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About This Game

Ratergy is a competitive local multiplayer game for family and friends. With its short rounds and its cute rats fighting over a piece of cheese, it is a family-friendly and suited for casual gaming.

The game deliberately refraines from using violent content and is therefore suited as a humorous game for and with kids. It is a 2-4 player local multiplayer focusing on playing together on a large TV screen or monitor.

Ratergy offers enough action to brighten every party. Through the simple game mechanics and the fast-paced combat rounds, it is aimed particularly at occasional players and beginners. Expert gamers however have also the opportunity to fight over the cheese dominance on a strategic level by using game elements such as conveyor belts and power ups. Newbie or advanced player - it is all about the most efficient tactics to gather cheese!

Game principle

At the beginning of the game, every player chooses a rat nest with two rats. By switching the control between his rats, the player now tries to be the first to bring 10 pieces of cheese to his nest. He can choose between several levels, which offer a variety of gaming elements for a more diversified battle over the cheese. The player can use conveyer belts to get faster and activate door switches to block the way for opposing rats. The usage of power ups such as speed potions, shrinking devices and bombs guaranties dynamic combats and a lot of fun!

Title: Ratergy
Genre: Action, Casual, Indie
Developer:
Jens Bolanz
Publisher:
Bolanzarts
Release Date: 30 Mar, 2018

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English
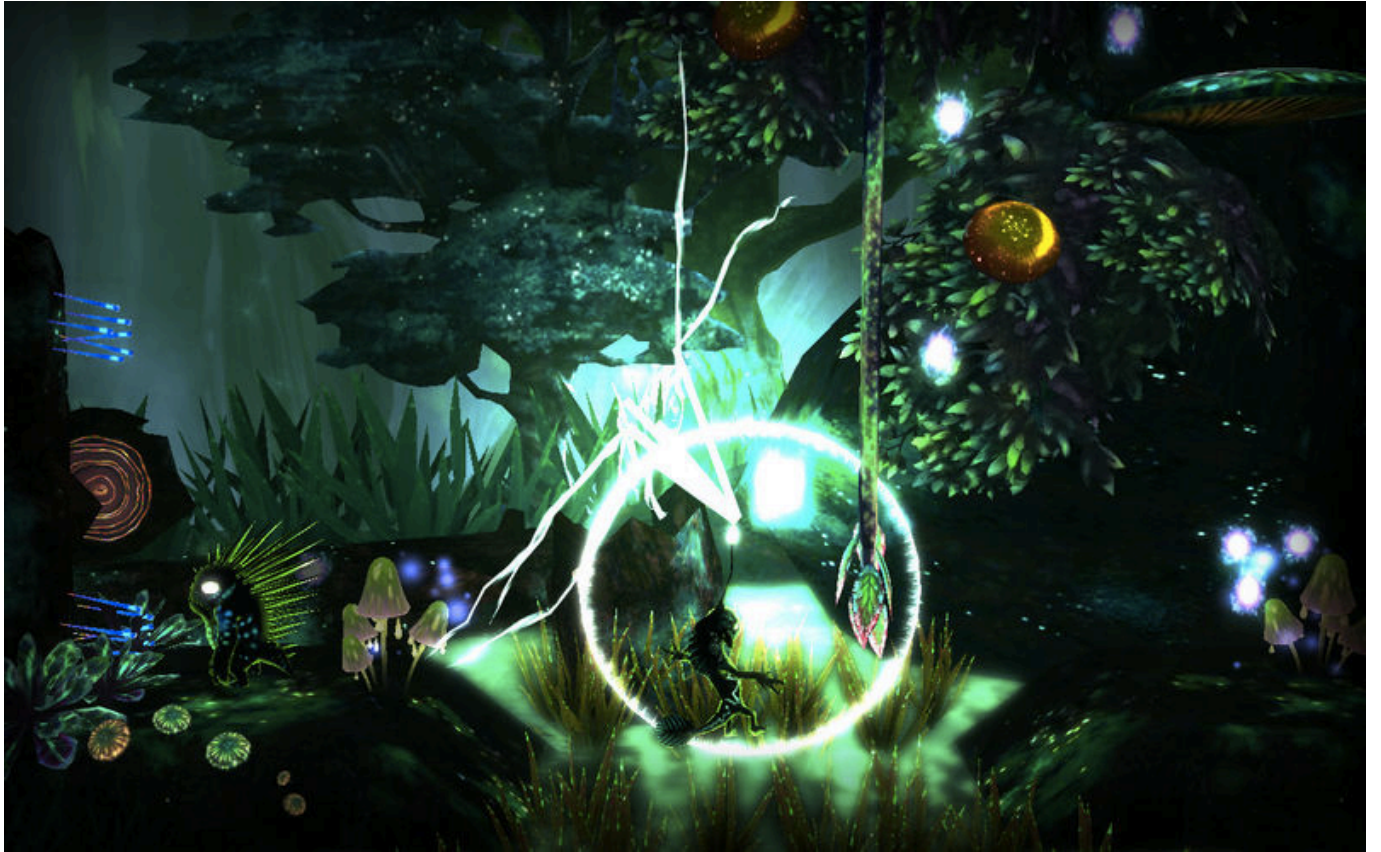
There isn't really much to say about this game, because there isn't actually anything to do. You can litterly only do bowling, and sit on some chairs. For a game that's supposed to come out in 3 months, it's really concerning. Everything is either coming soon or a concept art gallery. You can colour your avatar too so that's cool I guess, but there is nothing to do.

