Good Boy! Free Download [Torrent]

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About This Game

The game "Good boy" is an arcade game. Your character is the dog "good boy". The objective of the game is to get to the owner what she has lost.
A good boy will face complex obstacles: garbage cans, fire hydrants, lasers, smart missiles and much more.

Features:

- 3 difficult levels that need to go through a certain time with a limited amount of money on lives
- 3 bosses - leaders of world nuclear powers
- 5 lives and a timer
-Incredibly simple interface
-Many humor

Good luck!

Title: Good Boy!
Genre: Action, Adventure, Indie, Racing, Simulation, Sports
Developer:
FastGame
Publisher:
FastGame
Release Date: 20 Apr, 2018

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English

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Super nice starting pack :DD

I got it for the cloths :)). Even for the price, this game is lacking. There are only 10 waves of enemies total. I was able to complete the game with only 2 towers. That's it. 5-10 minutes tops. There are also a couple issues with game mechanics. Upgrading or rotating towers seems awkward\/unresponsive. Do I hover over the tower with my cursor or click on it (I still haven't figure that out)?. Runespell: Overture was fun. It reminds me a lot of PuzzleQuest, except matching blocks was replaced with competitive solitaire. Build those those trips, quads, and boats to attack the enemy. There's also spells and other typical RPG trappings. Good stuff. It's the first chapter of a larger story. It wasn't that long and the game abruptly ends.. it's the wrong version but it'll do. Most Viwe games works fine with Oculus rift, but not this one.
The controllers are non intuitive.
Zoom\/scaling\/rotate controlling, kinda works but is really struggling.
The placement of towers do really suck! 80% of the shoots miss because of that really frustrating crossbow\/shooting interface.
I hope this is fixed since the game overall looks promising.
But until then, I'm gonna avoid this.. Lol most of these kids already had pretty good lives/houses/parents from the getgo.

Also where most of them lived seems a lot cooler than probly 90% of the people who will watch this.

Been playing original CS source for 20 years or so, I could never take it seriously as a career no matter how good I did. It's pretty amazing what people will do for money. It would be funny to see some videos on people who failed at trying to make gaming their career.

online is dead and there is noticeable input lag, even offline.. Awesome fun game for \u00a31.99, me and my housemate who both have vives had a good laugh with this!. It's a really fun game :) Some levels are really challenging...give it a try. I love Valkyria Chronicles it's a great game & the series is amazing, but I do wish the second & third games came onto Steam. I am happy we got the first & fourth games on here. I enjoy these types of games.. It's incredible if you like these types of arcade style shooting games. simple controls. the graphics are astoundingly brilliant like really bright. i'll let you know you have space to go up down left and right. it always aims up, which i like. and.. it's just really cool. intense. like a good old game but modernized. um have you ever played Satan's Hollow on the C-64? or gorf? whoever made this did a brilliant job on it! Recommended if you like this type of game.

. I don't usually enjoy "games" like this (i.e. mostly story, no real gameplay), but this one had me hooked from the start. There were so many things going on at once, and seeing it unfold little by little as you replay an act from a different perspective is so satisfying. I would have liked to experience this in VR, but I don't think the experience was significantly diminished without it.

MCVS Agent Balancing: Early Access Program:

Hi community!

We're trying out a new program for Agent releases. Instead of just our QA teams and game designers testing new Agents, we're also opening it up to the community for feedback before the Agents' official release! We believe this should help ensure that Agents are better balanced and fine-tuned once they become available for all players to acquire.

<u>**Early Access Program**</u>

We will be giving out a trial of the next Agent to some players to collect their feedback. They will be able to use this Trial Agent in live games to test it out. After the feedback, we'll then tweak the Agent before it gets released publicly to everyone! There are 3 ways to get your hands on the early-access trial Agent to help us test things out before it gets released.

1) Sign up via our survey
This is a random chance survey. A certain amount of people out of all those who submit a survey response will be given a 7-day trial of the new Agent. The survey is done via your in-game popup when there are upcoming Agents to be released. The popup will appear hourly in your game during the survey collection period.

