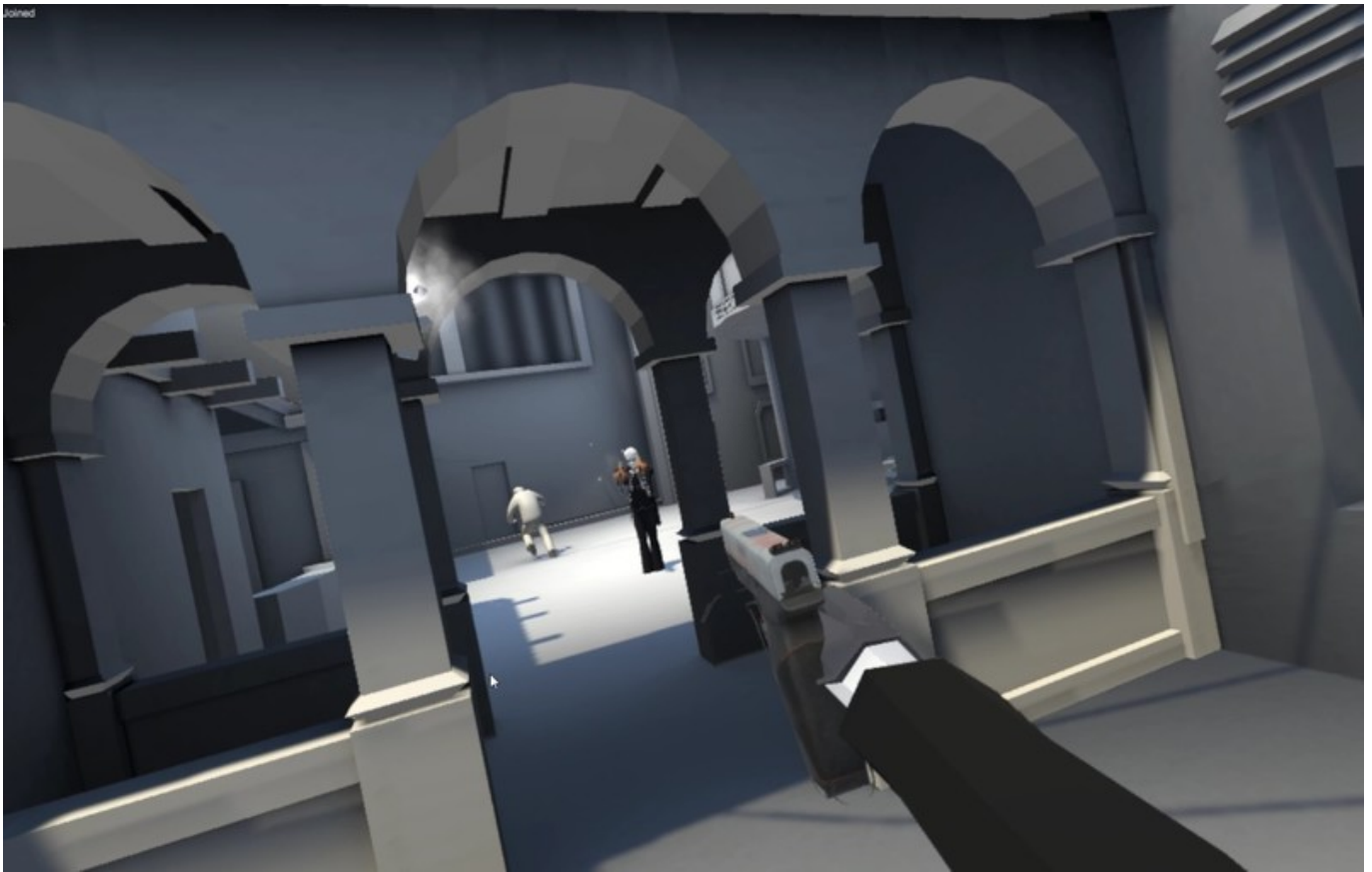


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## About This Game

Colored blocks fall, and they keep falling. You rotate them, and drop them. Faster and faster you align the pieces, creating links of matching color, filling in gaps. You touch a block with a detonator and the entire chain explodes. The blocks above them drop, another detonator touches, and another chain is gone. Then another.

Anode reintroduces the classic falling-block puzzle genre, with new twists and challenges! Link blocks back and forth across each other. Match angled couplers to create chains of multiple colors. Earn items and use them to clear your bin. Play Mission Mode and complete randomly-generated objectives for additional challenge. Post your scores on leaderboards and see how you stack up.

