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Nuclear throne best weapons

Quite possibly the best twin-stick roguelike on the Switch.The Switch certainly has no lack of roguelikes or twin-stick shooters, with some genuinely great offerings on the platform. These come in many different shapes and forms, but with the release of Nuclear Throne, there’s a new sheriff in town. This brutally tough top-down roguelike presents a wide range of variation between characters, weapons, and power-ups, making each run feel truly unique. The difficulty may scare off some, but for those willing to take a beating on the path to the throne, you'll be in for a treat. Nuclear Throne is a true roguelike, meaning each attempt is unique from one another, presenting different level layouts as well as obtainable power-ups. The goal is to reach the Nuclear Throne itself, but in order to do so you'll have to pass through a magnitude of levels, disposing of all the enemies along the way. This starts off relatively tame, keyword relatively, but quickly ramps up the challenge and only continues to push the envelope the closer you get to the main objective. It controls similarly to most twin-stick shooters, taking aim with the right stick, movement with the left stick, and firing off rounds with R. Switching between weapons is done with a single press of the button, feeling seamless as you blast through hundreds of baddies. As enemies drop dead you'll collect Rads, little green vials, which act as experience and upon collecting enough, will level up your character allowing you to select a mutation after the completion of the level. Power-ups are vital to your success, helping give agency on how the run will play out. After leveling up, the option of four random power-ups are presented between stages, each with varying buffs for the player. Prefer a more defensive style of play? Well you may decide to use the mutations that increase health and ammo drops or go with the ability to negate explosive damage when under a certain HP threshold. Maybe you want to dish out more damage and decide to take the increased weapon type damage. Mixing and matching these abilities are rewarding and with some luck, can really make you feel empowered leading to a deep run. Power-ups aren’t the only way to make each run feel different. A total of 12 characters are available to choose from, each with a unique skill that sets them apart from the others. They won’t all be available at the onset, but by progressing further into the depths new characters will be unlocked to play with in subsequent runs. The different skills are really a joy to experiment with and finding the right one will be dependent on your preferred style of play. For instance, the Crystal starts with added HP and can soak up damage by pressing L. The Plant moves quicker than other characters and can shoot out a root which snares and slows enemies. One of my favorites, Melting starts with only 2 HP, but not only gains experience faster than the other characters, but can blow up corpses which is both incredibly satisfying and beneficial. This character embodies the true nature of Nuclear Thrones risk vs. reward gameplay, giving you extreme power, but at the cost of being a puny weakling. It was always a pleasure to unlock a new character because it allows you to tackle the objective in new and exciting ways. Continuing the theme of risk vs. reward, it comes into play with almost every weapon choice you have on the battlefield. Early on pretty standard weapons make the choices simple, but while the introduction of guns such as the triple or quadruple machine gun seem enticing, they blow throw ammo so fast you'll find yourself praying for ammo drops. Others like the disc gun shoot out a circular saw that bounces off walls, but runs the risk of bouncing back in your direction which can lead to an untimely and frankly embarrassing death. Certain weapons also share the same ammunition pool, meaning you likely won't want to double