2) Complete the in-game special event to earn the trial Agent
You will have 3 days to complete the in-game event. This event will be released in-game after the surveys have been collected. Keep in mind that this is an extremely challenging special event aimed at the most engaged and skilled players. The number of players who will be earning a trial Agent with this method will be very few and it is intended.

3) Be a super awesome content creator
For those of you who may be content creators, we're offering a chance for you to receive the new Agent as a trial as well. We encourage you to make videos about this new agent, talk with your viewers, and provide feedback. We're looking for active content creators who have made videos before and are especially interested in Modern Combat Versus or mobile FPS games.

For this upcoming Agent, if you're a content creator, please fill out this survey before February 15th 11:00AM EST (16:00 GMT): https://www.surveymonkey.com/r/MCVSFeb

Should you not get selected for the Trial Agent trial, we wish you the best in growing your channel so that you can hopefully join us in the future for other Agent releases!

After 7 days, all Early Access participants will be prompted to fill out a feedback survey so that we can gather their feedback on how the Agent feels and what changes are needed.

Keep in mind that none of these people are receiving permanent access to the Agent for free, but rather they are opting in to help test out Agents prior to their release. Should you not be selected this time, we hope you will be next time around. We hope that the community as a whole will benefit from these tests for future Agent releases!

. **Update 1.6 is now out!**:

Hello everyone!

To celebrate the release of Update 6, we've buffed in-game rewards and offers for a LIMITED TIME! There is also a new event starting very soon!

Don't forget to login to the game every day to earn the week-long login event bonus (starting soon), where you can earn a legendary Agent crate at the end of seven days! The total value of all the rewards you can earn from this is ~ $40 USD!

The reward breakdown for the 7-day login event are as follows:
- Day 1: 1 Loot Crate
- Day 2: 5 Loot Crates
- Day 3: 250 Upgrade Tokens
- Day 4: 750 Tickets
- Day 5: 10 Loot Crates
- Day 6: 100 Diamonds
- Day 7: Legendary Agent Crate (converts to 1,000 Upgrade Tokens if you already have all Legendary Agents)

For buffed in-game rewards and offers, they are as follows:
- Rewards found in loot crates are now doubled in value (both the regular and store loot crates)!
- Contract rewards have also been increased. On a daily basis, you can earn 320 Credits by completing all your contracts
- The PvP Credit limit has been increased by 50%. The cap is now at 120 Credits per day
- Event rewards have now been doubled
- Buy one, get one free on every Diamond pack (1 per person per pack)
- By completing all your Contract objectives, you'll get 1 free Loot Crate! That's 4 extra Loot Crates per day!

For full patch notes, please go here:
https://www.facebook.com/notes/modern-combat/update-16-patch-notes/1557555287704344/. Brocat: the B Game Modern
Combat Versus **Update 1.11 Patch Notes!**:

Hello everyone!

A new update is rolling out now for Modern Combat Versus!

In this update:

- Celebrate the holidays with a brand-new update and special content!

