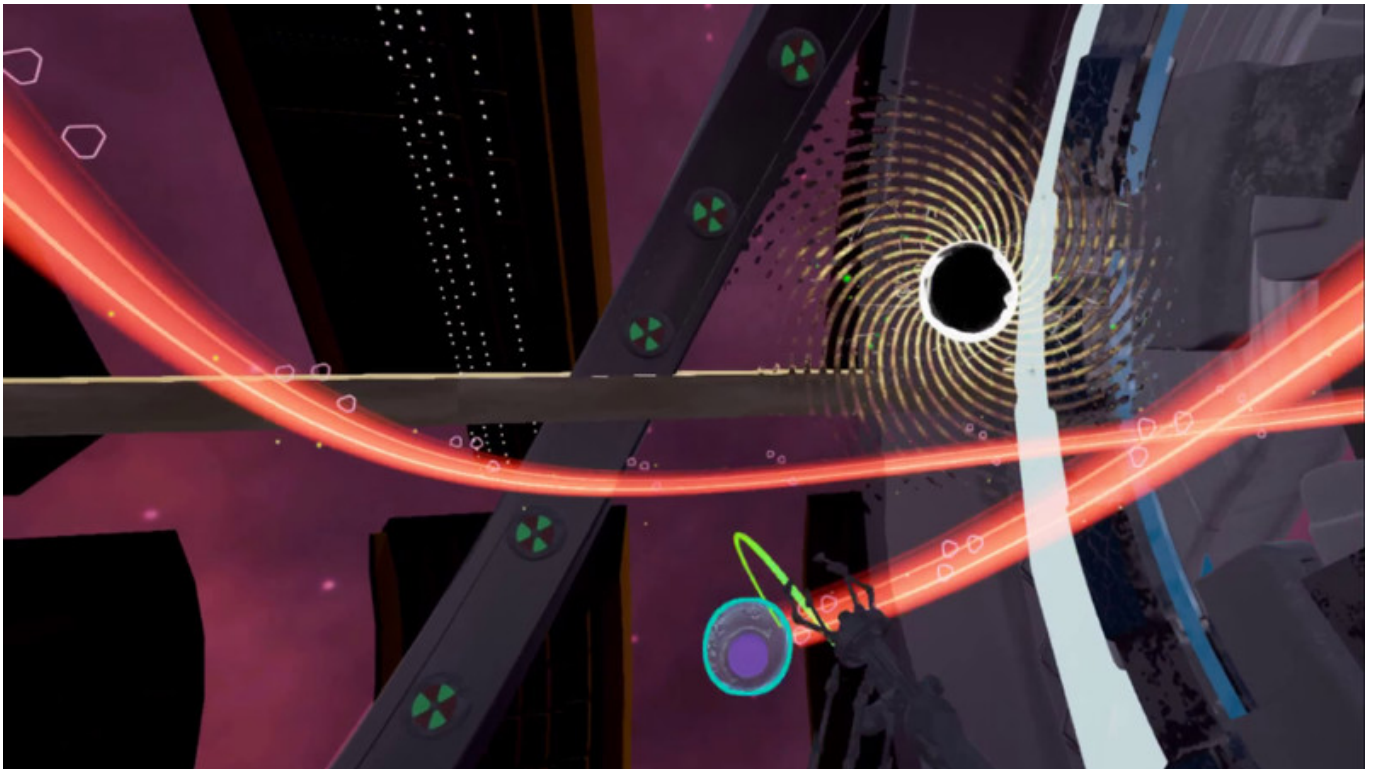


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## About This Game

**Nobophobia** is an atmospheric 3D horror, where you have to find a way out of the mysterious labyrinth of rooms and corridors.

