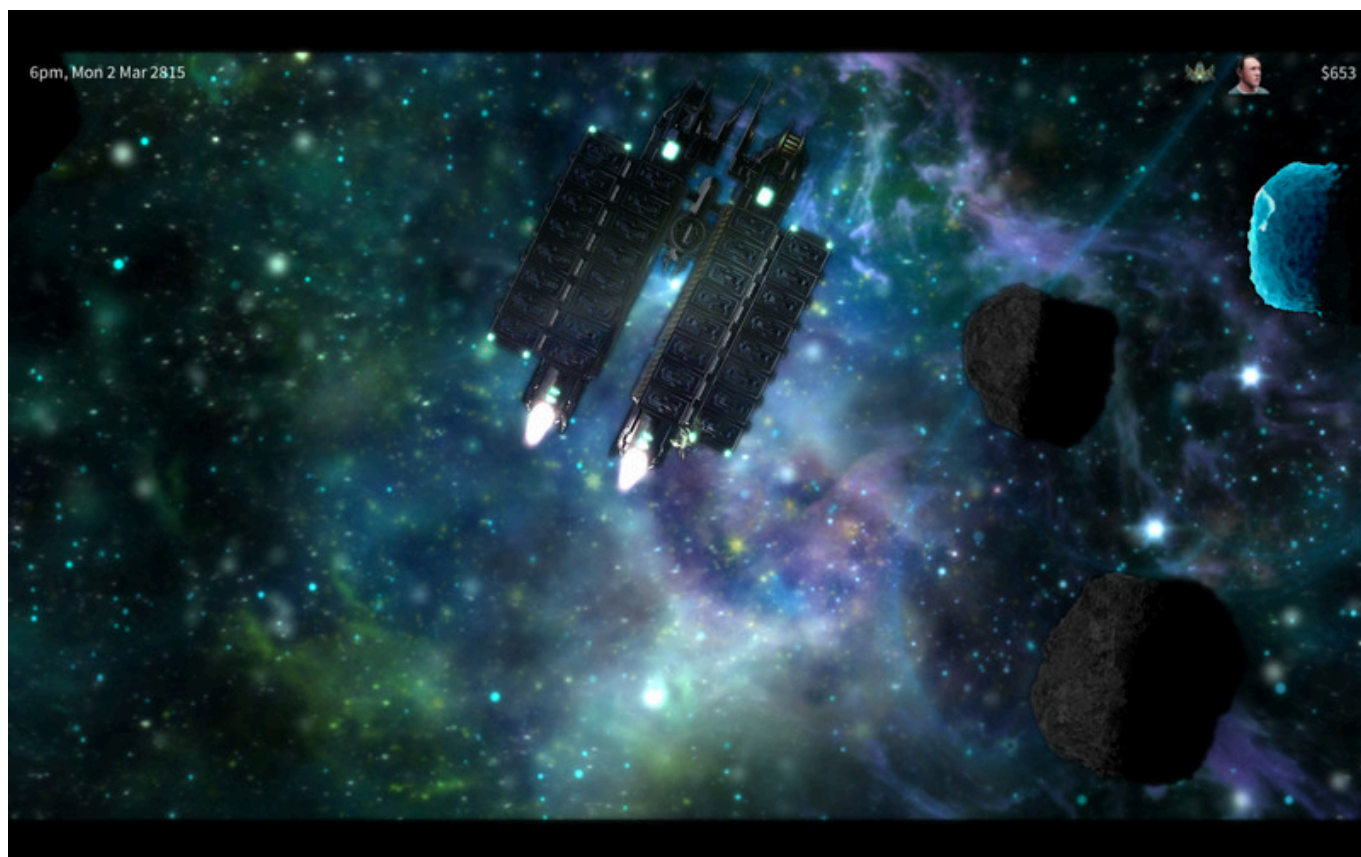

The Rhys510 Flash Back Activation Code Offline



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About This Game

8 Classic Games in 1 Place from Rhys510.

GAMES

Single Player

- Gardini
- Go Farm IV
- Pooper
- Vermillion
- Day Dream Adventure
- Sandwich VS Bagel

Multi Player

- Orb Looting
- Pooper Deluxe

GAME DESCRIPTIONS

Gardini

(Fighting)

Gardini is a boy made of vegetation who's village was attacked by the forest spirits. He seeks revenge and heads out to battle the spirits of the forest.

