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## About This Game

**N.E.R.O.: Nothing Ever Remains Obscure** is a wonderful journey in a world of incredible beauty where a kid is the key to all locks and the night is not as frightening as we all could think.

Immerse yourself in a story-driven first-person game featuring puzzles with intuitive controls. The environment is heavily connected to the characters and their past. The world of **N.E.R.O.** is magical and varied, making exploring an ongoing challenge.

**N.E.R.O.** invites players to explore and experience feelings that are uncommon in video games, a game where the visual novel genre meets the puzzle game.

Join this magic adventure in an unknown world, playing the role of a kid followed by a mysterious black clothed companion. Discover through his eyes the history behind this tragic journey.

## Key Features

[/h2]

- **N.E.R.O. features simple gameplay with accessible controls in a rich and atmospheric environment filled with puzzles.**

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- **N.E.R.O. features unique dreamlike visuals with high-resolution textures and complex shaders**
  - **N.E.R.O. is a mystery: nothing is as it seems. Only by solving all the puzzles and through exploring will you be able to discern the whole story.**
  - **N.E.R.O.'s wonderful soundtrack is captivating and comes along with the design. A deep narrating voice will underline the experience, following the two characters in their journey.**
  - **N.E.R.O.'s story is complex and cryptic. We wish players to discuss the meaning of the story on social networks, sharing thoughts and screenshots.**

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Title: N.E.R.O.: Nothing Ever Remains Obscure  
Genre: Adventure, Indie  
Developer:  
Storm in a Teacup  
Publisher:  
Storm in a Teacup  
Release Date: 29 Apr, 2016

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**Minimum:**

**OS:** Windows 7, 32-bit

**Processor:** i5

**Memory:** 2 GB RAM

**Graphics:** GTX 745

**DirectX:** Version 11

**Storage:** 11 GB available space

English,French,Italian,German,Arabic,Simplified Chinese,Polish,Russian,Traditional Chinese