Invite a friend over, plug in some controllers, and dive into frantic competition. Complete long chains to send blocks to your opponent's side, or use offensive items to trip them up. Don't have a controller? Play two players with one keyboard! All to a pulsing soundtrack with music that gets more intense as your bin fills!

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Title: Anode  
Genre: Action, Casual, Indie  
Developer:  
Kittehface Software  
Publisher:  
Kittehface Software  
Release Date: 5 Oct, 2015

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**Minimum:**

**OS:** Windows 7

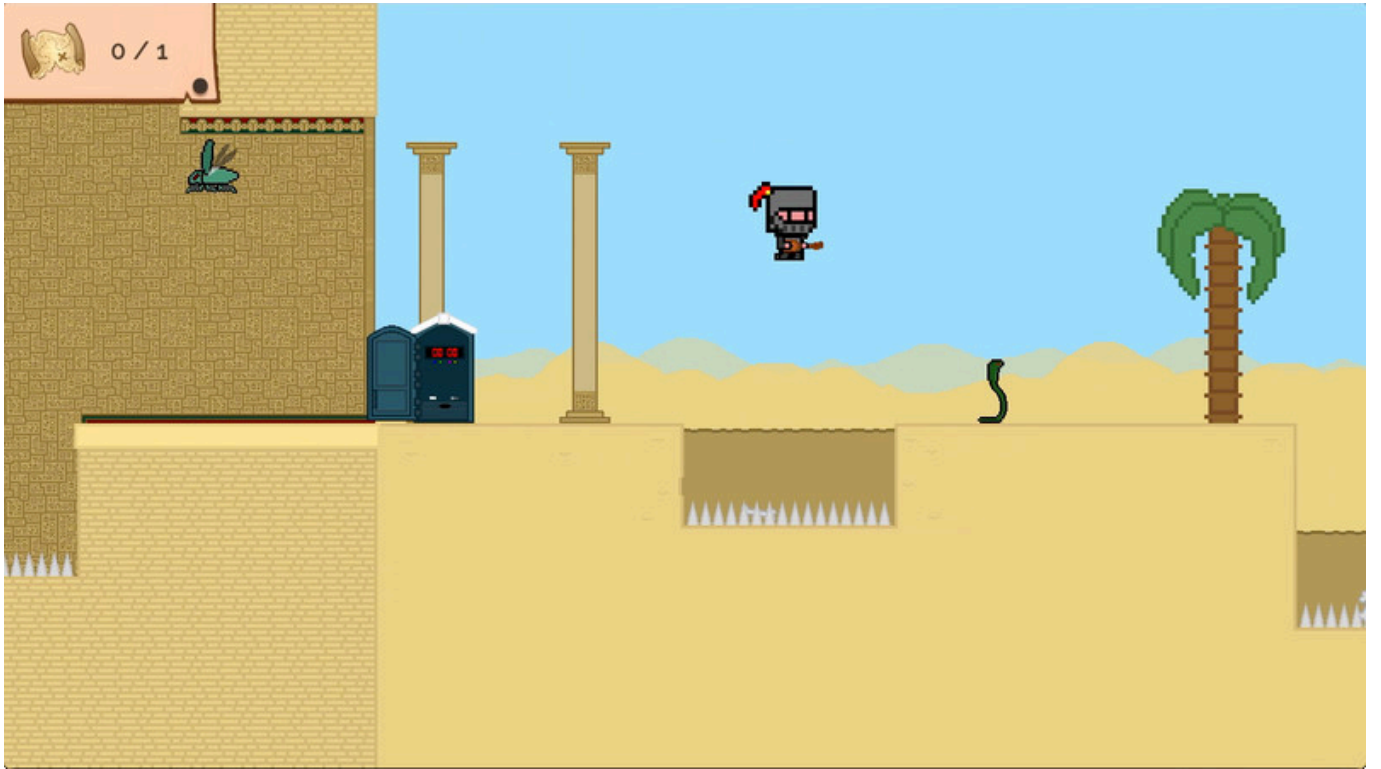
**Processor:** 1.5GHz Processor

**Graphics:** 3D graphics card with 512Mb

English,German,Japanese,Korean,Russian,Turkish







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This is such a fun, satisfying, and emotionally poignant game! If you've played other HO games from Artifex Mundi and been disappointed by the stilted voice acting, animation style, repetitive elevator music, or silly storylines, I urge you to actually give this one a chance. They're moving in a new and wonderful direction that does better justice to this genre. The puzzles are so much more creative and whimsical, while still being only casual and moderately difficult (some of us actually prefer that, so thank you!). The game also uses creative metaphors for the sister's illness and makes you truly care about the characters in this story. The music is also much more complex than their usual games, to the point where it creates a soothing mood and makes you look forward to listening to it. Definitely give this one a try!. This was my first true horror game and it did not disappoint. Excellent atmosphere throughout the game with a story to keep you interested all the way until the end. Great graphics and great voice acting for these guys' first commercial game. Definitely would recommend!. I rate the PC game Outcast - Second Contact 4/5. Good overall.

