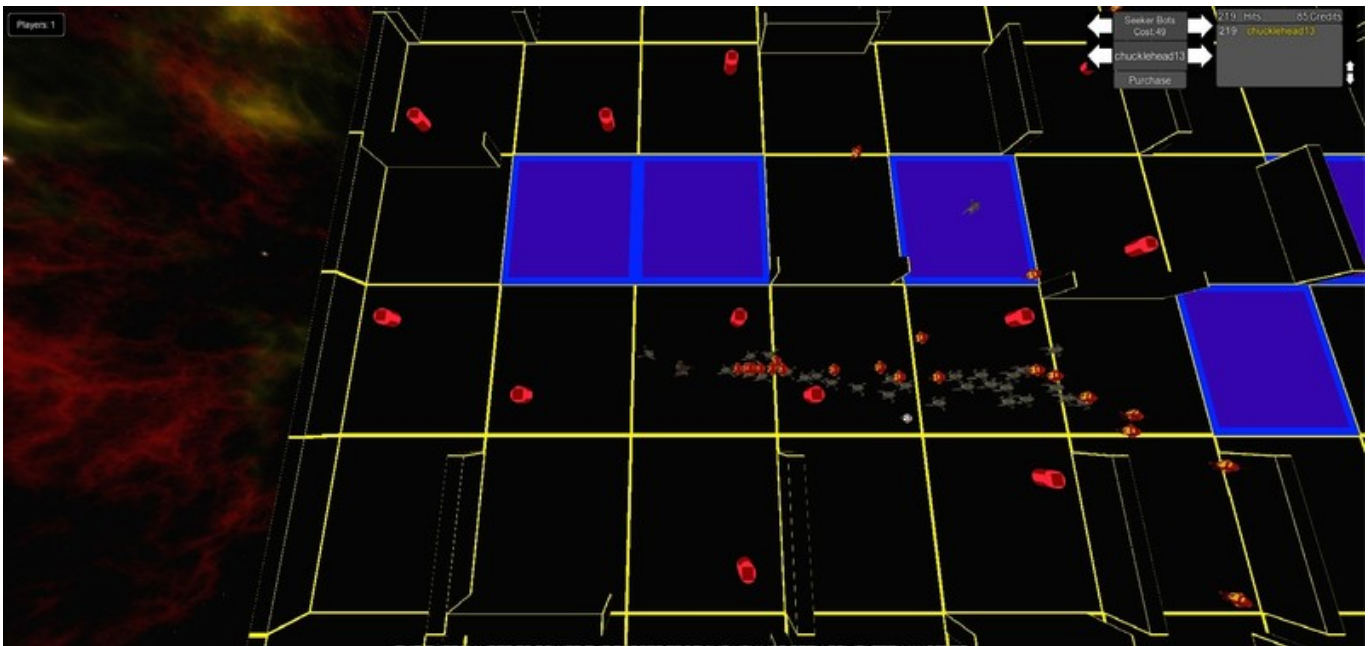

Catypth: The Kunci Experiment Crack And Patch



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About This Game

About

"In 2062, Men from Terra have access to a new technology from a mysterious Black Cube they found 5 years before. With this new power, they decide to explore their solar system, in search for signs of intelligent life. They send you at the discovery of planet Catypth and its moon Tytaah." CATYPH: The Kunci Experiment is Another Space Adventure reminiscent of Myst and Rhem, and you can absolutely play it without knowing anything about the first Black Cube game, ASA. With the help of the data that you collect on Tytaah, you must attempt to access the 7 regions of this moon. Your main mission: understand what the Kunci is. The whole game relies on observation, discovery and exploration.

CATYPH is an independant and self-funded game, mainly created by one person. It has been envisaged as an experience, an interactive story based on exploration and logical puzzles. This prerendered 3D game is made of static pictures with video transitions.

Gameplay

Point & Click. Visit the regions of Tytaah, take notes on a piece of paper, and solve the puzzles!

Hotspots description:

- blue circles: action/examine
- blue arrows: turn head/view to look around you
- red arrows: walk to next/preview node/view
- blue dots at the bottom of the screen: turn view 180°

Features

-
- Visit the vast moon of Tytaah (7 regions: desert, snow, alien forest, mercury seas and more)
 - Around 15 hours of gameplay
 - Over 800 transition videos and 2000 background images
 - OST: 18 tracks composed by the artists of KARREO
 - Immersive story: try to save Terra with the support of General Lantier, and learn more about the mysterious "god" of Tytaah: Germinal
 - Play in HD 1920x800
 - Unlock bonuses (minigames and films)
 - Developed with Visionaire Studio (Deponia...)
 - Choose a difficulty level: Normal/Hard, or also Story/Classic modes
 - Benefit of useful icons over the hotspots
 - Available for Windows in full English

The soundtrack of CATYPH was composed by KARREO. Several artists joined their forces to create a unique OST (Stélian Derenne, Jeff K-Ray, Antoine Vachon, Pol Desmurs and Cécile Cognet).