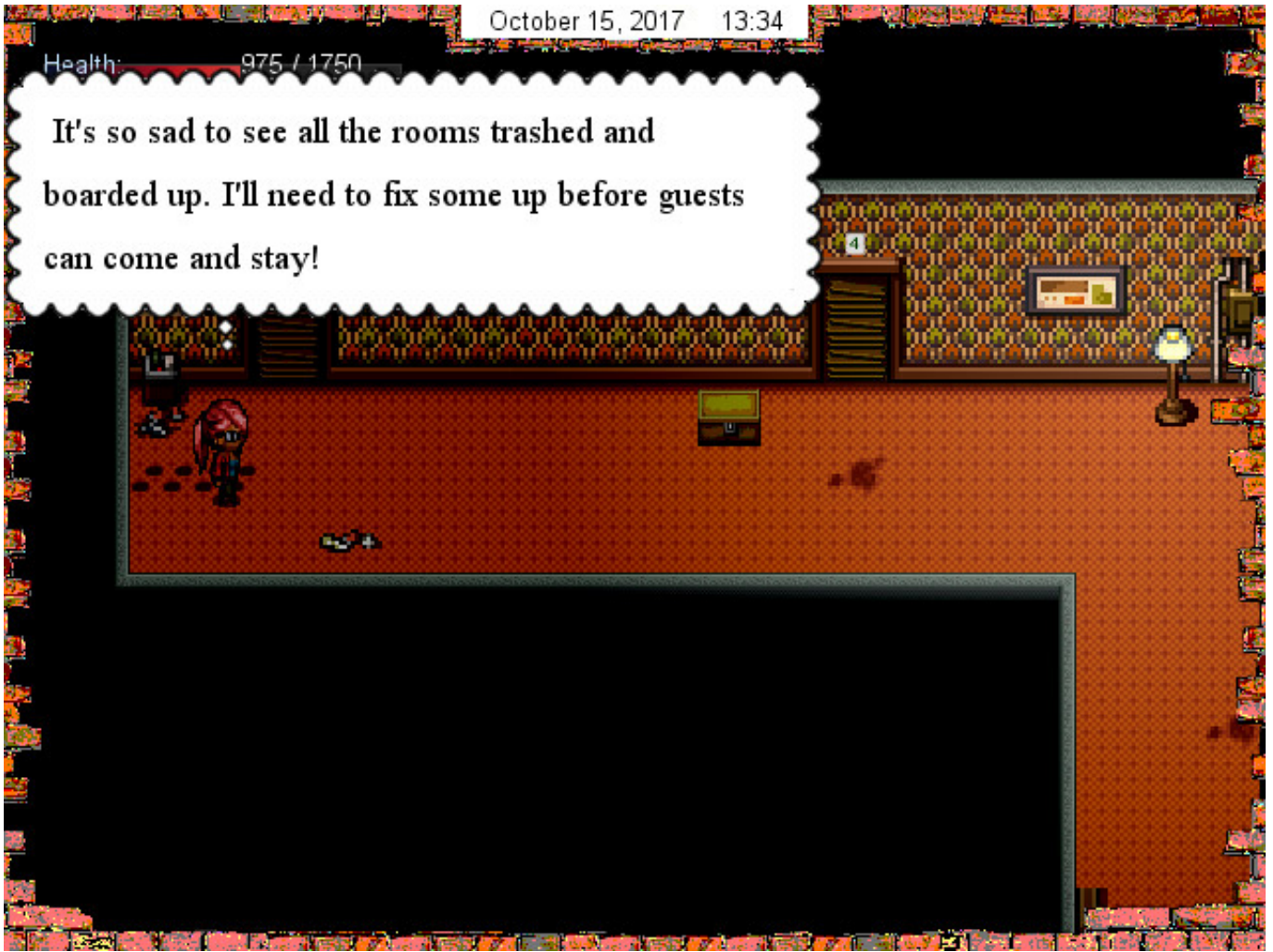




October 15, 2017 13:34

Health: 975 / 1750

It's so sad to see all the rooms trashed and boarded up. I'll need to fix some up before guests can come and stay!



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nero nothing ever remains obscure plot. nero nothing ever remains obscure test. nero nothing ever remains obscure puzzles. nero nothing ever remains obscure metacritic. nero nothing ever remains obscure trophy guide. nero nothing ever remains obscure trailer. nero nothing ever remains obscure. nero nothing ever remains obscure wiki. nero nothing ever remains obscure walkthrough. nero nothing ever remains obscure review. n.e.r.o (nero) nothing ever remains obscure ps4. nero nothing ever remains obscure ps4. nero nothing ever remains obscure nintendo switch. nero nothing ever remains obscure psnprofiles. n.e.r.o (nero) nothing ever remains obscure. nero nothing ever remains obscure trophäen. nero nothing ever remains obscure trophy. nero nothing ever remains obscure bewertung. nero nothing ever remains obscure switch. nero nothing ever remains obscure gameplay. nero nothing ever remains obscure achievements. nero nothing ever remains obscure lösung. nero nothing ever remains obscure story. nero nothing ever remains obscure platinum. nero nothing ever remains obscure wikipedia

Didn't get to play one game, had a laugh in the chat room but that was it. No one knew what was going on, people couldn't get in to a game. Challenged one another but didn't work, game maybe good but couldn't tell you.. 2 player local seems to be the main focus - you take turns moving your main boss unit and spawning little armies; it then turns into a swarming attrition game like the many on Steam already where you're trying to send as many fleets, as fast as you can, to your enemy's planet to take it over while they're doing the same. Yearn however is doing this turn-based (which I will say makes the game more intellectually sophisticated than the others where the person with the faster mouse hand wins)

#### HOWEVER

I would completely avoid if you don't already own two Microsoft specific brand gamepads as the developer probably got paid a little extra by MS to recognize those pads only - any other pads like Logitech, Sony, etc won't register at all...there's also no option to turn off gamepad support so if you use a mapping program your mapping will most likely conflict with the MS brand gamepad maps being forced.

