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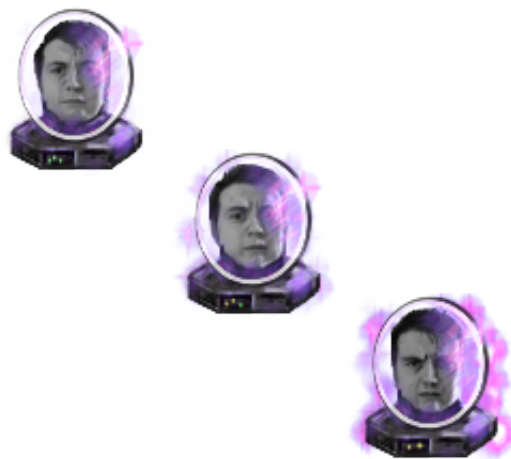
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## About This Game

### Void

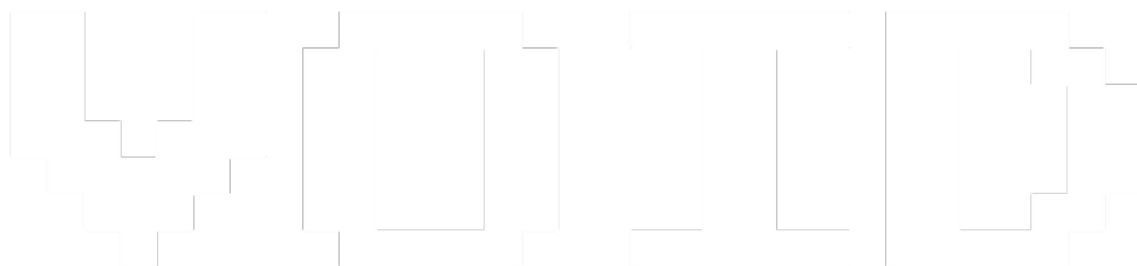
There is not enough air nor enough to fuel to recover from mistakes, or to explore every facet of the ruins in orbit. Jump from wreck to wreck as your life expires, and find what you are looking for - or breath your last breath under the beautiful light of a dying star.

Badges :





Void is a slow paced scenic suffocation simulator with painterly graphics, creepily tense breathing, and haunting music. Maybe you'll contemplate dedication, risk, goals, and meaning in your real life. What would you give your life for? Would you give it even if you might not succeed?



## Gameplay

Race against the clock of your depleting air supply, spending fuel to add force vectors to yourself - physics students might enjoy this. Optimize your style between spending more fuel to move quickly or conserving fuel to change directions more times to navigate the agoraphobic field of space junk. Select your path wisely to collect more air and fuel resources floating in the environment.

Play two missions, each key moments of the life of the protagonist. The player realizes the meaning in the protagonist's life to win the game.

The pace of the puzzle is controlled by the player's knowledge and ability - although a "speed run" player might finish the game in a few minutes, the ruins will take many hours to learn and master.

