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This game is hard, every mistake is deadly. You must learn or be destroyed. It's time to get into your big boys shoes. Not a game for the light hearted.. It was 82 degrees on the afternoon of October 10th, 2011. I was debating if I should go out deer hunting or not. There was a particular stand set that my friend Dave and I hung in June that I had not been to yet this season. Most of the times the wind was not right or it rained and I did not feel like getting wet. I don't like the heat either but I knew cooler weather will be coming in the near future. I still had to attach a pull rope to this stand because I forgot to when my friend Dave and I put the stand up. Even though it was pretty warm out and it is still early in the season the wind was perfect for this stand setup. We had an east wind.

I decided to go. I jumped in the shower and used my unscented and bacteria killing soap. Then I got dressed and sprayed down each layer of clothing. I drove out to my hunting spot and sprayed down my outer layer of clothing quite liberally. I have always wanted to put a stand in this spot over the years but never have due to the walking distance. I know the big boys are in here but I just didn't want to take the time and put a stand here. Times have changed. I get more serious about my hunting every year and strive to shoot only mature bucks. I carry an extra bottle of cover scent with me at all times. Even though I took my time and tried not to work up to much of a sweat walking in, I pretty much was dripping with sweat by the time I got to my stand. Once I arrived at my stand I sprayed down very liberally again to try and cover the stench of my sweat. I then climbed into my stand, attached the rope and then hoisted up my bow. I then sprayed down a third time. Now, it was 4:30pm and finally time to start hunting.

I was quite surprised by the number of squirrels I saw. They appeared to be out in record numbers. I sat in the stand watching and listening to the squirrels until about 6:00 pm. Out of the corner of my right eye, I caught movement that was not a squirrel. It was a nice big doe. I talked to my son Mitchell (Deer Slayer on BGH) and told him I will not be shooting a doe tonight unless it was an albino or a piebald. We have seen an albino doe on the property in years past so we know the genes exist here to see another albino sometime. This doe and her 2 fawns were coming from a pond that is down over a hill. They must have got up from their beds, got a drink then proceeded to come up past my stand which is in a corner of a large oak grove. There are multiple trails coming and going in every direction in the corner where my stand is and there is water down over the hill and acorn and hickory nut trees that litter the hillside where my stand is. The doe and her fawns walked past my stand on the right. I had an easy 25 yard shot on her but chose not to take it. They then walked on and came up the trail 15 yards right in front of my stand. As the big doe was walking up the trail it looked as if her eyes caught mine and I thought I was busted. She only looked at me for about 5 seconds then continued on without any signs of worry. The doe turned broadside again and I chose not to take her again. This second opportunity was very tempting but I was able to hold off. I was there to see what would come out of the bedding area just as the light was fading, if anything at all. She walked down the trail a little way and she gave me a perfect quartering away shot. Again, I chose not to take the shot. By this time 15 minutes had passed and it was now 6:15. The next 45 minutes except for more squirrels was uneventful.

It was now 7:00 pm. The canopy of leaves in this area is still pretty heavy. Light was fading and I was going to give it about 15 more minutes. At 7:02 I heard a loud snap of a branch straight out in front of me. It sounded to be about 50 yards or so away. I intently was looking for what made the sound of that branch snapping. I was hoping it would be one of the big bucks that I know lives in this area. I saw a glimpse of brown passing through the trees. I now knew it was at the least a deer. I kept an intense stare on the area I knew the deer was at. It moved again and this time I saw antlers. At this point in time though I was still unsure if it was a shooter or not. The buck was continuing towards and about 30 yards away I finally had a full view of his rack. I knew at

this point he was definitely a shooter. Right now he was walking straight at me and was about to walk up the same path the doe and her fawns took earlier. When he came up the embankment he stopped short of the top and looked in both directions. He decided to turn left and walk around to my right side. There was a number of trees lining the embankment so I could cautiously turn and hope he would not catch my movement. There is a large double tree off to my right and I would position myself for when he stepped out from behind this tree I would let him have it.

