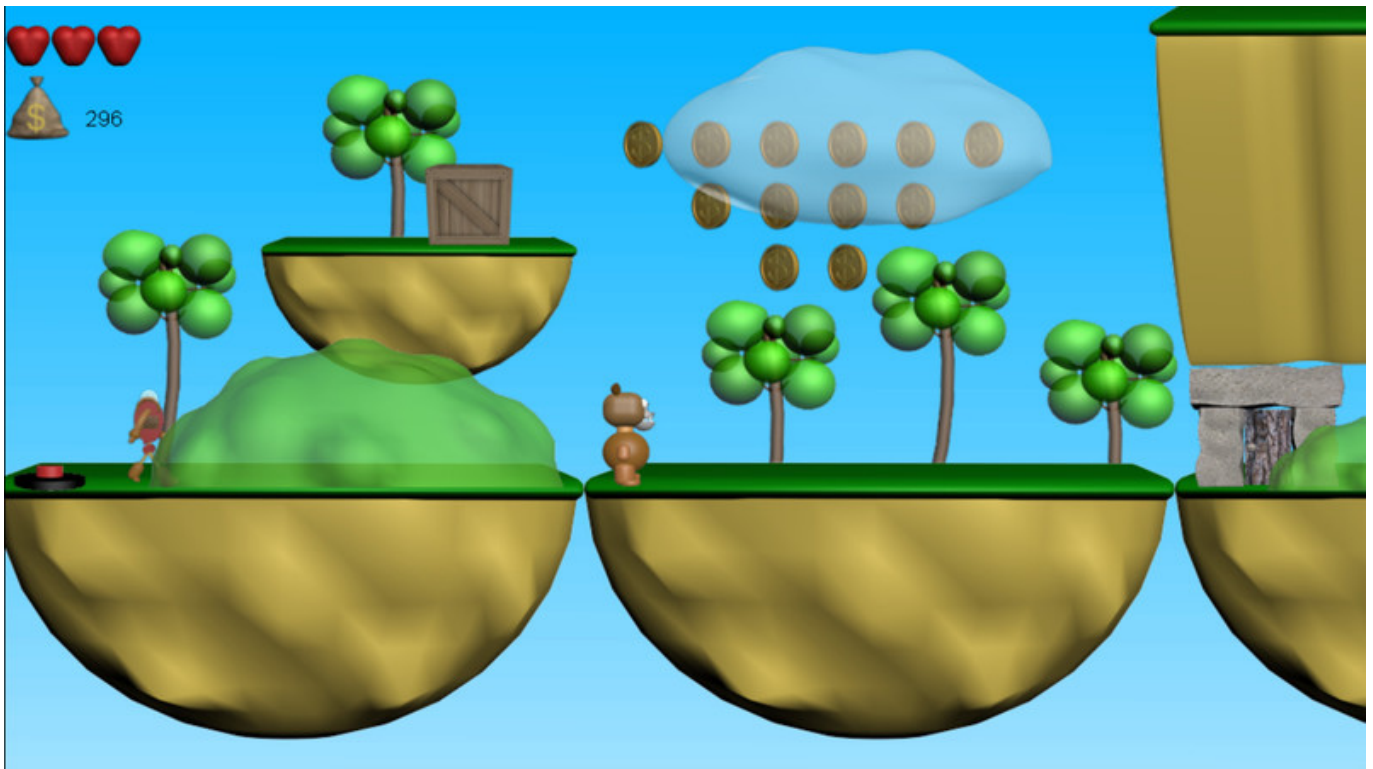

Truth: Disorder Torrent



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About This Game

Truth: Disorder is an exciting story about a guy named Thoru who once realizes that his whole life is a lie.

The game will surprise you:

- An interesting story full of mysteries and secrets.
- Unexpected twists and turns in the plot.
- Several bright characters, each of which is unique and in interaction with the hero.

Title: Truth: Disorder
Genre: Indie
Developer:
JustE AAN
Publisher:
JustE Publishing
Release Date: 5 Dec, 2017

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English,Russian,Simplified Chinese



Save Skip



BLAIRE

"Mierol?" ◊



Gave Cuphead a try for the first time and absolutely love it so far! The art style, music and sound effects are on point and add an immersive quality to the game that is very enjoyable. Game play is smooth, quick and generally enjoyable although difficult at times.