up on one type and find yourself running around without a way to attack. This helps promote switching up weapons on the fly and I even found myself picking up one I knew I wouldn't want long term only to conserve bullets for my desired weapon. Heck, there are even melee weapons which deflect incoming fire, but obviously require you to be in the thick of it to deal out damage. Overall I found the weapon selection to be robust and full of fun weapons to use. When it boils down to it, there isn't too much negative to say about Nuclear Throne. It runs flawlessly in both handheld and docked modes, the pixel art looks great with interesting character and enemy design, offers co-op play, and the amount of variation between each run keeps it fresh as you slam your head against the wall again and again on the way to the throne. The difficulty is absolutely harsh and is sure to turn some off, but feels completely fair, outside of the rare fake chest which can quickly destroy an otherwise promising run. However, no matter how frustrating a death can be, I constantly found myself right back into it without a second thought. 2016 video game This article's lead section may be too short to adequately summarize the key points. Please consider expanding the lead to provide an accessible overview of all important aspects of the article. (May 2020) Nuclear ThroneDeveloper(s)VlambeerPublisher(s)VlambeerDirector(s)Jan Willem NijmanProducer(s)Rami IsmailDesigner(s)Jan Willem NijmanRami IsmailProgrammer(s)Rami IsmailArtist(s)Paul VeerJustin ChanComposer(s)Jukio KallioEngineGameMaker: StudioPlatform(s)Microsoft WindowsOS XLinuxPlayStation 4PlayStation VitaNintendo SwitchReleaseMicrosoft Windows, OS X, LinuxWW: December 5, 2015 (2015-12-05)PlayStation 4, PlayStation VitaNA: December 5, 2015 (2015-12-05)EU: December 5, 2015 (2015-12-05)Nintendo SwitchWW: March 25, 2019 (2019-03-25)Genre(s)Shoot 'em up, bullet hell, roguelikeMode(s)Single-player, multiplayer Nuclear Throne is a bullet hell roguelike video game developed by Vlambeer. Early prototypes of the game were distributed through Steam's early access program in 2013. Nuclear Throne was released on December 5, 2015, for Microsoft Windows, OS X, Linux, PlayStation 4 and PlayStation Vita, and on March 25, 2019 for the Nintendo Switch. Gameplay This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. (May 2020) (Learn how and when to remove this template message) Gameplay screenshot Nuclear Throne is a top-down shooter roguelike game with bullet hell elements. The game consists of two main game modes: single-player, and a local cooperative gameplay mode. There are also daily and weekly challenge modes, allowing the player to compete against others via the Steam platform for the best score (determined by the number of kills in the playthrough), on the same set of randomly generated levels. The player controls one of a total of 12 characters, 10 of which must be unlocked through play. Two additional secret characters can only be played under special circumstances during play. Each character has an ability unique to them, adding an additional element to the gameplay. These individual abilities allow for different play-styles, improving the variety and replay value of the game. Secondary sprites or skins can be acquired for the characters played if the player completes special or secret tasks. The player progresses through the linear level structure until level 7-3, where the final boss, the Nuclear Throne, has to be defeated. After this, the player may choose to loop to the beginning of the game again with a greatly increased difficulty. The user may continue looping indefinitely until death. The game resets upon death. Except for special weapons acquired in a hidden level and "crowns" retained until after defeating the final boss, anything acquired in one playthrough does not carry over to the next. The game has a leveling system, where the player gains experience in the form of radiation pellets, or "rads", dropped