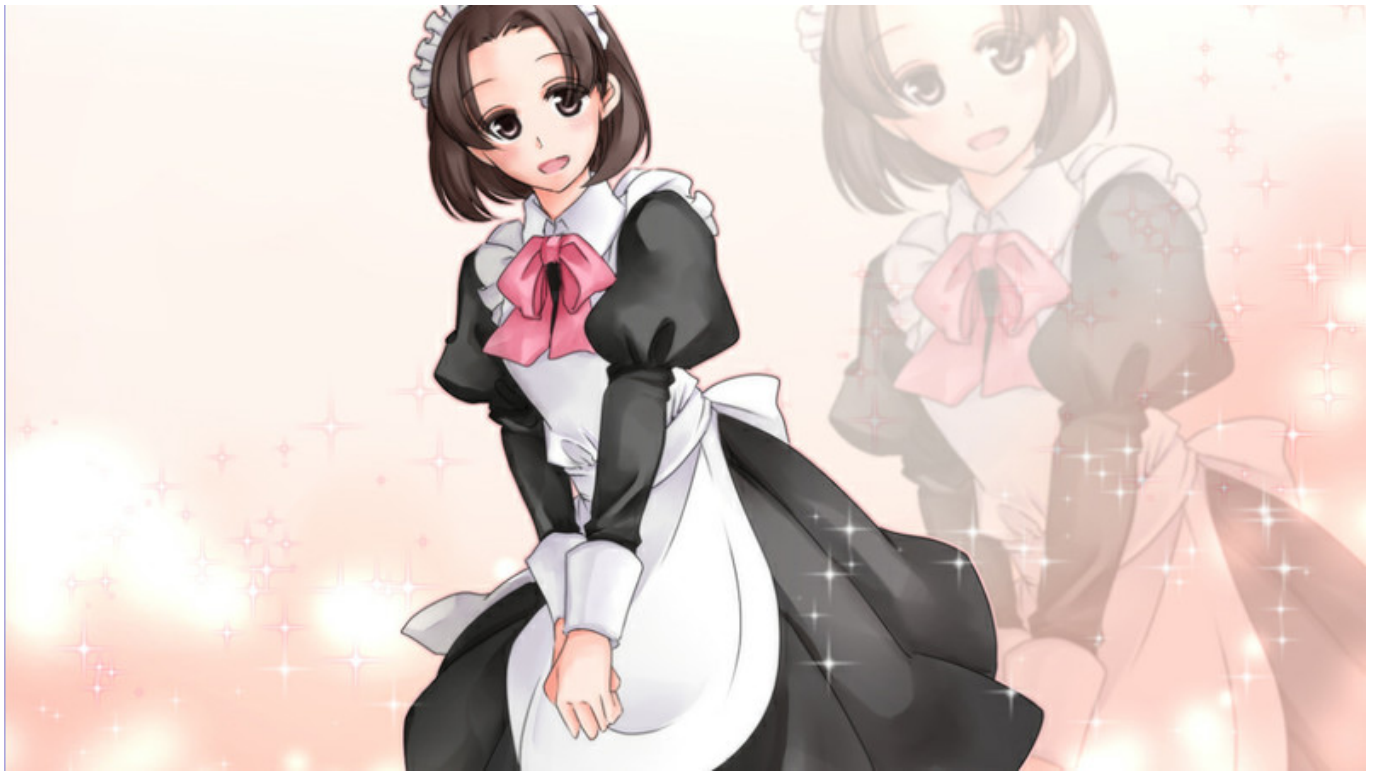
You can try to run away from here, but "They" will not allow it. You hear Their voices, but while the light is shining, there is still hope. But what if the light goes out? The voices become intolerable. Their whisper in your head screams "Die!" Only a solid spirit can resist all the horrors of this place, and get out to the light. Your flashlight is your best friend and you must collect batteries to keep lighting your way. Some doors are locked, so find the key cards and open them! Remember, if you are left in the dark, you will be lost, and you will forever remain in darkness.

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Title: Nobophobia  
Genre: Action, Adventure, Indie  
Developer:  
Falco Games  
Publisher:  
Falco Games  
Release Date: 2 Oct, 2018

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English



Collection: 100%


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Character

## Momiji Inubashiri

VA: Yoshino Nanjo

 Play Voice

### Commentary

A white wolf tengu who patrols Yokai Mountain as a patrol tengu. Her ability is to see a very long distance, which allows her to immediately spot intruders. She is very cooperative and performs her duties faithfully, which is uncommon for yokai, but is common in tengu society.

Aya often drags her along when conducting interviews, which always spells trouble.



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5V10

Although the base game (Xenoshyft) had a few bugs when myself and a few friends tackled it, I still enjoyed cooperatively taking down the Hive. I liked the unique divisions and the ability to help out my co-op partners by playing instants and by adding troops to their lanes. The game was tough, but required resourcefulness and felt rewarding to win. Unfortunately, the divisions were not all equally powerful, and we found ourselves gravitating repeatedly to divisions like Armor, Weapons, Science, and the Command Center. We found the DLC divisions (Grafting, Psychogenics) to be especially weak.

Although Dreadmire adds a new enemy deck, items, troops, and an environmental mechanic, it just doesn't feel very different than the base game to me. However, I thought that the Resource Officer was a cool inclusion - an option in Wave 2 to help you acquire items and instants. Although some of the new items and troops are more powerful than those in the base game, many are not. This can be a little bit of an issue with the new enemies you'll be facing.

With Dreadmire, I never really found myself breathing a sigh of relief - every enemy is just brutal. Almost every enemy you flip has an absolutely nasty effect, from trampling damage onto the next troop in line, to stealing troops from your graveyard that you then have to fight or turning killed troops into enemies, or even repeatedly dealing direct damage to multiple troops.

We were able to beat Dreadmire on the normal difficulty, but we failed during our hard run. I like the way that the divisions have been reworked for the expansion, but still found a few to be better than the rest. As so many of the enemies dealt direct damage and stole troops, we found it most beneficial to pack our own direct damage, a lot of damage prevention, and to play as many Flight Suit troops as possible (since these can be played instantly, they can often dodge enemy effects). The Demolitionist was also a good option, since it deals extra damage upon dying.