Go Farm IV

(Management)

This is a farm managing game with 3 different modes: Classic, Survival and Freeplay. These unique modes offer different experiences that will change the way you farm. Classic mode has a bar that has to be kept up by having activity on your farm such as your animals running around or general harvesting. Survival adds a scoring system and makes the game unbeatable but will show your score when the farming ends. Free play gives you all the time in the world as there is no way to fail and even gives you a free bunny!

Pooper

(Flight)

Fly in the sky with nothing but the thrust from your rears nugget maker and see how far you can get, but don't forget to eat or your tummy will empty and you will drop out of the sky like one of your many poops.

Vermillion

(Beat Em Up)

Your family was taken from right in front of your eyes by disappearing shadow goblins but what they do not know is that this little red yeti will not stand for it. Time to beat through the shadow ridden creatures and defeat them at their core.

Day Dream Adventure

(Fighting/Adventure)

Day dreaming is awesome, you can find yourself in some pretty wacky places fighting many creatures wearing some crazy battle gear. This game creates a random adventure that changes as your character grows stronger.

Sandwich VS Bagel

(Fighting)

Free bagels day is great ... as long as you do not have a bagel king in your path. This game has you fighting your way past a bagel king to finally get the free bagel you wanted all this time.

Orb Looting

(Looting)

How many orbs can you grab before the timer runs out? hopefully more than foe can. Each round of collecting gets harder and faster as the game goes on but if you find it too easy then why not battle head to head with a friend and play multiplayer to see who can loot the most.

Pooper Deluxe

(Flight)

Take to the sky once again but with more control and power ups that can help you fly faster and further than before! Up to 4 players will have you and all your friends racing to grab all the foods to fill your tummy's and gain powers from the special items that will help your flight and score.

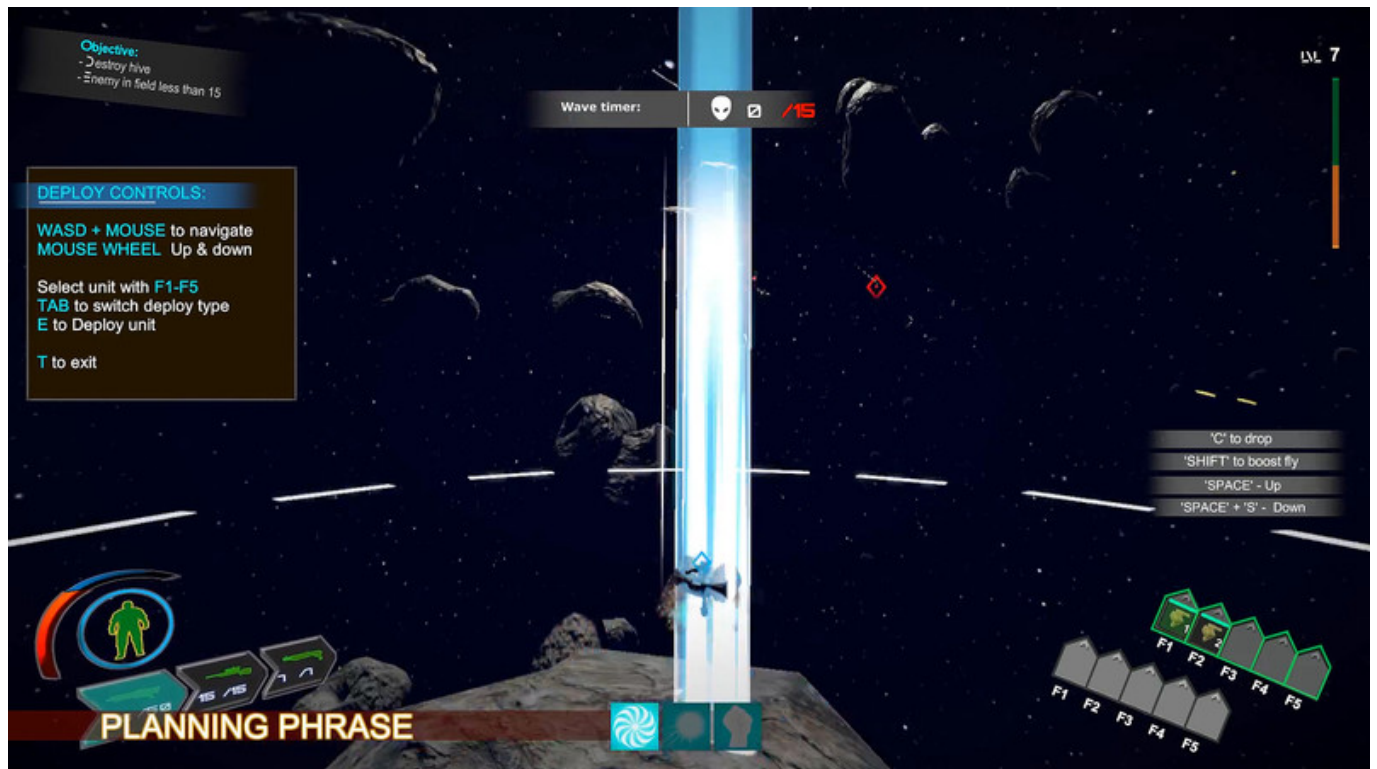
Title: The Rhys510 Flash Back
Genre: Action, Adventure, Casual, Indie
Developer:
Rhys510
Publisher:
Rhys510
Release Date: 26 Mar, 2018