by enemies, that allow them to get different mutations and choose what would benefit the character the most out of a selection of four, randomly selected mutations. Upon reaching level 10, the player can choose a character-specific "ultra-mutation". The player starts with the basic revolver, but they may upgrade by taking weapons from red chests and collect more ammunition from yellow chests. The player can have two weapons equipped at any time, such as a shovel and an assault rifle. The weapons available to the player get increasingly advanced and powerful as the enemies become increasingly difficult and numerous. After looping the game, special 'golden' and 'ultra' weapons become available. Aside from certain melee weapons, weapons consume one of five different ammo types (bullet, energy, shell, bolt, and explosive). Development Vlambeer's Jan Willem Nijman and Rami Ismail served as the game's designer and producer, respectively, and shared the development work. Paul Veer, who had previously animated Vlambeer's Super Crate Box, returned to contribute art to Nuclear Throne.[1] The game's promotional art was drawn by Justin Chan, an art student hired on the basis of his fan art for early releases of the game.[2] Nuclear Throne's music was composed by Jukio Kallio, who had composed for several previous Vlambeer titles. A friend of Kallio's, Joonas Turner, worked on the sound effect design.[3] Nuclear Throne's development took 2.5 years, beginning in February 2013[4] and releasing into Steam Early Access that same year.[5] During PAX Prime 2013 Vlambeer showed off the prototype for Nuclear Throne, known as Wasteland Kings, with five of the twelve characters playable in the prototype. After the release of Nuclear Throne to early access, this prototype was made for public download. It was revealed by Rami Ismail that the name change was due primarily to a trademark issue with InXile Entertainment.[6] Vlambeer live streamed gameplay online for the public twice a week during development.[7] Vlambeer announced PlayStation 4 and Vita releases at the December 2015 PlayStation Experience keynote.[5][8] Release In January 2016, Vlambeer teamed up with the subscription box company, IndieBox, to offer a physical release of Nuclear Throne. This limited collector's edition included a themed USB drive with DRM-free game file, soundtrack, instruction manual, Steam key, and various custom-designed collectibles.[9][10] Reception ReceptionAggregate scoreAggregatorScoreMetacriticPC: 89/100[11]PS4: 82/100[12]NS: 88/100[13]Review scoresPublicationScoreDestructoid8/10[14]Game Informer7.5/10[15]Hardcore Gamer4/5[16]IGN9/10[17] Nuclear Throne has received positive reviews from critics, with the game's PS4 version scoring 82/100 on Metacritic.[12] and the PC version 89/100.[11] Alexander Chatziioannou of Hardcore Gamer gave the game a 4 out of 5 saying, "Nuclear Throne is impeccably presented and tightly designed. There is enough variety in characters, upgrades and weapons to ensure that playthroughs never get repetitive and its visceral combat is a joy in itself." [16] Jordan Devore from Destructoid rated the game an 8/10 saying, "it's one of the hardest, most rewarding games I've ever played. But as satisfying as it can eventually become, I think it is far too demanding for its own good." [14] IGN awarded it a score of 9.0 out of 10, saying "Nuclear Throne is an enjoyably tough run-and-gun with tons of energy and variety to justify hours and hours of replays." [17] References ^ "Interview: Jan Willem Nijman On Nuclear Throne's "Feel"". Rock, Paper, Shotgun. October 21, 2013. ^ "Nuclear Throne: You Did Not Reach the Nuclear Throne". PlayStation.Blog. November 9, 2015. ^ Mike Rose. "Meet Joonas Turner, Vlambeer's sound guy". Gamasutra. ^ GDC (September 7, 2016), Nuclear Throne: Performative Game Development in Hindsight, retrieved February 13, 2018 ^ a b Grant, Christopher (December 5, 2015). "Bastion, The Bit.Trip series, Nuclear Throne coming to Vita and PS4 today". Polygon. Vox Media. Archived from the original on December 5, 2015. Retrieved December 8, 2015. ^ "Vlambeer's Wasteland Kings renamed as Nuclear Throne". Eurogamer.net. 