
Good Boy! Portable Edition



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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

$$3 + 1 = 4$$







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This game is fun and scary, great VR experience. A lots of jumping scare, I'd love the story though. hope the creator make this game less jumpy and more scary^^. Is about girl, her name is red. What more can i say? Best game ever. Really good and really smooth twin stick shooter. I love the graphics and I really like how things explode into bits when killed or destroyed. The accessories and weapons are all pretty fine and all the weapons are relatively usable as well, which is rare for today's games.

The developer constantly replies to threads and is always listening to the feedback given in the forums, which is just astoundingly great.

I haven't come across any bugs in this game yet and anything that I think needs to be changed the developer has addressed already and stated he will be doing something about it in his next update. I'd really recommend this game if you even mildly enjoy twin sticks, zombies, or games with online multiplayer and the option for single player as well.

8.5V10. Now i'm gonna go play some more. THIS GAME. ♥♥♥♥ IT WITH A RUSTY POKEY THING. UNINSTALLING IT BEFORE IT INFECTS THE REST OF MY HARDDRIVE. I WANT TO BURN IT TO A DISK AND SEND IT TO PEOPLE I HATE.. So addictive. Good! Just few HO scenes.. I can sense Contra and Megaman vibrations all over this game but It is still quite unique. If only devs could use a different graphic style - pixelart like this is getting old (in fact it is like 2 decades old !) Nice explosions and cool guns - you can really feel the bullets impact.

. OH MY GAWT, MUCH REALLISTIC, SO ARWSOME. The best of Pixel Puzzle series.

Would buy again.. This game is old as the hills, but it's a good challenge, good for all ages and any computer can run the game. it's a great game to replay and speed test yourself through the levels. If you were around during the Ski Free and Jezzball era, this will be right up your interest alley.

Glad I bought this game on sale for \$2.50, because it's not worth \$10. First of all, there isn't full controller support as you can't navigate through the menus or pause a race with the controller (with either the Logitech F310 or the Xbox One). Secondly, the campaign is too short for the full price and there's grinding to be done on just the first circuit. Watch my full review here:

https://www.youtube.com/watch?v=AHEMaj_214c&list=PLMeNZEHGX8Ui0Q_3Mi2jjW0FHFjOEiAuS. This was fun. I really like visuals of this game and overall feel of it. Controls at first feel little clunky but it is a designed experience and you can switch to easy controls if you wish :)

[Whole idea of exploring, looting and discovering underwater world is very appealing to me and it is well executed in this game. it was simply hard to me to take a break :\) And you can and must go out from you submarine to fix it or explore narrow corridors of sunken ships or other underwater bases. At first I wasn't to sure if it will be good for me but I give it a chance and I loved in the end :\) Well crafted and I enjoyed every bit of it, both thumbs up :\). "Art Game"](#)

[Almost any criticism leveled at Mondrian could be countered with 'it's part of the experience of this form of expression of art', but ultimately the game is just not very fun. I'd rather just play plain Breakout, which is essentially what the game is. The controls are awkward, in particular once you've circled around to the top of the screen and they effectively reverse, the ball bounces off things in a strange, non-intuitive way, and the core gameplay loop takes too long to be very engrossing. This is a shallow, low effort attempt at bringing art to gamers. Consider other, more enjoyable works, such as Braid, Okami, walking simulators such as Proteus, or more surrealist works such as Yume Nikki or All Of Our Friends Are Dead \(which is free, btw\).. This game is addictive, fun, and difficult \(in a good way\).](#)

[Solid 9/10. Definately worth every penny.. Even though there is no voice acting, the character interactions and memory events are capable of telling you a story. Gameplay-wise, very simple and easy to control. Solving each room puzzle is fun and feels great when you beat them. At the time of this review, I am currently working on Time Attack and finding the locations of two elusive achievements. I recommend this game if your looking for a decent puzzle challenge, relatively short game, or just a nice story.. Didn't expect to like this game. I mean, I like RPGs, and roguelikes, and card games, so I WANTED to like this, but felt it was a big gamble when I dropped the full \\$10 price tag on an impulse. Luckily, I can say it's actually pretty fun! Think of this game as a roguelike with meta-progression in the form of character talents that are persistent between runs. Except, everything is governed by dice rolls... and itemization is pretty bland \("items" just give you more dice\)...](#)

[But the abilities are cool! They normally involve some kind of trade-in to either get more pips on your dice *or* swap between different colored dice, etc. The potions you get as you level up are really useful also. And I love when simple concepts like dice rolls are used in interesting ways that just "feel right" in terms of the fantasy/magic they are intended to represent. Like I used to feel that way playing MTG all the time, does that make sense? For example...](#)

[* "Haste" - You give up 3 mana pips and get a 6 pips dexterity die in return](#)

[* "Accuracy" - You give up 3 dexterity pips and get a 6 pips black die in return \(black pips can be used on any encounter square, regardless of color\)](#)

[* "Mana Font" - Upgrades any mana die to 6 pips](#)

[* "Dodge" - You give up a dexterity die to avoid 1 heart damage](#)