Despite the misleading title, this is definitely a remake (or rather a graphical overhaul) of the original Outcast game, not a sequel. If you're looking for a sequel try to find information about Legacy of the Yods (which was advertised on Steam's Greenlight at one time) or look closely at Outcast's Wikipedia page for information.

This version of Outcast plays almost exactly like the original and carries with it most of the original's strengths and weaknesses, though it features considerably improved graphics (with the notable exception of the dismally awful, cheap intro scene instead of the original's fairly excellent intro animation). If this is your first time playing Outcast you owe it to yourself to watch the original Outcast's intro on youtube or something so you can see how the story was supposed to be introduced and get a good feel for the game's intended feeling. Here's a link to the original intro:

<https://www.youtube.com/watch?v=mVRYOaZtGCK>

[While the above video may not look that great to us by today's standards, Second Contact's new intro is utter garbage by comparison. Otherwise, the graphical overhaul is generally outstanding. The adequate \(even by today's standards\) AI, the excellent music, the slightly muddy sound effects, mildly clunky controls, excellent voice acting, great dialogue, the good though somewhat old-school, slightly repetitious adventure gameplay and the generally wonderful plot \(with the single exception of a badly handled, poorly developed romance between the main character and a side character \(who wears fairly ridiculous clothing throughout the game\)\) all remain the same. Overall, with the notable exception of its intro scene, Outcast - Second Contact is the preeminent, best version of the game I know of.](#)

[The general plusses and minuses are as follows \(though in no particular order\):](#)

[+Generally wonderful graphical overhaul. This game is now beautiful and the better graphics make the game easier to play than it originally was as you can now more easily see and understand what you are doing and where you are going. Enough of the other game elements are already good enough to make this version of Outcast competitive with far more recently created third person perspective games. Characters are fairly well rendered and their costumes look correct. Character facial expressions are fairly rigid though. Character quality is more like Half Life 1 than Half Life 2 except for their fairly expressive and interesting eyes. Great use of lighting throughout.](#)

[+Great dialogue and good voice acting. Well realized, interesting characters throughout.](#)

[+Great story/generally wonderful plot. Good and generally interesting side missions and it feels as though there are a lot of them. Good sense of urgency throughout.](#)

[+Same excellent music as in the original Outcast which can make for good listening on its own.](#)



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+Game ends on a good note with room for a sequel without being irritating (though there is really still no official sequel out). Game will make you really, really wish there was a sequel if you get really into it like I did. The characters are oddly hard to leave behind and may leave you with wistful memories of them. I really wanted to see what wound up happening to the world after the game ended.

+Being evil has consequences. Weapon and ammo prices go up enormously, characters stop being helpful to the point that the plot cannot progress. If you kill a plot-critical character, their immortal, avenging ghost will chase you down forever until it kills you.

+V-Already excellent game save system is made better by the frequency with which the game auto-saves. Game save file menu is a little confusing though.

+V-Gameplay has a very old-school style. It is hard to explain but it features a lot of back-tracking, re-using previously visited environments and sub-quests where you must essentially locate items and bring them back to the character who originally gave you the quest. Some missions have unclear instructions/objectives. Many characters look too much like other characters despite their extremely unique personalities (too few clothing styles/options on characters though the ones which are present are well rendered).

+V-Hub-based level/world/area design. Areas are connected via portals and certain areas are connected only to certain other areas much like rooms in a house. This requires traveling back and forth through some areas. Certain areas (like Okasankar) become almost like hallways from which several rooms branch off. This non-linear structure means you can complete different areas and quests in any order as the areas act like geographic places and do not need to be unlocked (portals merely need to be geographically located after the first introductory area). However this increases the amount of running back and forth around places you've previously seen as you travel, particularly if you complete side missions in an inefficient manner (think of how often you might see a certain main hallway in a building as you go between the various rooms which branch off of it). There is no fast-travel to simply warp you straight to an area.

+V-Controls are generally responsive yet jumping mechanics are extremely clumsy and have a difficult learning curve. Luckily, jumping is usually not necessary (except during certain, usually quite easy jumping puzzles). No ability to duck/lean. Auto-aim function in the menu is counter-intuitive and is best turned off. Aiming controls are a bit clunky as an aiming button must be held before firing can commence using a different button. Keys can easily be remapped though the default scheme seemed generally excellent to me.