He kept slowly walking and stopped right when he was behind that tree. I was thinking to myself I need you to take two more steps and stop. The buck must have read my mind because that is exactly what he did. I didn't have to stop him or anything. I couldn't have asked for a better scenario. I had my crossbow up and pointed already and now it was just a matter of making a small adjustment until I had the crosshairs of my scope on the kill zone. The buck gave me a 15 yard, slight quartering to shot. I pulled the trigger on my Horton Legend crossbow and let the Easton XX75 arrow tipped with the Rage 2 blade broadhead fly. I watched as it hit it's mark. I thought ahh yes!!! It was a perfect shot. I watched the buck take off like a freight train. He ran down the embankment across a flat little area back up another hill then out of sight.

Once he was out of sight I began counting until I heard him crash. One thousand one, one thousand two, one thousand three. Crash, crash, thrash, thrash, I heard the buck now rolling around on the ground and then I heard this deep aaaarrrrgggghhhh. I call that the death growl. I knew he was dead. I shot him at 7:05 pm. I texted my son Mitchell at 7:06pm and wrote BBD BABY BBD JUST NAILED HIM!!!!. My son immediately called and asked me the details. I told him at the time I think he was a big 10 pointer but I didn't look at the rack too much and I wasn't sure but I definitely knew he was a shooter and I heard him crash and he was down. I told him I would find the arrow and then call him back. I then called my friend Dave and told him and he asked me if I was sure I wanted to pursue him or wait until morning. I said I heard him crash and I heard the death growl and I knew he was down. I got down and went to the point of impact and could not find my arrow or see any blood. I walked the way the buck ran and looked for blood and any part of the arrow but I did not see any at all.

My son called me back and was wondering why I didn't call him back. I said I couldn't find the arrow or any blood and I was starting to second guess myself on pursuing the buck any farther. He asked me again what happened and I told him the details. I was positive the buck was down but just in case I was wrong I did not want to push him. My son said wait and he would be out to help me find him.

By the time my son and I got back to the stand site 45 minutes had passed and it was now completely dark. But, with the help of the flashlight I won in a BGH grand slam contest I knew we could find the buck. This flashlight is awesome. It lights up everything. We walked the way the buck ran. Scanning back and forth looking for blood. Finally about 60 yards from the point of impact I spotted a drop of blood about the size of an apple seed. The blood was bubbly. The further we walked the drops were getting closer together and bigger. We reached the top of the hill where I last seen and scanned the area. We walked about another 10 yards on the blood trail and I scanned the area again. I said I see brown. My son said be careful but I knew he was dead.. to all that buys this game. In the start you might feel that you dont understand whats going on or how to play this game. But the further you get the better it gets. Its almost that i think its a part wich made melike this game. i hate to compare this game to dark souls but it certainly got the same mysterious feeöing as my first time playing just that.. not knowing how to play or what to do. the longer i played the more i learned and the better i felt.

im still just a couple of hours in to the game. and will edit my review later..

But i really recommend this if you aree a fan of soulslike/soulsbourne type of games. but still want something new and intrsusting. there is so much smart and good game design and though behind this game.. i cant give it enough praise. and beg you.. give it 2-3 hours if you dont feel sure if this game is for you. Binge played this to completion. Good story. No ridiculous puzzles. I did waste more hours than I should have stuck on one of them looking and re-looking for clues everywhere (there were no clues!).

Plays well with steam controller. 99% of the game is track pad, trigger and A. It does require keyboard input a couple of times but as you're typing commands in a computer it's not a problem.. Don't download, game is closed. the first person i met in the game was a floating stick
full of bugs. UPDATED REVIEW.

With joysticks now supported I can give this a thumbs up.

Its a fun little flight game. Not really a simulator. Plane Physics are no the best bur doing the missions are fun. The ground

textures could use some work though. Id rather have a basic flat texture than pixelated satellite views.

ORIGINAL REVIEW

Why no joystick Support?!?! I really wanted to like this simplistic Flight Simulator. I play super sims like DCS FSX and ROF this game would have been awesome to play on my laptop but i cant use my joystick! I know its a mobile port but come on! I wish i liked playing sims on mobile but i really dont.. its no fun without a joystick.. PLEASE fix this! This would be a great little sim.. Have only just had a quick game so far but I really like it. Nice format where it boils down to tower defence. Make sure you change the bow aiming because the default aiming comes with an offset which feels really unnatural.