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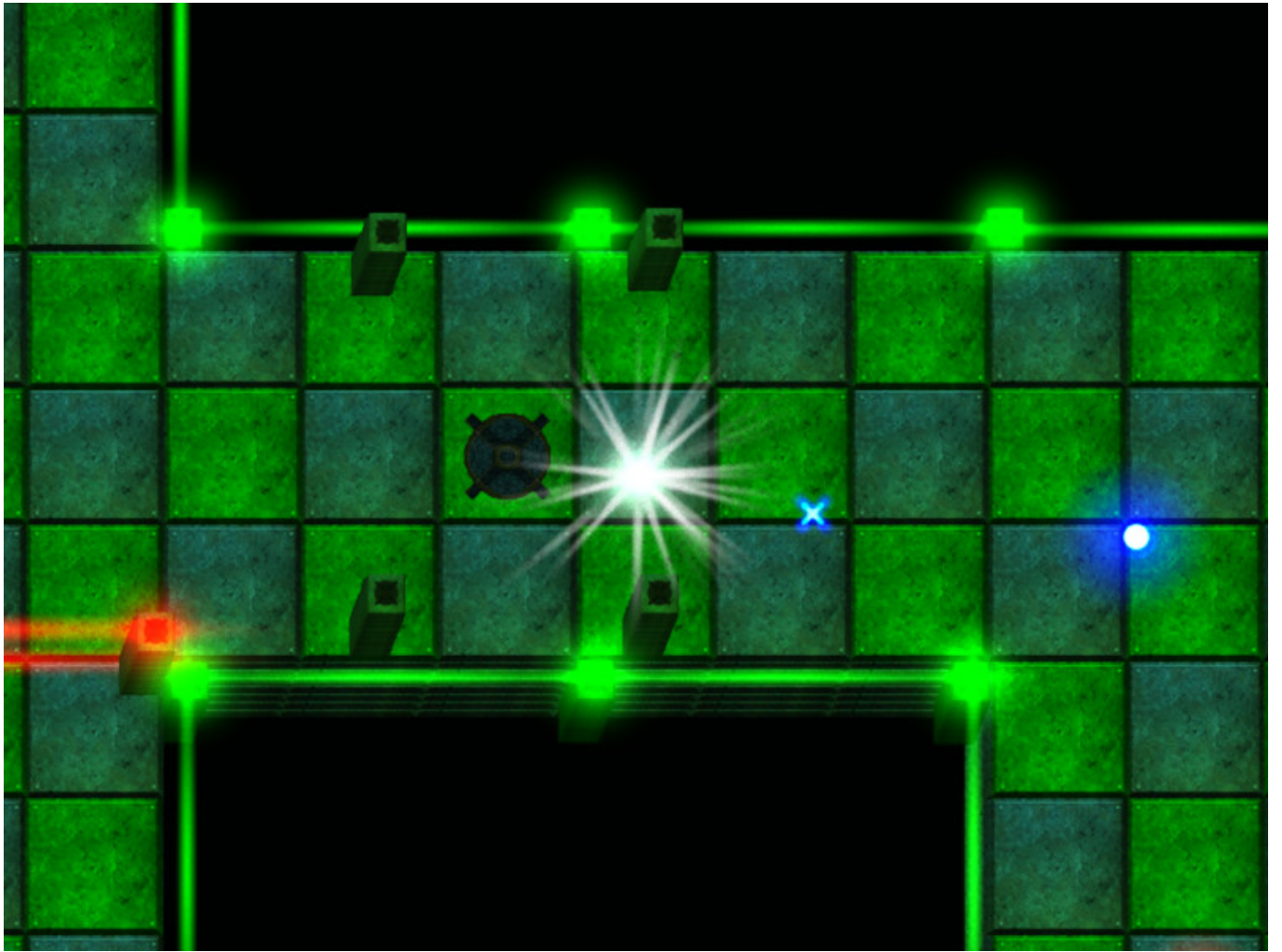
Title: Void  
Genre: Action, Adventure, Casual, Indie, Simulation, Strategy  
Developer:  
Pathless Games  
Release Date: 16 Aug, 2016

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English







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Controls are bad, it looks and feels bad, no crouch or something like that. You literally have to deal with that mouse sensitivity. Only one or two players in the server...

. I've played a lot of 'retro' games over the past decade but this is the first game that's felt like a proper new release on the SNES shelves in Babbages back in the 90's

RD is a puzzle platformer featuring numbered blocks

The number on the block notes how many coins you can collect before that block vanishes making it useless for crossing gaps or standing on to get to higher areas.

There's an overhead map inspired by Super Mario Brothers 3 but you have more freedom to look around it to uncover some hidden locals.

Each stage holds several golden cats (the one most commonly next to a register in a chinese restaraunt). At the very start of the game there is a locked temple requiring you to return later with the requested amount of cat statues gathered throughout your travels. There are other items to keep returning back to stages for like a cassette tape and red hot chilli pepper although I am not yet sure what these do but if you got one item you probably had to disband the blocks necessary to acquire the others hence many happy returns to each stage in attempt to explore the alternate paths.. A rather interesting and funny little visual novel, this one centers around an American exchange student studying in Japan for a year. The first students he meets are Chiyoko and Arisa, two girls who befriend him and proceed to show and tell him about many facets of Japan and Japanese culture. In the end, you can choose to start down the path of becoming a bit more than just a friend with one of the two (there is no love confession, just... an awareness that the protagonist feels something for them).