This game focuses heavily on boss battles and execute game mechanics. In a lot of ways it feels like a classic side-scroller with a modern twist. The difficulty scales well as well, as there are challenges within the level to strive for. Ultimately this game delivers on it's promise, a fun 1930's cartoon atmosphere with solid game play.

I recommend this game for gamers who enjoy the side-scroller genre, like a challenge and enjoy the art style. This game may not be for you if you don't find the art attractive, or don't have the desire to die to bosses over and over before defeating them.. This is a great shooter game! The graphics are astounding, plus, the "world" you play in is just unique. I am SOOOO Happy that I no longer shoot Germans, or terrorists!!!

The ambiance, the music, the world, the idea. When I play - I smile!. I accidentally ran on Crown of Leaves and buy it because it was on sale and i already knew the works of artists. Now i just end my first playthrough and i am delighted. I like story, characters and artstyle. Graphics are beautiful, full of details and music complements the rest. I really recommend this game. I have just convinced one person :). The character design is adorable. I played it a bit yesterday evening. It's definitely more challenging than PvZ lol. Have a lot of fun playing the game, also i really like the change up in level 4. The game says: "A huge wave coming, Pay your attention." you probably mean --> A huge wave is coming, pay attention. An annoying thing is when enemies get passed the archer you can't shoot them anymore it would be cool if they would turn around and atleast try shooting? don't know if plant vs zombies fixed this but should be an easy thing to give a try maybe? Anyway goodwork!. A pretty interesting look at agency and control in video games. The story is great, and gave me a lot to think about, however the game suffers from several design issues. The levels and spaces are badly laid out and the general design of the city and interiors is quite poor. The game feels very slow at times due to large spaces between points of interest. The developers clearly has a lot of heart and some great ideas, but needs to work on the more technical and design aspects of making games.. This game has a good point it's trying to make but unfortunately it falls flat and comes off to me as an unrealistic portrayal. The only reason for this is because we aren't given enough time to get to know the main character.

My point is, everyone experiences anxiety in their life and whether it's crippling or just something that you get from time to time is the important part. Here it's impossible to tell if this is just a socially challenged adolescent too baby to get out of their comfort zone or a person actually too worried about the worst case scenario to function. Anxiety is too easily described by other developmental challenges everyone goes through. This is why I am so hung up on this very important distinction and I don't believe the game does a good enough job of showing that difference.

As for the game itself. Based on the theme and it's length there are few things to say. Not being able to skip the timer sections was annoying. Because having to reset when you fail and go through it all again was annoying. The way it plays out is pretty much worst case scenario in every possible way except the decided right way. It would have been nice to explore the anxiety and watch it play out in more ways than just total meltdown or hurray I made oatmeal. Aside from that because you already know your character is going to completely break down if you don't choose the correct option it's not even fun to explore the other options at all. In fact it kind of took any sympathy I might have had for the character away. The game reinforces the idea that if a perfect scenario doesn't play out for these types of people or if they ever feel uncomfortable then they won't be able to function or have a mental break. This is just not true and again for a heavy topic just exploring the way it makes you feel and not how you live through it or deal with the difficulties when life doesn't go your way again takes away any sympathy I was feeling because it's not a good representation if you leave out those aspects.

I enjoyed the first 3 minutes. It had less substance than I thought it would and I just can't recommend it for the reasons above.

3/10

Who is this.. Frankly I think instead of remaking it they should just have published the type-in-program code via Steam.. i havent tried new update, there has been 2 in 2 days, but i will say there are some issues with the VR gameplay.. it is not quite refined. the game on the other hand is pretty good it seems. I think its rough around the edges right now but i feel really good about the dev. I believe this game is going to be really neat in due time... he is talking with players and addressing issues on regular basis so if you want to help shape the game, buy now. if you want it when it plays great, keep an eye on reviews and i will update when the game is ready.

*update- i would wait on this product for sure, its just to rough right now, ill update when its better

*8/27 update... i returned the game my 2 weeks was up and it wasnt ready... may try again later on. Odd hit boxes on certain areas, bad swinging momentum mechanic where i just stop all the time. the game itself is a good idea but its just clunky.

It was just in my library so I believe it was free.

If the game had trading cards it would be worth the price.. i have a problem with the cave-ins and moving the rocks to progress.

It seems impossible to get to the other side without the rocks blocking progress. Can anyone help me?

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