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English







Works as advertised, successfully updated in my case the 19 drivers it found were out of date.
noticeable difference in gameplay with BF4, The forest and H1Z1.. OVERALL: 46%
Gameplay & Controls: 2/5
Graphics & Visuals: 2/5
Music & Audio: 3/5

In writing this review, I'm assuming that most people who are drawn to Bad Hotel were wowed by the haunting music and surreal experience they saw pictured in the trailer, as I was. In short, I'm here to regretfully inform you that the truth behind the matter is that the only thing "insane" about this tower defense hybrid is its learning curve. It's almost safe to say that if Bad Hotel were an RPG, the creators of Dark Souls would be taking note.

-Gameplay & Controls-

Bad Hotel plays out in a rather straight-forward fashion: as the manager of a hotel in an inexplicably hospitable vacation destination, you must strategically construct rooms to keep your building intact for a specified period of time. Certain rooms garner certain abilities, with some giving your hotel an increased source of income while others come equipped with missiles or gravity-defying mines to blow away any miscreant who happens to attempt an assault on your futuristic space Marriott. Although the first several levels serve as a basic and relatively easy introduction to the room types, the player is subsequently dropped into a boss fight with rage-inducing difficulty, forced to watch their pastel pixelated polygons repeatedly destroyed over and over again without any indication as to how you are supposed to be constructing a "sound" hotel. (That pun was entirely unintentional, and I only recognized its genius upon rereading that sentence.) Assuming you decide to keep playing after this point, you'll find several more sets of levels during which one's annoyance with Bad Hotel will range from that of watching the Star Wars prequels to being forcefully confined to a small room where the only source of light comes from a television playing Kingdom of the Crystal Skull on loop for 24 hours. If that sounds like your cup of tea, then by all means, go ahead; it is still a playable and fully functional game, but I think I'd be lying if I said I enjoyed my time with Bad Hotel.

-Graphics & Visuals-

Graphically, the game isn't much to look at. As previously mentioned, the game is basically comprised of pastel shapes over a background with a slightly unnerving pallet, whereas the enemies in Bad Hotel largely seem to consist of pixelated gulls and some very aggressive clouds. It never quite gives off the effect that one originally perceived it would have from the trailers, instead going for a manner that not only neglects to fully please but fails to live up to the hype. However, what graphics there are do appear to compliment whatever misunderstood direction the game actually takes, so I suppose that counts for something.