- 2 Gold skins for fan-favorite Agents

- 18 holiday-themed weapon camos
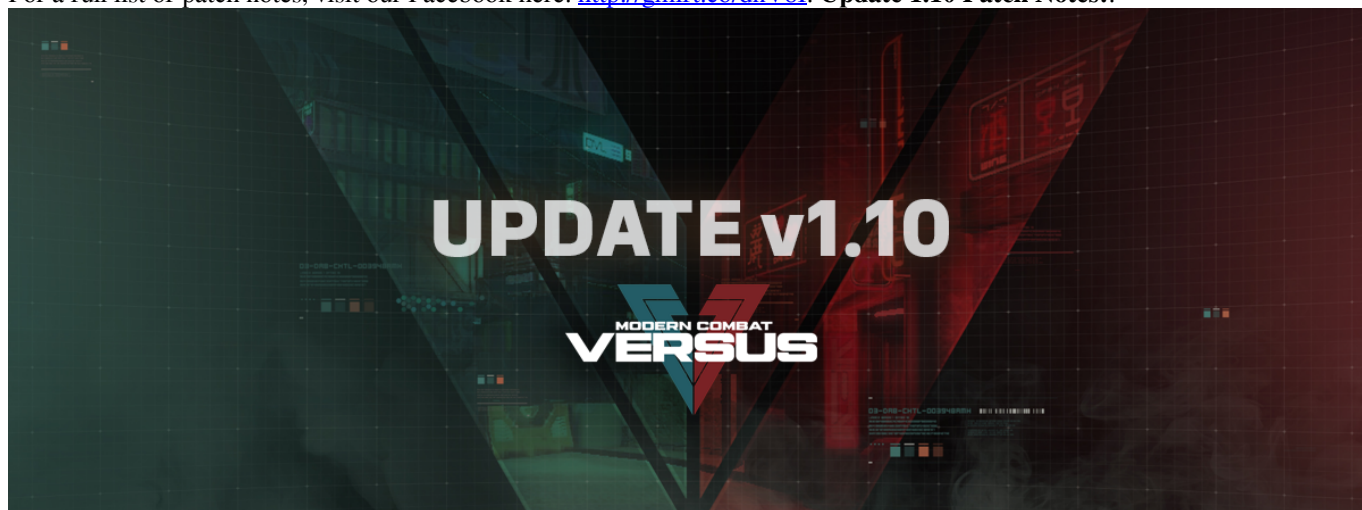
- 10 festive Agent jerseys

- Various bug fixes and improvements

For a full list of patch notes, check out this Facebook note: https://www.facebook.com/notes/modern-combat/update-111-patch-notes/1800823003377570/

Watch the latest MCVS trailer here: https://youtu.be/__5VNeERZzs. **Hotfix update 1.4.20 is now out!**:

A hotfix update has been released! This update aims to target priority bugs players are experiencing in our game, as well as introduce the release of Chapka: our newest Agent!

For a full list of patch notes, visit our Facebook here: http://gmlft.co/dnV8I. **Update 1.10 Patch Notes!**:

Hello everyone!

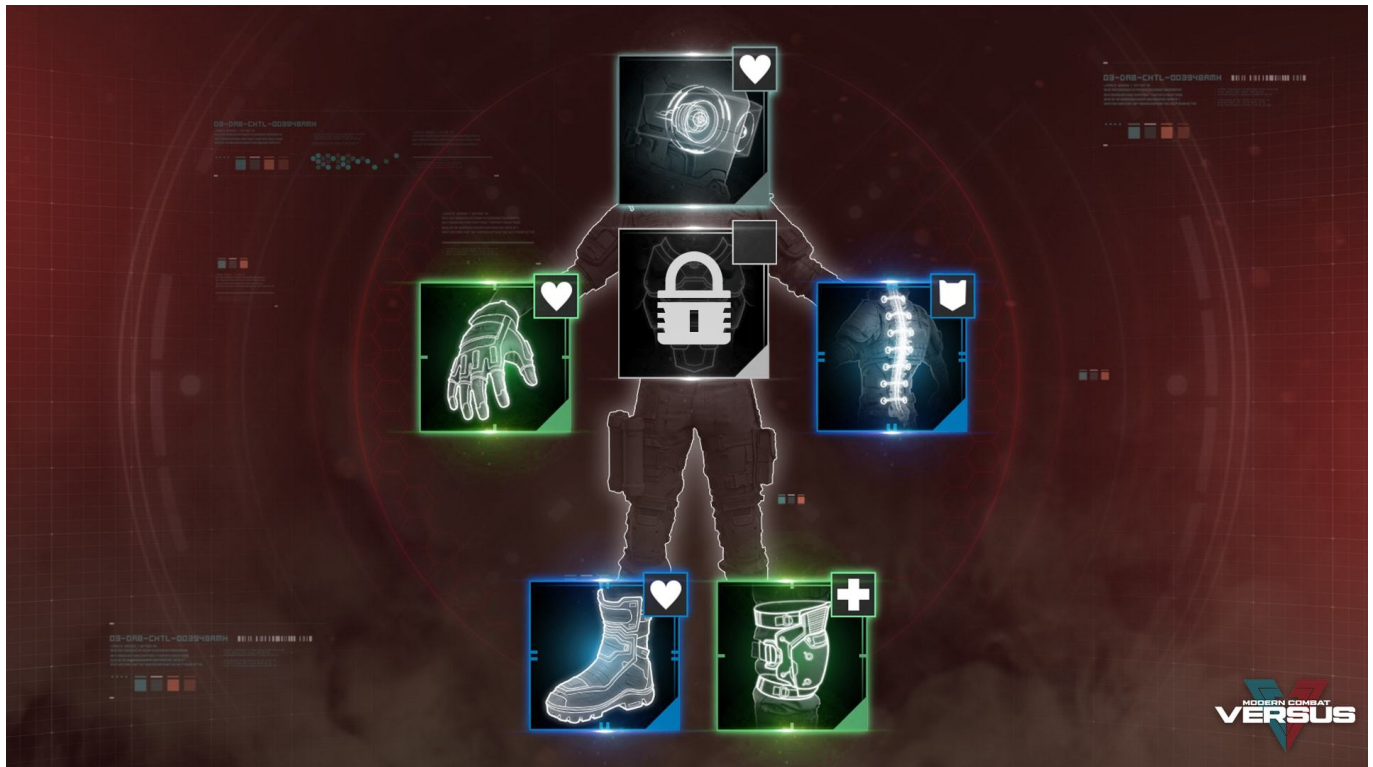A new update is coming out soon in the next 1-2 weeks for Modern Combat Versus!