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Nuclear Throne Desarrolladora(s) VlambeerDistribuidora(s) VlambeerDirector(es) Jan Willem NijmanProductor(es) Rami IsmailProgramador(es) Paul VeerCompositor(es) Jukio KallioMotor GameMaker: StudioPlataforma(s) PlayStation 4, Mac, Microsoft WindowsFecha(s) de lanzamiento 5 de diciembre de 2015Género(s) RoguelikeModos de juego Un jugador, cooperativoClasificación(es) PEGI ESRB CERO OFLC Formato(s) Steam y distribución digitalIdioma(s) inglésWeb oficial nuclearthrone.com[editar datos en Wikidata] Captura de pantalla. Es un videojuego indie y de estilo Roguelike que salió oficialmente en Steam el 5 de diciembre de 2015 pero estuvo en Early Access dos años. El juego trata principalmente sobre mutantes abriéndose paso a través de un mundo post-apocalíptico. La basura radioactiva presente en el ambiente obliga a los mutantes a evolucionar su mutación haciendo que desarrollen nuevos miembros y extremidades para poder avanzar, por lo que la misión de convertirse en el gobernador de los mutantes esté lleno de peligros. Está disponible en Pc, Mac, GNU/Linux, Playstation 4 y PlayStation Vita. En este encarnaremos a 12 mutantes diferentes (aunque inicialmente empezaremos con tan solo dos, el resto se irán desbloqueando según vayamos jugando). Nuclear Throne dispone de una gran cantidad de enemigos, armas (tanto cuerpo a cuerpo como a distancia y de todos los tipos imaginables), fases en las que ira aumentando la dificultad considerablemente al avanzar de una a otra y diferentes jefes que nos harán la vida imposible. Armas Nuclear Throne Dispone de una gran cantidad de armas, estas utilizan diferentes mecánicas para su debido funcionamiento. Podemos conseguir cualquiera de estas en un Cofre de armas o que nos la suelte un enemigo al morir, al comenzar una partida nueva el arma que obtendremos será un revólver hasta que consigamos un arma dorada con la que podremos sustituir a la anterior (ya que se puede comenzar siempre con ella desde el principio al desbloquearla). Debido a que hay una inmensa cantidad de armas se pueden separar en varios apartados: Normales Punto de aparición Área Daño por disparo Tiempo de recarga Munición por disparo Revólver La obtienen todos los personajes al aparecer menos Y.V., Chicken y Rogue Ninguna 3 0,20s 1 Revólver Viejo Se obtiene al entrar en una bóveda de la corona con una corona puesta en un cofre de proto Sala de la corona 3 0,23s 1 Ametralladora Dropeo o en cofre 1-1 3 0,17s 1 Ametralladora Triple Dropeo o en cofre 1-3 3x3 es automática 0,13s 3 Ametralladora Cuádruple Dropeo o en cofre 5-3 3x4 es automática 0,13s 4 Fusil Inteligente Dropeo o en cofre 5-1 3 es automática 0,10s 1 SMG Dropeo o en cofre 1-2 3 0,10s 1 Rifle Hyper Dropeo o en cofre 3-3 3x5 Ráfagas 0,10s 1 Revólver Fuerte Dropeo o en cofre 4-1 7 0,17s 2 Ametralladora Fuerte Dropeo o en cofre 5-1 7 0,17s 2 Rifle de asato Dropeo o en cofre 1-1 3x3 ráfagas 0,37s 3 Rifle de asalto Fuerte Dropeo o en cofre 6-1 7x3 ráfagas 0,30s 6 Minigun Dropeo o en cofre 3-1 3 Automática 0,03s 1 MinigunDoble Dropeo o en cofre 7-1 3x2 automática 0,03s 2 Arma de Fuego Solo está disponible para este NA 3x2 ráfagas 0,20s 2 Pop (sus balas rebotan) Área Daño Tiempo de recarga Munición por disparo Pistola pop 1-2 2 o 3 automática 0,07s 1 Fusil Pop 1-3 3x3 0,30s 2 Fases 1-3: Son un tres fases que nos llevan a través de un desierto. 1-?: Es una fase de atajo que nos lleva debajo del mar al oasis. 2-?: Es un fase de transición en unas alcantarillas. 2-?: Es un atajo que nos lleva a las alcantarillas de pizza (una referencia a las Tortugas Ninja). 3-3: Son un total de tres fases que nos llevan a través de un depósito de chatarra. 3-?: Es un atajo que nos lleva a la mansión de Y.V. 4-1: Es una fase de transición que nos lleva a las cuevas de cristal. 