Just one question for the devs:
Why would you release a game in this state? It's basically committing steam suicide.

Quick side note: Game runs fine on high for me, running an R9 290 at ~60fps most of the time, but really, for a game with this little to do, it should run fine.. Hidden: on the trail of the ancients is the first of a two parts game, the second part, Hidden: the untold, not being out yet.

That being said, Hidden is an old school Pt & Click game, very similar to Darkness Within 1 but without the documents search and combination thing. If you like games like Dark Fall, Darkness within or Barrow Hill, you should also like this game.

You are playing as Thomas Farrell, an anthropologist who is part of a scientific expedition aiming to uncover the remains of an archaic civilization. The game consists of 2 chapters. In the first, after waking up from a nightmare, you start exploring the boarding house where a colleague of your uncle spend his last years, and try to find clues about his research while having nightmarish visions. In the second chapter, you travel to the research site in order to rejoin the expedition team but on your arrival in the woods, there is nobody there; you investigate to figure out what is going on while encountering a nightmarish creature. The game concludes with you heading to the main base camp, where the second game will continue the story.

It is a bit disappointing to only play half of the story, and the game is overpriced as it is, so I would recommend to get it when it's on sale, or you can wait for the second part to get the story as a whole.. See my impressions at https://youtu.be/qF1yiEUrDtM. Project Pulsation is a desperate attempt to cash in on the latest iteration of Unreal engine. To be honest as I was playing the game I had a feeling that this would fare better than most of the Unity-based FPS games here. I am referring to those that are nothing more than an asset flip. Plus, you have those that were made with the use of the GameGuru.

In any case, this game is about a project that went awry and you are tasked to find a hidden artifact in the location in question. It is a space station \/ ship with some robots and monsters. First of all, the main menu looks terribly simple and ugly. It is also very dark. You cannot rebind your keys and graphics options are limited. Even if you change the settings you barely notice anything.

You start off the game on the level called "elevator". It is, in fact, an elevator shaft without an elevator as you just keep falling for minutes without hitting ground. When you do so you realise you must be invincible since you did not get hurt, at all. But monsters can easily kill you later with one shot so you realise you are in danger, after all. You have one weapon only and finding ammo is possible at the beginning but later on I did not find any extra ammunition. In fact, if you get killed and restart from a checkpoint you have the same amount of rounds available i.e. if you die many times you simply reach zero.

The game is dark. VERY DARK! Your flashlight helps but not always. Your weapon has a laser sight but as soon as the enemies are at a distance you realise you cannot hit them. Often when you hit objects such as chairs, computer consoles or machinery parts with your gun these mentioned assets just fly away, sometimes literally out of the screen. The problem is that the textures are usually quite ugly and the game frequently changes your vision - while this is part of the story it is annoying to see things blurry around yourself for several minutes.

The story is barely explained. Sometimes texts are found but beside the English the creator thought the inclusion of the Russian language was a must (ever heard of a subtitles option?). Because of this the text takes up a major part of the screen and the English almost always has a couple of words outside of our view. Then there are sections (such as the asteroid level) where walking is almost impossible due to the FPS drop. This is area-specific so regardless of how many times you relaunch the game the resulting values will be the same. This is the reason why I quit as for 20 minutes I was walking just under 10 FPS.

Sound effects are generic and while there's an acceptable soundtrack you always hear when the track ends and restarts as not much work went into the editing, either. The most annoying part of the game is when you die. For instance, a turret hits you with its laser. You are down on the ground and your vision changes, let's say by 90 degrees. Funny thing is when dead you can still move (more like slide) and if you hit the laser once again it adds another 90 degrees so when the checkpoint system kicks in

you see everything upside-down. Only for 5-10 seconds, though, as the game makes a correction.

There are sections where scripted events begin such as a platform starts moving. If you die along the way you are put back near the last save location but the game forgets to reset mentioned event. So, you cannot continue (the platform is already high up somewhere and you cannot recall it), therefore, your best bet is to quit and hit "continue". I could go on and list many other mistakes, glitches and bugs (not to mention the many typos in the English text) but there's no need, to be honest.