I like the upgrades too that pop up after a few waves, adds some cool effects to your gear.

This will definitely be an awesome co-op experience if you can round up some people to play.

sooo wheres the rest of the game. i payed 17 bucks for a demo. why doesnt it say early access if its incomplete -_- if i had known i wouldnt have wasted 17 bucks. dont even know how long will it be for the rest of the game if its even coming. still very good creepy game, but still wish it had said early \u2665\u2665\u2665\u2665ing access. WORST GAME IN THE WORLD COULD NOT GET ANY WORSE!!!!>:(. Consitering this is the publishers's first game release, id say its a really good game for those who like megaman-esk games.

Its a very different take on the metroidvania style of games, where everything seems off and every corner could be your end, it requires patience and courage to progress in this game. You must conserve your ammo throughout the game if you want to have even a chance at surviving, as meleeing enemys can be difficult and leave you open for another creature to attack. Its an amazing challenge at deciding the most efficient way to use ammo in an area, do you try to punch the flying bug monster, or do you simply shoot it with your gun? Do you save your ammo for the boss fight, or do you use it on the area and attempt to melee the boss to death? Theres many choices to make throughout the game, and since enemys are always spawning, you must make decisions quickly. The challenge gets even harder after bosses are defeated, as their powers are transfered to certain enemys, sometimes spawning entirely new ones. Enemys begin to get very scary after a couple bosses are defeated, almost becoming unavoidable at some parts. This makes choosing the order to defeat bosses in a factor in your survivability as well, and learning how to overcome the new enemy abilties.

A nice feature the game has is the ability to start a new game directly at a boss if it is defeated in a previous playthrough, letting the player decide who they want to kill first, and making the game easier for them. The map layout also stays consistant throughout different playthroughs, so learning the map is also important. The enemy layouts always change though, adding replayability and paranoia. Sometimes an enemy will be there, sometimes it wont, sometimes it'll be there after a certain boss is defeated, maybe it wont be. Some of my scariest encounters are in a certain dark area, large shielded beasts will charge you down out of the darkness ahead. It took my awhile to realise how to avoid them, since i realised they only charge if your on the same ground as them. Learning this, combined with the knowledge that my gun could actually illuminate the darkness with the bullets, i was able to get past them and deal with them after they started appearing.

Any issues i had can be thrownd aside, as i learnt to deal with the slippery movement quickly. The only real complaint is the RNG for the spitting abilities, as after monsters gain that ability, groups can shoot spit at angles that are unavoidable. , however its not really that much of a big deal regardless.

In short, this game is definantly worth your money if your into hardcore metroidvania's.

edit: spelling fixes. Got stuck too many times.. I bought this hoping it'd be a faithful recreation of the 1980s Boulder Dash that I knew and loved on the Commodore 64. Sadly, I'm to be dissapointed with this half-hearted attempt which, while keeping (ravaging?) the basic formula that made the original so enjoyable, adds elements I'd expect to find on yawn-worthy facebrick games (all it's missing is the "share this on your wall" functionality honestly).

What added to the dissapointment was the frustration at the vague and overly sensitive controls, not to mention the left-to-move & right-to-"grab" cluster{censored}. Future buyers, wait till it's in the bargain bin for at least an 80% discount - but, until then, go grab a copy of VICE and the original Boulder Dash.. I got this game as part of a bundle for two other games that I wanted. It was an okay game but I wouldn't buy it on it's own.

It's not a bad game but it's kinda simple and is over very quickly.

I would change two other things about it. The game gives you an upgrade point every time that you beat a map. I wish it was only every time you beat a new map. To ofset this it would be nice to be able to rearrange how your points are spent in case you needed to upgrade your helectopters to survive being the air attack things. Also once everything was unlocked it would be nice to not have any more points awarded because it's kinda anoying to have extra points that you can't spend.

I spent my first points on improving my bases survivability\production which certainly seemed useful throughout the whole game.. Excellent Game. I would definetly recommend this deep storyline and charecter set to my 6 inch♥♥♥♥♥. Very short and very easy, but a nice little story. Enjoyed my time.. If you want a game like this, go buy beat hazard. Difficult to follow enemys, clunky movement and just appalling graphics, looks like it was just made with some basic sprites.

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