-Audio & Music-

This is my biggest gripe about Bad Hotel. If there were ever a case of false advertising by companies porting questionable mobile tower defense games, then this would be the one. What I neglected to mention earlier in my review is that this game serves a dual purpose in that it is also a procedural music generator. What this means for the consumer, however, is that the haunting, chilling tones from the game's trailer which made it sound so deliciously appealing in the first place are nowhere to be found, instead replaced with a selection of noises that in Lucky Frame's perspective better suited their pixelated amalgamation. Still, I did find myself on occasion putting more effort into creating vividly pleasing sounds than attempting to clear a level, so some points have to be awarded for ingenuity. While the creation of musical undertones through the building process is actually rather rewarding in its own way, I can't help but feel that Lucky Frame regrettably missed the mark on this one, if simply because Bad Hotel gives away an entirely different experience than the one that had been promised.

-Final Thoughts-

Well, there you have it -- my two cents on Bad Hotel. While I admittedly have not spent a large portion of time on the game, I feel that the impression I received was strong enough to justify such opinions. If I happen to play the game for a longer stretch (although I'm not quite sure how anyone could spend a considerable amount of time on the game, as despite its difficulty it appears rather short) and decide that any part of my initial review is unjustified, I'll reexamine my editorial. Until such a time, however, I leave you with the final statement that I ultimately was more entertained watching the trailer for Bad Hotel than I was actually playing Bad Hotel. If that impacts your purchase, then so be it.. It's an amazing example how not to do VN. Moreover, I can proudly define this steam product as a complete pile of trash. Some of you may ask: What this game(?) has to do with flowers? Maybe it somehow connected to the girl's best and worst memories. Or maybe it immersed in the storytelling. And a blooming flowers symbolise the character growth of the main Heroine? Ahaha. The Answer is simple. No, no, and once more

no. She doesn't grow. None of them. It looks fake and cheap as they express themselves and their feelings for each other.

First of all, the Choice System. It's a junk. It's a standart 'answer what she likes' system. What do you say? You have personal preferences? You honestly answer to some in-game tests we put in the game especially to get +1 Affinity for your best (best of 1 i suppose) girl? Do you have your personal opinions on the matter? Oh FFS, stop jerking around, Just open this goddamn Steam Guide and lick it up. You know we've got a lot of girls here, oh, and you can't date them we are sorry. We've done a gud story for you here you know. Oh you can't appreciate our perfect 'true' ending without a Guide?? So Sad.. And we Sure know you liked 'game over' letters across your screen, especially when the story reaches climax in the end. Seriously? Game Over? What is this, Dark Souls? You telling me I died from the choices or something like that? Oh, your poor little mind just didn't come up with the ending, right? And you tried to give me this 'game over' nonsense because players like when fed up with a shet, right? Well, let me tell you something very interesting and new to you. What's the point of choices if you stop Narrating and cut the story in shreds instantly when player chooses something what you think is wrong, you retarded piece of shet. Just do like the normal people do. Create a Kinetic Novel instead of embarrassing trash like this.

So what about girls? What a Surprise! All of them wanna go out with a main protagonist generic gloomy and "mysterious" emo bitch. Oh, look at me! I am so introverted and cannot get friends and that's why i sad, Nobody likes me, My stepmom abused me right on my piano. Yeah, you are so complex. How can you even exist? Oh Wait. You are not, Miss Cliche.

You know. I, personally, like detective elements in the games, like Batman and L.A.Noire. Solving the case.. It is often hard thing to do and at the same time very entertaining in the process. Well again, not in this game. Not even in the slightest. You actually think what the hell was this after processing through one of them and analyzing what just happenned. It's not logical. It's not entertaining. It just serves as a faint excuse for Sh (Her name is Suoh but from now on i gonna call her like this) to fu ck around and tell everyone how smart and unusual dumpster she is. You don't even know how much times per minute my palm gently laid on my bewildered face during these genius riddles. Because it's SO irritating that you should know some nonsensical shet to progress through them. For example, DID YOU KNOW THAT THE ITALY AND THE ROME IN PARTICULAR HAS MORE CHRISTIANS THAN AMERICA, HUH? So goood, so interesting, so breathtaking, SO TRUE. Would be detective for my lifetime if there were only these types of questions. Or one more, THE UNLUCKY NUMBER IN THE ITALY IS 17. You little fu ckers should know that, don't you agree??? How? Why? And, most importantly, what should i do with this information? The idea was so good, VN with detective elements. And you burried it alive before it's even born.