5-3: Es un total de tres fases en la que nos enfrentamos a robots en el un clima helado. 5-?: Es un atajo que nos lleva a una jungla. 6-1: Es una fase de transición que nos lleva a un laboratorio. 7-2: Es un total de 2 Fases que nos llevan a unos generadores. 7-3: Nos lleva al jefe final del juego. Personajes Hay un total de 12 personajes cada uno de ellos tiene una habilidad activa y pasiva: Fish: encuentra más munición y puede rodar. Es el primer personaje. Crystal: tiene más vida y se puede escudar para evitar daños durante un corto periodo de tiempo. Es el segundo personaje. Eyes: Ve mejor en la oscuridad y puede atraer enemigos y objetos. Se desbloquea al llegar a las alcantarillas. Melting: Gana más radiación al llegar a las alcantarillas. Fases: Gana más radiación y tiene patrones de ataque más difíciles que el escorpión normal. Gran Bandido: es el jefe de la primera zona del desierto que tiene una metralleta. Alcantarillas: Ratas: pequeñas y molestas. Rata verde grande: Rata gigante que escupe pequeñas ratas mutantes. Rata mutante: Pequeña rata mutante que no suelta radiación al morir. Ballygy: Rana que suelta proyectiles al morir. Alligátor: Peligroso caimán con un fusil. Buff Alligator: Alligator que tiene un arma que dispara un proyectil que a su vez suelta proyectiles al desaparecer. Asesino: Asesino que finge estar muerto y te quita 5 HP cuerpo a cuerpo. Alcantarillas secretas: Tortugas mutantes: Tortugas que ruedan hacia ti haciéndote 4 de HP. Depósito de Chatarra: Cuervo: Enemigo que tiene un rifle de asalto que dispara 3 balas consecutivas y vuela hacia ti. Francotirador: Enemigo peligroso que te apunta con un francotirador con una mira láser y 2 segundos después de eso dispara balas que viajan a gran velocidad. Bandido: El enemigo más común. Asesino: Asesino que finge estar muerto y te quita 5 HP cuerpo a cuerpo. Ballygy: Rana que suelta proyectiles al morir. Salamandra de fuego: Enemigo con gran vida que dispara fuego que puede llegar a ser muy peligroso. Ciudad congelada: Bandido de la nieve: Parecido al bandido normal, solo que va vestido con un gorro de Navidad y una bufanda. Lobo robot: Robot con apariencia de lobo que rueda y dispara 3 balas que se dispersan. Robot de la nieve: Parecido a la tortuga, solo que embiste de manera más agresiva y quita mucho HP; además, pueden agarrar coches que hay en el nivel, te los lanzan y te matan instantáneamente a menos que tengas la mutación boiling veins. Tanque de nieve: Tanque que te apunta con una mira láser por dos segundos, y después dispara dos ráfagas de muchas balas dispersas que después van apuntando al centro. Tanque de nieve dorado: Es parecido al tanque de nieve normal, solo que apunta por menos tiempo, tiene más vida y dispara un misil al medio al iniciar la ráfaga de balas. Lil' hunter: Es el jefe de la zona, al iniciar el área 5-3 Lil'hunter llegará del cielo a la zona atacando con llamas azules alrededor. ataca con ráfagas de balas a muy alta velocidad y dispara balas que rebotan. A veces llamará a la policía, ya que él era uno de ellos, haciendo que aparezcan 3 policías básicos de un portal azul. Cuando lo hayas derrotado intenterá volar hacia al lado de ti, seguido de eso se suicidará con una explosión tratando de matarte en el proceso. Laboratorio: Flor explosiva:es como una flor es muy débil pero si se te acerca lo suficiente explotará causándote un gran daño. Doctor:el doctor es el que revive a cada uno de los enemigos si no lo matas seguirán aparecienddo infinitamente. Gigant:es como el robot de la nieve pero este se te acerca tranquilamente y puede causarte un gran daño. Ratas del laboratorio:no son muy parecidas ha unas ratas pero aparecerán muchas ha lo cual son muy velocez y cada golpe de quitará 2 hp tienes que matar al doctor para q dejen de aparecer Enlaces externos Website oficial. Sitio oficial de Vlambeer. Twitter de Vlambeer. Wikia Nuclear Throne en español. Datos: Q21775834 Multimedia: Nuclear Throne Obtenido de «

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