Fanboyism V 10. The Horologist's Legacy is unlike any story I've ever experienced while playing a game. The different scenarios are beautifully put together, the game has a lot more to it than the trailer puts out. There is lots of adventuring, with nice touches of problem-solving that at times can be a little challenging, but so rewarding when you figure them out, even if it takes a while to. This game is built for all sorts of audiences, even speed-runners. It is mysterious, intriguing with a lot to think about even after you leave the game. I definitely recommend The Horologist's Legacy for its story-telling adventure, foreshadowing and overall spine-tingling excitement. At points in the game, I have literally SHRIEKED and that's how you know it's an excellent horror indie game. 10/10 go tell your friends. Not very difficult, and not very long, but very nicely done. A relaxing puzzle game. And, of course, can't argue with the price.. A match 3 game with a twist, somewhat fun to play. Would have fallen into the "MEH" category if not for the unuseful tutorial and VERY bad UI choices. Most of the time you don't really know what's going on, it's one of those "you only understand bad after you step on a mine" type of games.. Absolute game-changer, quite literally.

I write this mostly for those on Ultrawide setups. It's fantastic for UW beyond its already established features.

I love niche games, niche games have awful ports, awful ports typically stretch the image and break your aspect ratio which is the utter bane of everyone UW that doesn't like their anime waifus looking like they're on the dunk'n donut diet. For YEARS I've suffered with apps like "Borderless Window" often well, stretching the dang image, or aligning it left because it feels like it. Same result with every other popular app. UNTIL THIS.

This beauty will get you pillarboxed on even the worst ports. Set them windowed, set the integer to 1, hit the hotkey and bam, perfect.

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One of my favorite games of all time. For this price, everyone should own this game.. Nostalgic feelings when I see Lady in her third game outfit but the feeling when I play Trish in her The Order of the Sword disguise made it just weird..... I mean really it's obviously Trish because of the lightning bolt at the back.. Interesting take on tower defense. It's an endless game where you make your base bigger and bigger to gather resources faster and be able to defend the area from larger and larger waves of enemies. The graphics and sound are simple but functional. My biggest complaint is that you can't speed it up anymore. After the first 50-100 days you will find yourself waiting 10+ days for the next upgrade and even with the fast speed it seems slow. There is very minimal variety in enemies and only 3 types of towers for killing them. The enemies have a simple AI and will not make you think too hard on how to kill them. Until you get to a certain point you will mainly be dealing with the logistics of arming your towers and growing your base so you can build enough crystal mines after the next base upgrade.

For the cost this is a great game and will likely give hours of enjoyment to a tower defense fan. Just don't expect grand strategy.. Good set. You might get some looks and questions from other players. Generally the newer ones, asking if you do competitions, as you look as though you have sponsors.

To give some perspective on in-game "closest to" equivalent items and requirements: T=Tackle\VL=Line

SportFishing (T4) Cap: There are no in-game purchaseable caps\hats. So this is a bonus.

SportFishing (T12\VL3) Jacket: At Level 14 you can purchase a T10\VL3 vest, and at Level 20 a T15\VL2

SportFishing 5 Rod Case: At level 12 you can get a 3 rod case, and at level 18 a 7 rod case.

(note the 7 rod case is 150 baitcoins)

SportFishing (T50\VL7) Backpack: You won't get this kind of capacity until you get to level 26, even then it's going to cost you 75 baitcoins. It's a T50\VL5 plus 3 rods. The Best Game. Funny and challenging game but unfortunately it's unplayable because of the lags.

Apparently nothing will fix it.

I would play but I can't. <https://www.youtube.com/watch?v=bZnDTsapgfY>

[My video impressions of the game.](#)

[Ku has an attractive graphic style. It features isometric action adventuring, comparable to Bastion in its concept. Though the game shows a lot of promise and potential, it's hindered by a pile of bugs, and a general sense of unpolishness.](#)

[In the video I posted, I talk about the game's mechanics, its aesthetics, as well as some of the bugs and inconsistencies.](#)



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