Couple of words about the ending. It is, officially, the most stupid thing i have ever seen my entire life. Thank you very much for expanding my horizons of the unknown.

As for the Artworks, The only shining light in this Dark Abyss of Meaninglessness. Ah, They are actually Very Cool and Superb looking. God blessed your team with a talented guys and you just ruined everything from the story point, very funny.

Not gonna describe all the spinelessness of Sh and The Best Girl. And that girl, Rikka, the one with autism. let's just stay silent a little bit for her.

Postscriptum

It's really funny to read the fancy description of that VN.

Speaking of which, That's a Yuri Novel we are talking about.

Yeah it's like a precaution that says 'Warining! Contains A lot of pussy drama'

Can't describe how much i hate this novel. It's odd, especially because I liked the alike one called 'Highway Blossoms' very much. It's strange since the main characters have that similarity with the dead family members and a psychological trauma. However, HB is not some school pity drama with a retarded girls. It's both fun and sad well-paced novel with a well-written characters, dialogues and a completed story.

Returning to the point..

Yes, i know this is a series of VN's we are talking about here. And that one is first in a row.

Also, can anyone explain me why the hell i should give it any indulgences since it is a one quarter of a full story? At this moment in time I can only say what i've seen so far and hope that following ones won't go any lower than this (it's almost impossible hehe). So that I reviewed it as a Standalone Steam Product.

They could at least write 'to be continue' at the end but..

..but this is so weak that I couldn't help myself but writing this agonizing review.

In the end who am I to tell You what to do with your own money?

But, personally, I wouldn't recommend this product to anyone looking for a good clever VN. Just for the guys who love Nekopara and braindead stuff like that =). Absolutly loving this game....it took me maybe about 6 restarts to get the hang of how this game works but its awesome! For a E.A. game it runs great and there seems to be a fair amount of mechanics in game, well worth the \$10

Looking forward to playing more and future updates. when i play this game when i was 15 and it was fun

As soon as I started playing this game I realized it wasn't going to be a game for me. Feels like it belongs in the early 1990's. No run, just sneak and hide. Choppy movements. Quick install & quick uninstall.. This game is AWESOME! And the developer is a really nice guy as all should be: he answer my emails ,help me with the game and some achievements and errors, etc. Ultra-recommended.. Very enjoyable game for a tenner, there are very few fishing games out there. And even fewer that try to get a "realistic" take on the sport. If you have even a small interest in fishing then i recommend this game. There is nothing that even comes close to this at providing an "authentic" fishing experience.

Yes, at this stage the game has bugs, what games don't these days?, any game you buy can and will have bugs. However the positives of the game far outweigh the negatives, and as long as development continues and new features are added, for the price of a pizza and some wings you can't really go wrong. A lot of the features and improvements have already been shown in videos and are looking like a massive improvement, really looking forward to seeing this title thrive.. Not quite as good as the Samurai in my opinion, but then again I haven't really played through the Fallen Paladin as much. Very cool expansion.. This is one of the best HOGs I have played! I like the setting and story a lot and even if voice acting is pretty weird it does not bother me(I play lot of games without sound on so I won't disturb my gf working). Art was in places bad making items hard to see but it was not all the time and mostly location just looked very nice. I like HOGs that give you little challenges and reward you with star once you do them and this game had lot of that. I also really liked that this game had more means of finding items and not just traditional clicking, but you had to use hammer to get item out or brush to make them visible. For some this really pleased me and I would have liked it if this game had been longer!. Not Responding

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