to say; Well done, Gamevial. You've created one of the most addicting games ever.
It may have some quirks, but nothing that couldn't be fixed. And now that the game is on steam, it'll
become the game it always wanted to be.. TIME TO UNLEASH THE CHEEKI HARDBASS AGAIN. City VR is very creative to use the SFM to reconstrct the whole city automatically. It is amazing to have some smooth 3D models from the pictures taken by drones. And also the interface is well designed and easy to use. When I resize the city into very small size, my head is in the cloud and I can even hear the sound of the wind. And the application is very valuable for the construction, power station

planning, because the model is in real size of the reality. I hope to have more cities in the future in this app.. It's a great game it requires a lot of thinking sometime when in a staelmate similar to the real war and also apparently the Dev are back and are continuing the mod so far they made some announcement and I can't wait once they add the French faction so do not worry perople. THE MOD IS STILL ALIVE! :D

free add-on:
What could be better than Nothing?
Only free add-on that adds nothing to the game!
https://store.steampowered.com/app/1071051/Nothing__Blank/