+V-Fairly easy to win, this game is clearly intended for young adults with relatively little gaming experience. No difficulties per se but the amount of damage you sustain can be adjusted in a menu.

+V-Fairly fast loading screens though loading screens are oddly uninteresting and totally uninformative. Game starts quickly and can be quickly quit out of (though the way it resizes its screen as it closes is very disconcerting as it always looks as though it is freezing up when it is closing).

-No ability to alter the course of the plot results in severely limited replay value. Only reason to replay this game ultimately is to hear all the good dialogue again and see all the nifty characters. No true alternate ending. Somehow completing 90% of the side quests and main quests will show a little dance party scene as a hidden easter-egg at the very end however but this isn't a real alternate ending.

-Somewhat muddy sound effects throughout. Explosions are particularly muddy sounding.

-Several missions have unclear instructions and may require help from online sources to determine how to solve a puzzle or complete certain missions. Some missions don't give enough guidance to point you in the right direction or give enough encouragement that you are thinking correctly. This is also a potential aspect of 'cold-school' gaming.

-Game has several minor bugs throughout. After completing the main mission you might still not get the steam achievement which says you did complete the main mission because not all main missions need to be completed and one of them is actually absent/left over from the game's original development but not usually accessible. Some secondary missions cannot be





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In a word... Impressed.

Solid Concept. Well executed.

In many ways it reminds me of the original Star Control... the classic that started this genre  
You will also recognize some SPaZ concepts mixed in.

BossConstructor is what the name implies... You begin with a very basic ship. As you fight enemies and finish missions, you acquire new parts. Adding those parts increases the power and strength of your vessel. The end goal is building up a "Boss" ship that is capable of taking on the AI Bosses and the invaders.

For those who haven't played games like Star Control, SPaZ, and the like, you might find the in-space physics a little challenging, at first. Gravity, inertia, solar winds, etc are present. (Your ship will not immediately stop when you release the thrusters.) Making contact with asteroids and other ships results in damage to your own...

Balancing your build is important too. Every part you add increases one spec and decreases another. (Plus, adding any mass to the ship always decreases Speed & Maneuverability.)

Examples:

Adding Engines = + Speed & Maneuverability = Increased Energy Drain & Increased Mass

Adding Weapons = + Firepower & Defense = Increased Energy Drain & Increased Mass

Adding Solar Panels = + Energy & Capacity = Increased Ship Size & Increased Mass

etc, etc....

Component Placement also plays a role in maneuverability, speed, & survivability...

Place your Command Center in the middle of your build. It is the key to your whole ship. When it is destroyed, so are you.

There are no second chances, this is a 1-life, insta-death game.

-->You die = Game Over.<--

Straight-forward:

-Ship building/customizing

-Combat

-Missions

-Goals

Needs Tuning:

-UI (no component mirroring button, etc)

--EDIT: UI updated with many enhancements, including armor shape selection

-More components (Limited choices, needs some better defensive parts)

--EDIT: HUGE update here... More components that you can shake a stick at

-Early Mission Balancing (first couple missions when ship is very weak)

--EDIT: After several updates, this issue has been fixed to my satisfaction

-Ship Testing Map in Builder Menu (needs a couple enemies that shoot back)

--EDIT: Enhanced Builder mode now allows for custom skirmishes. Very Nice.

This review may change here and there as I get more gametime in, additions are made, etc.

All things considered, this is a solid game with a solid developer... And worth your time/money.. > NOTE: If you own SHENZHEN IVO, you don't need to purchase SHENZHEN SOLITAIRE! After solving a few puzzles in SHENZHEN IVO, a link to a full version of SHENZHEN SOLITAIRE will be placed on your in-game desktop for you to play.

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SHUT UP AND TAKE MY MONEY.. Stay away from this game. Seriously. It will destroy it your brain and PC.. The idea is exactly like "overcooked", but executed a little to poorly for me to be able to recommend it. The controls are very annoying. The pick-up\drop-off target areas are hard to distinguish. It's just very juvenile. Can not recommend. Sorry.

Also, the game installed and booted up in german, and I had to figure out how to switch the language to english.. Not bad for a CHEAP game.. Amazing job, this is a well thought out story straight to the end. The horror elements are definitely there. I'd say this is an underrated rpg horror game that deserves more praise. 10\10!. Very good fun, reminds me of point blank. The weapons are well modelled,the reload is basic,as in automatic reloading i just wish this had co-op play as its a blast in single player.

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