Check out the Black Cube site to discover other related projects:

- ASA, Myha
- Catyph Artbook
- Original Soundtracks
- Self-published DVD
- ANTERRAN comic
and maybe more?

Title: Catyph: The Kunci Experiment
Genre: Adventure, Indie
Developer:
Simon Says: Play!
Publisher:
Simon Says: Play!
Franchise:
Black Cube, The Black Cube series
Release Date: 11 May, 2016

a09c17d780

Minimum:

OS: Windows Xp, Vista, 7, 8, 10

Processor: 2Ghz+

Memory: 3 GB RAM

Graphics: Non-Dedicated (shared) video card with at least 512MB Shared VRAM & openGL 2.0 support

Storage: 5 GB available space

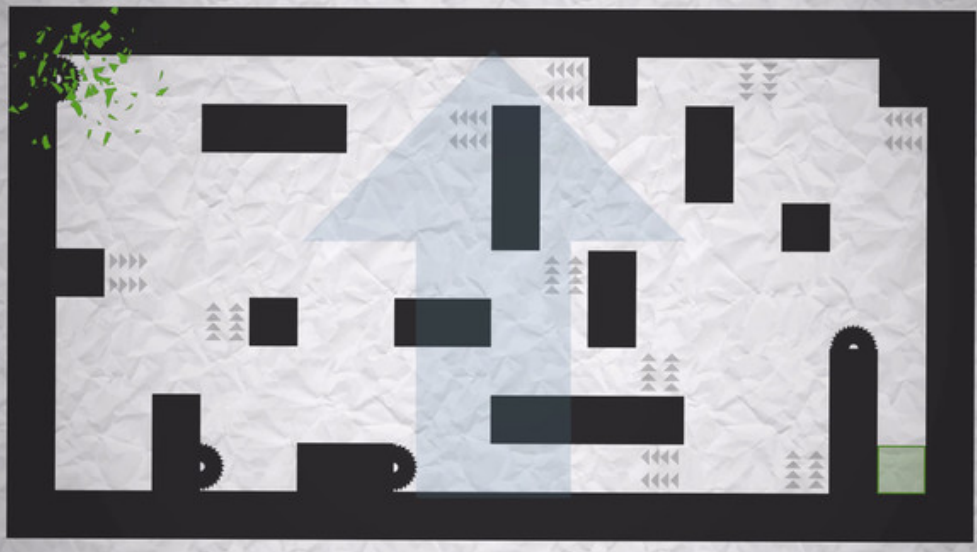
Sound Card: openAL compatible sound card

Additional Notes: Some of the puzzles rely on colors and sound. Mouse only.

English,French

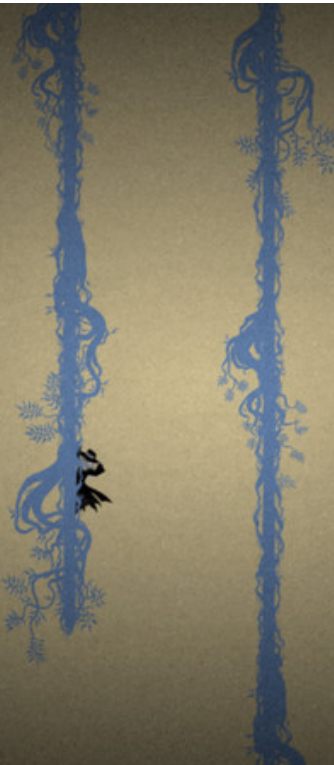


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All that I knew
has gone.