Although the environmental effects are probably the biggest change from the base game, we also found them to be the most irritating. These effects always benefit the enemies more than you, even if you've acquired items that deal an extra damage or prevent an extra damage in certain conditions. They add another element of randomness to an already random game. Did you draw a hand with a decent amount of cash? What items are available during this particular game? What enemies did you flip, and when? Now you also have to think about the random weather conditions, and these can almost double the difficulty of some enemies.

I like concept of Xenoshyft very much. It's thematically cool, has a neat deck building mechanic, can be played with friends, and demands cooperative attention. Unfortunately, the game always felt too punishing for players to really experiment with all the items and divisions available. Dreadmire doubles down on this issue, introducing almost strictly more difficult enemies and only some stronger items and troops. Therefore, you feel even more pressure to stick with certain divisions and strategies. In other words, it doesn't matter how cool the ideas behind the Psychogenics and Grafting divisions are if you can't win with them.. Well.....

This is my new favorit game....

10V10. Super fun! Let me explain what to expect while playing.

At the start, the game is very slow, and hard, but it gets better towards the second mission\level. The action speeds up and you find yourself pressing buttons, aiming weapons, using skills, and more. When your not playing as one of your soliders, they fight themselves, and are very smart. For example, the sniper moves back to avoid getting hurt while also shooting from long-distances. There are no other modes besides the story mode. Maybe there will be some kind of endless mode in the future. You can pick each of your soliders weapons once you get them. They can also be upgraded. The graphics are also nice.

Overall, this game IS a tactical squad shooter. Even if it may not look like one.

. I admit, after coming from its little brother, Mini-Dead, I was somewhat disappointed by Dead.

I'd hate to sound like a smug, stuck-up prick, but my main gripe is that the bosses are hard, but not hard or fun enough for my tastes. Coming back to Mini-Dead, its bosses are rather easy as well as long as you're paying attention to what's happening, but it was challenging and fun because of its fast pace that resulted from its unique and innovative movement and control system, which could have led to more innovative bosses. It's unfortunate that Dead's controls is that of a twin-stick shooter; the locked

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movement speed meant it had to sacrifice fast pacing. Dead's bosses' patterns are also rather simple to memorise and therefore their attacks are easy enough to avoid.

Granted, I've only beaten 6 out of the 10 bosses, but frankly, if 60% of the game wasn't engaging enough for me and the other 40% was, then I feel it would be very unfair to laud the game with praise based on that 40%.

With that said, I do recommend this game. The previously-mentioned gripes were due to my personal tastes and preferences, but looking past that, I can see how this game can be more fun for someone else. I will just hope that they expand upon Mini-Dead and make a bigger Mini-Dead, which would place it in an awkward state for naming.. I just got through the first world -

10/10! - and i usually don't play this kind of games

- Cheap price for high quality content
- The art is great
- I'm loving the soundtrack
- The gameplay is incredibly entertaining - even though it becomes infuriating at times
- Funny story and interactions between the characters
- If you are looking for a way to challenge yourself - this is the game for you!

#### JUST BUY IT!

. This is a great software for playing games, it's easy to use, simple interface, online manual is informative and the community support for this software is vast. It is a very big help to those that want to start doing Let's Plays or even reviews. For recording all those little moments in games that you know you talk about but want to share but don't have the tools to do so. It is also way more lightweight than FRAPS, and much more stable and affordable to boot, for the features it gives for the price.

It is also good to try and get it on sale, if you can, got it in the Summer sale, was worth every penny, and if I had the funds at the time to do so, I'd have paid full price. More or less this is a good system to use with steam, the Steam notifications are also need to be turned off, and I wish there was a way to do it now with this new version, the steam overlay can't be not seen in this software, but a small gripe in an otherwise wonderful program. I can't recommend this enough.. Love this Pack, \*Capo Required : Hallelujah. For the price it's a good amount of fun. Can feel a little drawn out but overall it's a good buy.. looks nice but actually i didn't understand. Hey, CA, since SEGA is making us buy the games we've already bought anyways, do you think you could talk to the brass about maybe having a "True Purchase" Pre-Order option?

You know, something at the price of a collectors edition, except instead of all that useless you get all the non Expansion DLC free?

I mean, if you insist on bleeding us dry, you should at least have the decency to let us get all done up-front.

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I like the puzzles but the controls on pc don't feel especially good, will be picking up on mobile instead.. It makes the game great again!. Amazing lil game with a great soundtrack. So satisfying to roll up everything in the world. Would not pay more than 10-15 for this though as it is very short.. Really good game similarities for example to Meatboy. Keeps you on the hook from beginning to end :D. 10/10 would sub again



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