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About This Game

When the number of computers in existence and their processing capacity exceeds that of all mankind, a point of technological singularity is encountered.

A massive economic and systematic crisis hits the entire world. Nobody knows the exact cause, and all solutions to fix it, are failing. We are about to lose our position as a dominant specie on the planet, in favor of something we have created... computers.

You play the role of Brian Spencer, a young computer programmer working for a company he started with a couple of friends, which has developed the technology from where it all started.

When you are being framed for crime, it's up to you to prevent computers from becoming the next dominant specie, and clear your name, using your hacker skills.

The concept behind Hacker Evolution: Untold is to create a game that challenges the gamers intelligence, attention and focus, creating a captivating mind game. Solve puzzles, examine code and bits of information, to help you achieve your objectives.

Key features:

- Modding capability to allow the creation of custom levels

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- The included mod editor, allows you to create new game levels easily (PC only)
 - Complex levels and game play to guarantee the best experience
 - Complex command console with over 20 commands and tools

Title: Hacker Evolution: Untold

Genre: Indie, Simulation

Developer:

exosyphen studios

Publisher:

exosyphen studios

Release Date: 14 Sep, 2010

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English







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I have ALWAYS loved this game since I first played it when I was 5 or so. Such a fun and cute game.. A fun and enjoyable game. A lightish mix of strategy and history, best suited for "Average Joe" gamers I think. Not much of a learning curve, even without a tutorial. I'm not into mobile gaming so I'd like to see it a bit beefier but it is entertaining. The unlocking scheme has put many people off, but the devs will unlock things for you if you ask. I sent an email and it was done almost immediately.

This is my first naval combat game, I've been strictly a landlocked turn based startegy gamer and this is a good way to get my feet wet, as it were. Looking forward to any future developments. I bought it on sale, but I'd say worth it at full price unless you are a hard core grognard.. Had some really astonishingly good characters!
Though it also came with some hiccups in some routes, where i had to make a stretch to believe how it turned out...

Over all i would say it was good, even kidna special even and i'm looking forward to what more experiance will do to future VN of this writer\dev!. I really should have researched this game more than I did. If you want a casual tappy tappy screen time game... then this is for you, bur for those of us that enjoy a nice long strategy game with multiple ways to build and create, not so much.

Graphics are ok, for a tablet or something, but only allows for a fullscreen resolution... I have a widescreen.

Gameplay is very linear. Tappy screen, and watch for blinky flashy thingy.

TLDR; casual game, not strategy game.. EDIT-12V8V2018 MOUSE CONTROL!!! Great addition, and adds much to play, game length, and ball control (or seems to for me. Especially improved by mouse control is ball aiming! Section on lack of mouse control removed.) Also, pressing ESC out of habit (to pause) no longer exits the game. (Perhaps the best sign of a good game is attentive developers. If so HA2 will do very well. Thank you!)

As a player who has an almost obsessive interest in the PONG, Breakout, Arkanoid genre of arcade game, Halloween Arkanoid 2 (HA2) was pretty much a certainty (at least at this very reasonable price.) While I've been playing such games since my Odyssey console in 1973 included a PONG game, I won't begin to say I'm proficient. But I can speak from more than four decades of intermittent experience.

Please keep in mind that what may be its biggest plus may also be its biggest (review) negative: 150 levels. I can't begin to comment on more than the first handful of levels within the first few hours of release, or the increasing originality of levels that a player would both hope for and assume. But since many aspects are almost certainly universal, many of them can be safely discussed. (And this review can be edited over time.)

Confusing to me is the purpose for the scoring available on each level. Perhaps this has meaning further on, but without leaderboards or any obvious use for scores (beyond a HIGHSCORE selection on the Main Menu, purpose for which is unclear...Grand Total perhaps?), it seems more reasonable to not assign values to blocks at all, since scoring seems to have little critical purpose, and only clearing the field seems to matter for level progression. (I hope to find myself corrected by

developers, and perhaps have it also included within the game in some manner.)

What DOES HA2 offer? The paddle is able to extend all the way to, and even beyond the edge, and that's a feature I'd like to see more often. Another very nice feature is that pretty much any contact between paddle and ball will act to rebound the ball into play instead of a corner nick knocking the ball downward. And as mentioned above, there are enough powerups to virtually drown the average player. No, there is no clever or interesting backstory (nor is it practical to expect one at this price), and this player is certainly most curious as to just how far new ideas and concepts can expand in 150 levels. And it's also a strong feature that each level is individual, and only needs to be defeated once to remain unlocked forever as it unlocks the next level in sequence.

Is Halloween Arknoid 2 for you? At this price, my personal choice is a resounding 'YES!' However, I'm in the fortunate position to be able to buy pretty much as many of them as I wish (since none are expensive.), Most gamers do not have this freedom, and must be cautious in their choosing. With so many choices of this genre on Steam at approximately the same price range, I suspect the mouse issue will be a deal breaker for many.

Thank you.. Very poorly executed as If it was not tested and here is what I mean by that:

- I got stuck on a level because the timer kept resetting.
- Towers are COMPLETELY useless. Upgrading them has little to absolutely no effect.
- Some of the guns are terrible. I ended up using one of the cheaper ones as it was more powerful than a lot of the expensive ones.
- For some reason, after the first level the price for the towers increases, making it almost impossible to buy most of them. I managed to beat the game by purchasing only two towers. I have never bought the more expensive ones as the level is over far before you can afford them.
- I beat the game and I still have no idea what some of the powerups do.

Also:

- You have a cursor but for some reason you can only fire in 8 directions.
- I can count the sound effects on one hand.
- Easiest boss ever.
- No in-game instructions

Hopefully, these issues can be fixed in the future but for now I do not recommend the game.

Not as good as 2011 :// RIP Harambe.. Pretty simple game - you rotate the mass and place the blocks in a Tetris/Bejeweled sort of way, eliminating sequences by color. Pretty addictive.. Runs great, better gameplay than expected.. Thought I bought Fallout DLC. Accidently bought Call of Duty.

11/10. Sacred Almanac Traces of Greed is a hidden object game, oddly without any hidden object scenes. It looks exactly like a HOG and plays just like a HOG and it has puzzles, and an inventory just like a HOG, it however plays and feels more like an avatarless point and click game built using a hidden object game engine.

The story is good, as far as hidden object games go, although I can't help but feel like a few of the key plot points have been lifted directly from a few archaeological themed films V books (or at least inspired by). The graphics are decent enough on a 1080p monitor for a 2016 indie hidden object title, the sound effects do their job and the background music is largely mellow, soothing and inoffensive. The lack of voice acting, however is rather notable and disappointing.

Few of the puzzles (the game has 18 puzzles in total) are overly challenging and most are actually very short V quick. As for the achievements, they are for the most part story related with a few dedicated to completing all the puzzles without skipping.

Overall, I had fun playing the game, although it was rather short (ignore my play time, I was making a guide, the actual game is about 1.5 ~ 2 hours long), just be aware you are playing largely in the story, a few puzzles and an easy 100% achievements, perhaps best bought on sale (if it had voice acting, I would have said the full price was worth it).

<https://steamcommunity.com/sharedfiles/filedetails/?id=1607375387>. WHY U NO PANDA YET? GET THIS NOW. Pretty amazing. Would love to see more realistic graphics, but the experience of flying around all solar system objects is pretty great. The HUD and UI could use some work as well, so is the dead-voice of a robot, reading Wikipedia pages.. It's a rather cute game for young kids, and I liek the art style. But the voice acting is... incessant

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