[* Health potions restore heart points, mana potions roll extra mana dice, etc.](#)

[...Get the picture? I love how it all just clicks and inherently makes sense.](#)

[Only complaint I can think of is that every class has the exact same set of talents. I mean they have a unique class ability, so that's ok, but the talent sheet you invest in between dungeon runs is the same across the board. That seems kind of lame, don't you think? Regardless, I died probably 5 times before I finally beat the 1st boss, and each time I got that urge... to play... one... more... run...! So this is a success as far as I'm concerned.](#)

[One thing I will say, however, is that this game is entirely controlled by mouse input, thus it is PERFECTLY designed for a click-based mobile version... which what do you know, does indeed exist! So you may want to consider iPad instead if that's an option for you. I wish I had personally since I fly a lot for work, and the price is the same on either platform. Sorry to say there's no iPhone version, however.](#)

[Enjoy!. hmmm.. terrible was my first impression.](#)

[having played a few hours, I'd say it's a little better than terrible -](#)

[why?](#)

[1. States full controller support and all weapons bar the NITRO seem to work off xbox controller. had to use mouse to kick off the NITRO - kind of annoying!!](#)

[2. It's boring](#)

[3. Looks like a big screen iOS game {which it is}](#)

[Aside from that it is actually quite playable and the music is enjoyable - avoid if you hate repetitive racetrack gameplay.](#)

[4V10](#)

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!. **Daily Crates have been improved!**: The daily Free Crates are now improved for Steam users!

Each opened crate will provide:

- 50 Versus Coins
- 20 Korpens
- 10 Random Agent XP

Plus, each day you will receive a 1-Day Random Agent Trial in your Inbox! Now get back to the battle!. **Easter update now out!**:

CELEBRATE THE EASTER WEEKEND WITH SW1FT!

CELEBRATION RUNS UNTIL 4/2



SW1FT
30% OFF



SW1FT
EASTER SKIN
NEW



XP
2X AGENT XP
IN PVP CRATES

3/28 → 4/2

3/30 → 4/2

3/31 → 4/2

We're bringing you some Easter-themed festivities in-game in this latest update!

Keep an eye out for deals and events all weekend long.

Our next big update will be Update 5. More info regarding that update will be released closer to its release. Don't forget to follow us on our social channels so you don't miss any announcements!

Facebook: <http://gmlft.co/MCVS-Facebook>

Instagram: <http://gmlft.co/MCVS-Instagram>

Twitter: <http://gmlft.co/MCVS-Twitter>

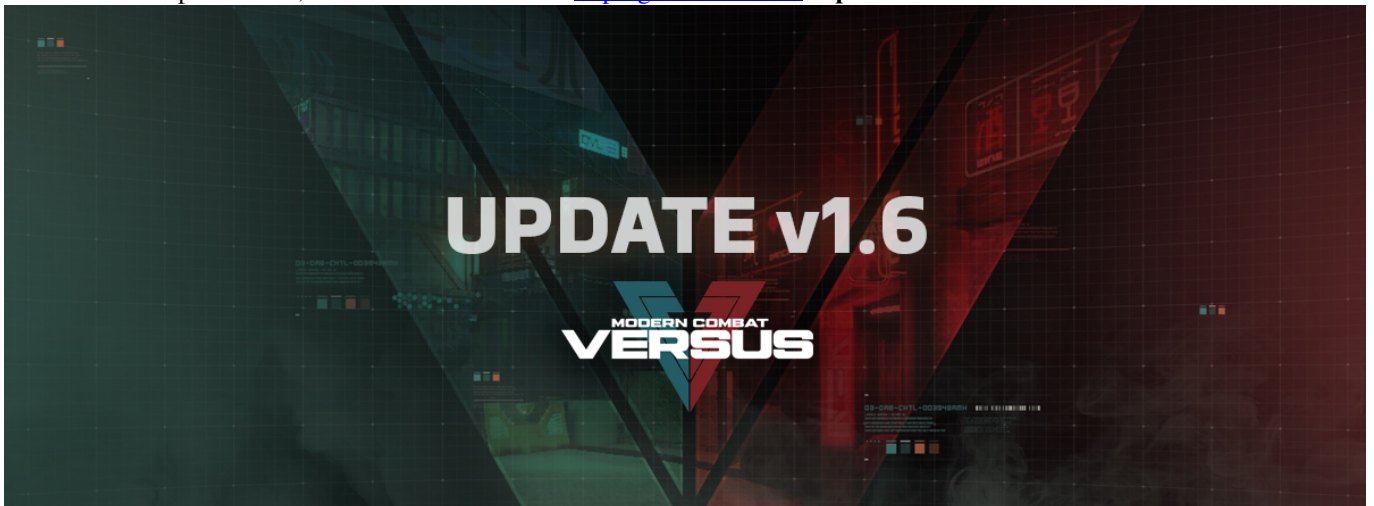
Forums: <http://gmlft.co/MCVS-Forums>

Discord: <https://discord.gg/vkuzVTp>. **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 1.6 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

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- 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/>

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