Project Pulsation is a bad game. An interesting idea, but executed horribly. Unreal engine 4 or not, the game has ugly textures and effects and it is too dark for you to see and there's nothing, I repeat nothing, that make you want to continue once you're an hour or so in the "story". It's too bad that the developer (VGstudio) has other software with similar negative outcome. If you are desperate to do some trading card grinding then for half a euro this game can be of some value.. The reviews are full of people complaining about the game being full of bugs, why releasing another DLC when the game is almost unplayable. Really...
With this DLC for example, in single player mode with the AI at 'Impossible' difficulty they stoped expanding after 10 minutes of playtime.
Want loads of frustation? Buy this game.. Awesome game! I love the new camera controls. You can zoom out and admire the stadium. Also T20 games are more realistic that previous releases.. The character building is unlike anything I've experienced before.
Their mannerisms and personality is brought to life in such realistic ways,
verbal voice tones, spine chilling music and great English writing,
you feel for every character introduced.
You hate the bad and love the good in these people,
This game goes out of it's way to paint a complete sensorial picture.
It's a masterpiece that tries to stay grounded by realism!
I wish I knew about this sooner in my life.

RPGMaker done SO right!

PROS
-Great mapping
-Lovely soundtrack
-Meaningful skill point allocation\/Character building
-Side quests that enhance the story and don't feel "grindy" at all
-Monster nodes that allow you to turn off random encounters (thank god)

CONS
- None, really...I mean, the dialogue was a little cheesy at times - but that's more a personal gripe than anything, ahaha!

Pick this up A.S.A.P - especially with the winter sale price!. Hypnosis is the B Movie Cult Classic of point and click games that you never knew you wanted, until it fell into your lap for $5 and you were just like....ok?

It is simple, satisfying and gloriously strange.

The graphics are surprisingly good, while the constant shift in level theme\/art style provides much entertainment. The story starts with simple mystery, and then cannonballs into an intergalactic psych romp full of cartoonish twists and turns. I am still trying to figure out whether the game is intentionally funny, or unintentionally so, but either way, just like Ed Wood's B-Movie Classic, Plan-9 From Outer Space, this game features all your favourite celebrities (without their permission) and allows you to DIVE INTO THEIR DREAMS through the POWER OF HYPNOSISSSSSS. [note: therefore it is nothing really much like that movie I mentioned at all]

Seriously, Grace Jones, Einstein, Richard Branson, That Dude From The Big Bang Theory...the gang's all here and they're just begging for your cleavage-aided psychiatric assistance.

SOME may say that the puzzles are too simple and easily solved, but to them I say NAY. My main grievance with Point & Click games is that they always feature that one frustrating puzzle, which you can never solve so you cannot continue playing. And that makes me feel kind of stupid. Hypnosis features puzzles which are as easily solved as an 8 year old's homework, so they're great for your self esteem. And, just like your favourite elementary school teacher, the game gives you GOLD STARS for completing puzzle battles (also good for the self esteem). But the real prize is watching this weird, weird story unfold.

After completing the game and witnessing that truly epic ending, I can only recommend it as the best, terrible game I've ever played and would highly recommend it for anyone with a good sense of humour and a spare 5 bucks.

Now for my few critiques:

1. Unsure of why the main character needs to be randomly sexy and have a standby boob-adjusting animation. I would like to point out, that as a psychiatric professional, I would consider her low-cut outfit inappropriate for the workplace. Don't even get me started on those ones from the store O_O

2. Continuing the above theme - Do Maya and Dr Blanche understand the concept of patient-doctor boundaries? *spoiler alert* Hiring your patients, hypnotising them against their will, getting all up in their brain and then telling them how to live their lives - pretty sure that's a breach of like all of the psychiatric rules.. The current version only has about an hour's content but what's there is good and very promising. It is somewhat similar to Vanishing Realms, you explore an unknown world and have to fight enemies and solve puzzles along the way. The graphics and sound are good. Would be one of the best VR games if the developers added more content.. who even plays this anymore. So much fun!. Simply a game delight. What interesting gameplay. I hope there is a continuation, something like "Upside Down 2". New maps. I confess that I started to play expecting to complete the 40 stages quickly, but as I approached the 30 I started to feel sad to notice that soon the game would end. I sincerely hope for a continuation.

Simplesmente uma delícia de jogo. Que jogabilidade interessante. Espero que exista uma continuação, algo como "Upside

Down 2". Novos mapas. Confesso que comecei a jogar esperando completar rapidamente os 40 estágios, mas ao me aproximar do 30 comecei a ficar triste por notar que logo o jogo acabaria. Espero de coração por uma continuação.. Minimum 9-hours required to finish it, as I could see the ending after 9 Platonic Paranoia hours:) I really liked the game with the story and the environment. The connection between the story and the puzzles is awesome!

Some notes about the game:
- Amazing story
- Different kind of puzzles
- Dialogues with enough time-length (not boring but sufficient to understand the story)
- 5+1 chapters to see the final scene
- Some questions are not answered yet (good strategy for the 2nd game)
- Lovely soundtracks. This is terrible