All in all, a good buy. Though it also can be a bit time-consuming considering how the scene partissions work.. Too easy, requires no strategy at all. Managed to get all achievements on the first play through in under 30 minutes due to how east it was and I was tabbed out for part of it!

That being said, it was a really nice twist on the tower defense genre and would me more suitable as a free flash game on a kids site.. Well at first I was wondering how it was gonna turn out, but after a while, it really blew my mind. I know a lot of people may not enjoy this new style, but give it a try. I would honestly recommend this game and even hope that it'll be played by some youtubers, especially the game grumps.. Good game!!!. Team17, the developer best known for the creation of "Worms" and other such classics are the ones responsible for bringing us the subject of my next review, a lesser-known title but a particularly lustrous gem nonetheless.

The Alien Breed Trilogy is a series of third-person shooters. Like their more popular distant cousins the FPS, they too automatically come with an 'action' tag by association because that's what we all (myself included) have come to expect from the genre. Though categorized as such, the three I'm going to talk about today could more accurately be described as atmospheric, survival games wearing Sci-Fi party hats.

I want to go ahead and say that although this series consists of three games, the way it was designed makes it difficult and more or less redundant to write three separate reviews. In light of that, I'm going to combine my thoughts on the entire trilogy into one segment for better flow and understanding of their connectivity as a whole.

Alien Breed: Impact is the first installment, our introduction to the series and it makes a stellar first impression. Like many

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others, I too was surprised that Team17 essentially removed the previously aforementioned 'action' tag and tossed it out the window but that's not a bad thing by any stretch of the imagination.

The game starts off with the protagonist - an engineer named Conrad- aboard a ship that inadvertently crashes into another, much larger vessel and must hurry to find a solution. The player must make their way across the ship guided by an NPC, uncovering clues from crew log entries as to the sinister reality of their increasingly perilous situation. In spite of the fact that you aren't tearing down the hallways, guns blazing, there are sections that are faster paced and demand a little more of that action, first-person shooter experience, especially if you choose to play on "Elite" difficulty.

An interesting thing to note about the plot for Alien Breed is that the narrative progresses through a series of comic book styled panels and dialogue after certain sections or checkpoints. Just so you're not left hanging around on an idle screen reading while the gameplay drops off, there is voice acting to accompany the cut scenes as well as atmospheric ambient noise to maintain the energy and illusion of imminent danger.

The tracks throughout each game are amazing and can get pretty intense at times but for the most part, you will be bombarded by the crackling of electricity, creaks, groans, and explosions of a dilapidated ship that's falling apart around the player as you scramble to escape. Not to mention the hordes of chattering aliens that attack at every opportunity. Together with graphics that set the mood with dark overtones, the flickering lighting, constant fires and mechanical problems all come together and mesh quite well, eliciting a feeling of suspenseful anticipation. You can't help but get pulled in and become invested in the well-being of that unfortunate individual who you completely forgot was a 3-D rendered model on your computer screen. Wait, was that just me?! Anyway, moving on...

The same aesthetics, character development and everything else that was so endearing are carried over to the rest of the trilogy. In Alien Breed: Assault, the story moves from the protagonist's own battered ship the "Leopold" whose engines are damaged beyond repair, to that of the ghost ship he and the rest of the crew smashed into by some ill stroke of providence. Your goal now is to handle the alien threat, dodge the ghost ship's defenses that happen to be programmed to attack any and all indications of a human presence while all the time hoping that you can salvage enough of their systems to get the rig up and running again.

I wanted to enjoy the sequel as much as I did the first game and in a way, I still did. There were just so many glaring performance issues that made the game borderline unplayable and actually was for a lot of people based on the comments I've seen. Only through sheer determination and my own 'finishist' attitude did I ever manage to complete it.

Given how good the first game was and that the studio basically followed the same winning formula, my only conclusion is that the entire team must have suffered a mass stroke during development of the second installment.