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The movie is pretty good.. I know some stuff that will probably get into the game sooner or later but most importantly I hope that different weapons will be added. anyway, great looking and very promising. I can suggest it for now, let's see how it improves over time.. the game is crap it won't let you do anything and when u finally are able to chose your charictor it doesn't let you play. I like to refer to call this as bag of crisps RTS, by the meaning of that it has the graphics and visual quality that gets pretty epic,especially when you use cinematic camera,but it has simplified water down game play that might disappoint those who are looking for a more tactical approach, also there is a lack of maps when it comes to skirmish and multi-player is none existent, although that can't be helped due to the collapse of game-spy, otherwise It is pretty impressive visual wise and I recomend this game if you want something to talk about at lunch break at work.. I really don't like the gameplay. The first screen shows perfectly what I don't like: there's a hammer, and you ask the protagonist to pick it up. She does nothing. But she actually IS trying to pick it up, without moving an inch, just doing "sounds" like "mmmph" to represent she's trying (mind you, in the same static pose, with a slightly looped animation). This carries on for the rest of scenarios. I'm already bored. Love the graphics, though. Will continue playing to see the outcome but so far, I have been very disappointed.. I liked the story line. I did not like that I wasn't able to get a card because I did not click on it before the last puzzle piece.. Albeit my brief playtime in this Early access, top down "Top Gun" dogfighting game, i am in LOVE with this game. It fulfills a niche in the gaming market for those that have an ace combat itch, at a very affordable price - even more so when its on sale. The simplistic, yet addictive gameplay is as said in other reviews, easy to get into, hard to master. Resulting in a fulfilling, quite epic experience for an aviation junkie like myself. NOW that being said, there are drawbacks, whilst showing great promise, there needs to be an influx of additional content as one may find the game repetitive (up to the individual). More planes, maps and possibly an additonal game mode... the graphics are pretty decent, giving the game an "arcade' vibe... all in all, I implore you to give this title a go, very promising future and already, a great game ;))

\u2764 Audience \u2764

\u2611 Beginner

\u2611 Casual Gamer

\u2610 Normal Gamer

\u2610 Expert

\u263c Graphics \u263c

\u2611 Bad

\u2610 Alright

\u2610 Good

\u2610 Beautiful

\u2610 Fantastic

\u266c Music \u266c

\u2611 Bad

\u2610 Alright

\u2610 Good

\u2610 Beautiful

\u2610 Fantastic

\u2620 Difficulty \u2620

\u2611 Easy

\u2610 Average

\u2610 Easy to learn V Hard to master

\u2610 Hard

\u2610 Unfair

\u00a7 Bugs \u00a7

\u2610 Bugs destroy the game

\u2610 Lots of bugs

\u2610 Few Bugs

\u2610 You can use them for speedrun

\u2611 Nothing encountered

\u262f Story \u262f

\u2611 There is none

\u2610 Bad

\u2610 Alright

\u2610 Good

\u2610 Fantastic

\u2694 Gameplay \u2694

\u2610 Frustrating

\u2611 Sleepy

\u2611 Boring

\u2610 Fun

\u2610 Challenging

\u06de Game time V Length \u06de

\u2610 Really short (0 - 3 hours)

\u2611 Short (4 - 8 hours)

\u2611 Few hours (10 - 20 hours) [if you focus on the main story]

\u2610 Long (40-60 hours) [if you complete everything]

\u2610 Very Long (61-100 hours)

\u2610 Extremely Long (101+ hours)

\$ Price V Quality \$

\u2610 Full price

\u2610 Wait for Sale

\u2611 Don't buy

\u2611 Refund it if you can

\u2610 Free. I am an avid fan of Dead Gentlemen Productions going back to Gamers: Dorkness Rising. I would highly recommend any of their hilarious series including "JourneyQuest" and "Humans & Households" This is a great humorous take on the classic fantasy quest with some clever writing and interesting character to keep the interest past the punchlines.. You want a game that makes you fall asleep? Well, you have found it!. Do you like Bejeweled? Or any other "match3" game that is around?

Then please look for an alternative since this game is not worth your time, or your money. And I can give you some reasons to this.

The game copies the gameplay of Bejeweled without even reaching the actual playability of the original. It's glitchy at best, even on high end machines it does play slow, errors will happen (eg. the crystal you clicked on isn't moving because of some error, the game crashes suddenly and very unexpectedly sometimes). The game is annoying, especially the voiceacting isn't at a high quality. The graphics are - mediocre - at best, even with this 3D view. On some Notebooks or Computers with "On Board" Graphic-cards the game doesn't even start.

I really don't know where to stop about this game, it is a disgrace for the casual genre and it's also far too expensive for what you get here ... well, there were quite some games that weren't a good buy. I regard this game, even at a very good discount one of them.

This game, makes Bad Rats look like a masterpiece.... I thought that the iPhone version was good. Then I played this and DAYUMN! Still hate the aircraft carrier levels, but the stunt airfield makes up for it.. 3ez5me.

Not bad tho.. I go nuts over this game.. The game is good and quite addictive. I hope the multiplayer mode is released soon, it would add a lot to the game.. Tons of wheel options now! Something for everyone!

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