In this update:
• A new Agent AND a new map!

• Weapon camos and unique jerseys that can be equipped onto your Agents

• Halloween-themed content such as a themed map, spooky weapon camos, and terrifying jerseys!

• Arena events where three times a day, the Arena is updated to offer a crazy and twisted game mode variation

• The Gear system to allow players to customize their passive stats in-game

• Divisions shake up the competitive aspect of MCVS!

• Sync your profile across PC: PC players will now be able to sync their profile across Steam and Windows!

And much more!

For a full list of changes, check out this Facebook note: https://www.facebook.com/notes/modern-combat/update-110-patch-notes/1768498233276714/
. **MEGA EVENT ISSUES COMPENSATION**:

We are aware that the Mega Event got reset for certain players who had paid tickets to enter the event earlier today. We have sent out a compensation for all those affected via the in-game inbox!

The Mega-Event that's live now works fine and players can do it without issues. For those who had their event reset, they too can opt in to the current one to complete it and get the rewards (you will be getting your tickets back as a compensation so please wait on that and re-enter the current event).

For players who had issues claiming the Mega Event tier 4 gear reward last week, your reward has also been sent directly to your inbox! We apologize for the wait!. **Hotfix 1.3.17 now out! Crashes fixed for Steam.**:
We have just released a new hotfix for Modern Combat Versus! This hotfix is targeted towards the online lag players were experiencing in the game.

Another major issue it fixed specifically for the Steam version of the game is the crashes. Many users faced a crash when trying to launch the game after install. This should now be fixed, especially for players on Windows 7 and those with CPUs that do not support SSSE4.1!

We're always continually working towards making the game better and your feedback helps a lot! Check out this teaser below for a sneak peek for someone new joining your game soon:

https://youtu.be/yrBsDK3_Kt4. **Update 1.9 is now out!**:

Hello everyone!

A new update is now out for Modern Combat Versus!

In this update:
• Two NEW skins for fan-favorite agents!

• Minor gameplay balancing changes to KULT, TOWER, REVOLV, and other Agents.

• Several bug fixes and improvements.

For a full list of changes, check out this Facebook note: https://www.facebook.com/notes/modern-combat/update-19-patch-notes/1691150957678109/. **Crashes at end of match**:
Hello MCVS community!

We are aware that there are currently crashes happening in games with Cub/Seven in them. The crash usually happens at the end of the game, but rewards are not affected. You will still get the appropriate game rewards.

We aim to release a hotfix for this early next week! We apologize for the inconvenience!