Suffering from multiple crashes per session and such intense lag at times means that you're at the mercy of whatever might stumble into your path during one of Alien Breed 2's fits. As if that wasn't enraging enough or you weren't frustrated to the point of throwing your hands up and moving on to something a little more stable, there were also a few game-breaking glitches that would come along and push you over the edge. One such glitch would cause you to phase through inanimate objects such as floor grating and even locked doorways, so if saving your game often hasn't become a habit at this point then you will no doubt end up throwing a fit of your own after restarting whole sections over and over again. Unlike its predecessor, Assault is horribly optimized and could surely have benefited from much more thorough quality assurance before its release.

Now, you might be wondering what the final chapter in the trilogy could be like if the second part was such a disaster and so widely panned by its player-base. Did the studio continue their downward spiral with the franchise? It's a pleasure to report that no, they did not.

The story picks up with the descent of the two conjoined ships into the atmosphere of a nearby planet. You race against the clock to stop the malevolent force behind everything that's happened while it becomes increasingly obvious that Conrad isn't going to make it out alive.

While Alien Breed: Descent returns to the glory of the original with its smooth controls and solid frame rate I can't say that the series has fully recovered, not 100% anyway. Maybe 95%, that's a comfortable number. My reason for this is that there were some minor bugs that still popped up from time to time, but nothing serious enough to bring on any of the rage-induced episodes present during part two. User experience will undoubtedly vary but for me, there was only one such instance where I



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got stuck inside a railing while cautiously creeping along a catwalk to peer inside an open doorway. Needless to say that I ended up getting rushed by a dozen enemies that apparently took issue with the fact that I was not a pile of blood, guts, and assorted entrails. Curious, I even attempted to recreate the situation several times, in the exact same spot (and others) and was unsuccessful in doing so. This allowed me to finish the final game on a positive note, a much less volatile demeanor and with fond memories of this sci-fi trilogy, although I remain reluctant to play it again anytime soon.

It took me a while to finish this series because of the traumatic ordeal suffered at the hands of Alien Breed: Assault but I have to say that the franchise and the studio are well on their way to earning back my trust.

Separately, each game is shorter than the previous, ranging from roughly twenty hours to complete the first chapter with that number dwindling all the way down to seven hours to finish Descent. That's not a problem, though, because often times shorter games are much better than those that drag themselves out for the sake of extra playtime. Alien Breed doesn't do that because it doesn't have to. It knows full well what it's trying to be and executes in flawlessly. If it wasn't for the problematic sequel, this series would easily make it on my list of favorites.

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The game itself is alright but no one is playing it so its useless.. I really liked this game. Yeah it is short, but it is interesting and different. The idea is very interesting and sad showing a deep and pleasurable experience that shows in some ways the plight of the Irish and celts in general. Can't wait for part 2 and considering this game is 5 dollars why haven't you bought it.. Very Nice Comic!. I have really enjoyed this point'n'click detective game. It is very atmospheric, if somewhat clichéd. The puzzles are logical and entertaining, and they are not frustratingly difficult. I would really recommend this game for fans of puzzle/pnc games and PI stories.

Story 9/10

Atmosphere 10/10

Humor 9/10

Music 10/10

Voice Acting 9/10

Graphics 8/10 (it looks surprisingly good. though the screen resolution is limited and lip synch is non-existent)

Overall: I would say a solid 9 out of 10. I really look forward to the sequel.. This review is written after playing through the first two chapters of the story.

Ticket to Earth is a really enjoyable and addictive Puzzle-Strategy Game with RPG Elements, that I would highly recommend. The gameplay is easy to learn but has also depth to it, which shows itself once you have progressed through the story and unlock more characters and abilities.

The story, world and characters, while not terribly unique and following some well traveled tropes fit into their own world quite nicely, and you want to follow the plot along. You can see many influences from other Sci-Fi Media, yet it never feels too much like a ripoff.

My biggest complaint is that sometimes there can be mood dissonance with the situations and the character, which will show itself in the dialog, and sometimes the missions can blend together a bit.

Overall this is a really good game and I can't wait for the next Episode.

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