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About This Game

A.L.A.N.

Alex and his friends are Rift Breakers. They must protect their city while fighting the monsters spawning from the Rifts.

Rift Breakers

Alex thought he was a kid like any other, until he becomes a Rift Breaker. Now, he must team up with Lily, Nana and Aimé to battle the monsters spawning from the Rifts, mysterious cracks of lights.

Two connected linear stories...

A.L.A.N.: Rift Breakers!

Features

- 2 short linear stories, written in Ren'py.
- 16,560 words in total
- Full controller support and Steam achievements.

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- Works on Windows, Mac and Linux!

The default & original language of the game is French.

To toggle English, go the Préférences and select the English flag.

Title: A.L.A.N.: Rift Breakers

Genre: Casual, Indie

Developer:

Mia Blais-Côté

Publisher:

Mia Blais-Côté

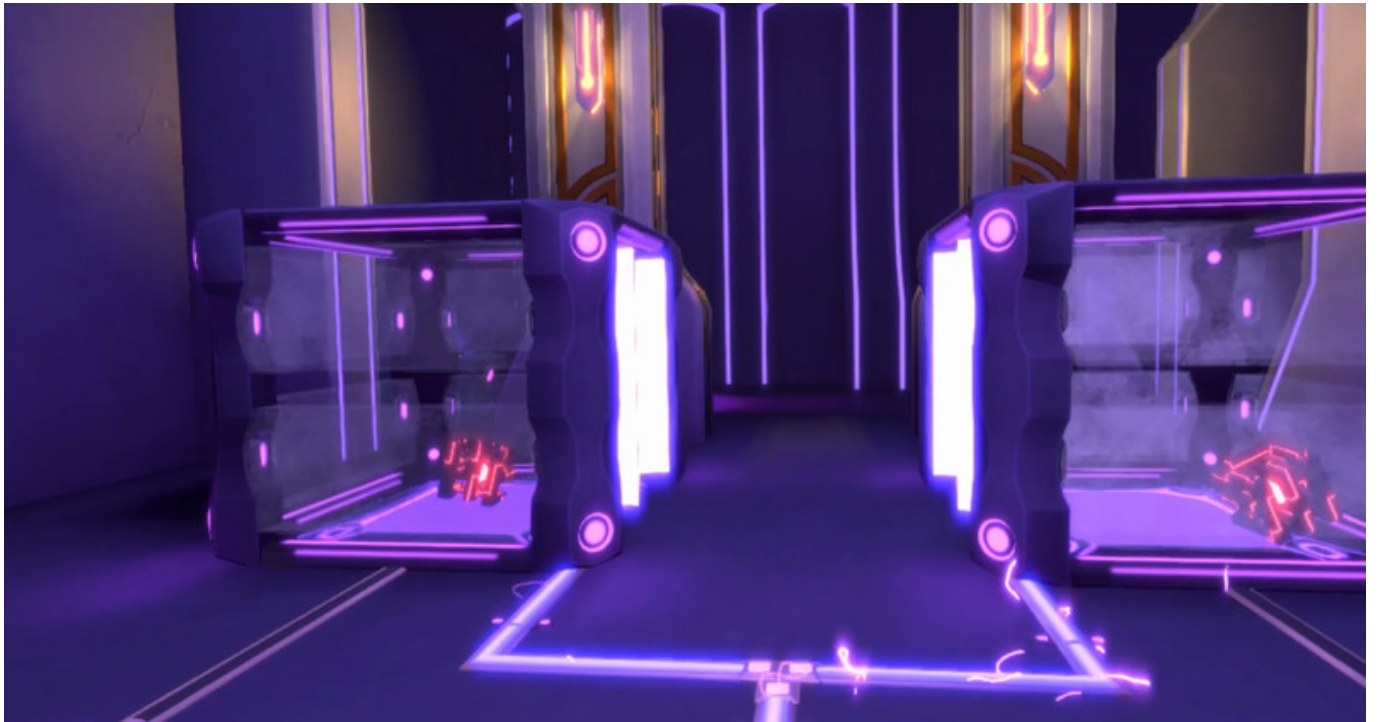
Release Date: 5 Sep, 2018

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English,French







10/10 would bang. If you remember digging a nest in SimAnt, this is like the FPS version of that. Except you're digging an escape route from the caves. Not recommended if you get disoriented or motion sick easily, but otherwise this was easily worth my \$0.79.. Love it <3. Pros:

- reasonable price for 4-5 hours of gameplay
- interesting mechanics which are introduced at a good pace
- engaging enough to make you want to play in one sitting
- puzzles challenging but not too hard
- gameplay almost flawless

Cons:

- rarely the game will bug out and you have to restart in order to get level transitions to load
- walking is rather slow
- story wasn't that interesting / good (but it's a puzzle game so who cares)

Conclusion:

If you like first-person puzzle games you can safely get this and have a fun time. It doesn't reinvent the wheel and doesn't reach the high genre standards games like Portal, Antichamber or The Witness had set. But at this price the puzzles are good enough to make you have a fun time.. When I sit down to enjoy a single player game, I want to do just that. I don't want it to take the♥♥♥♥♥♥♥♥♥♥out of me and dump me in the deep end right away.

You click and drag the mouse to make a box. Any enemies inside this box are destroyed. You can only make limited sized boxes. There are a few power ups and boss battles. That's all there is to it.

This game is tough from the start. No difficulty curve to get you into the game and make it accessible. It tries to throw a variety of enemies at you but in the end its just a click game that's hard to get into. Combine these factors with being berated if you play badly and the price, its not worth it.

Nice idea, poor execution.. TL;DR It's a cheaper small 'This War of Mine' with potentially deeper combat which in reality is not very interesting.

I'll start with a deal breaker - it's unplayable due to screen resolution. Plays in tiny window and when scaling to full screen you have issues with mouse sensitivity. When it's fixed, it may become a nice game for a day or two.

Base building mechanics - each turn you assign people to build new facilities and sustain life, heal etc.

Tactics part - it's a simple TBS where you use explore map and use some abilities, and basically it's a risk assessment game as you may end up losing all your crew on an easy scavenging mission. Plays way too slow, it's not cool to go all the way back to starting square.. Was your childhood lacking in some top-tier♥♥♥♥♥♥♥♥♥♥ Fill the void with some Fatty Bear.

Forget to make your kid a birthday cake the night before his or her birthday? Put the responsibility on Fatty Bear.

It's also got that Smoov Music.. This map is is pure eyecandy. the different areas and ruins is just *smack* spot on!. Awesome game! And it's free!. the battle royale testing was fun, hope it's added permanently soon. servers are 128 tick V 100 player. i'll keep my eye out for next BR tests

don't know if they are going to make separate servers for first person yet. or if using similar to other game modes

Great gameplay, best simulation football game, maybe even sports gm game if you can get over the presentation. Some multiplayer options and great community at fof central. Not for the faint of heart.. Casual..... VERY casual fun... IT'S FIFA 16. Can't get multiplayer to work, so gave single player a shot:

A lot of lag initially, after a minute it smoothed out a bit.

Walked around, before headin downstairs - another spasm of lag.

Continued wandered my way directly to a camera (fatal frame flashbacks!) and took a picture of feet while stuck in the esc menu.

"VICTORY".

Roll credits.

Maybe I'll give this game another shot in the future when it's improved. From what I saw, the graphics were nice, the monster was scary, and the "weapon" was effective. The price is a bit steep for features that don't work properly .. but it has a lot of potential.. Great game that took a different path from the original Cossacks. I Played the Napoleonic wars version several years back and I had a lot of fun. Unfortunately I wasnt able to play it with newer OS. Its completely fine with the Battle for Europe expansion though which includes everything from the basic game.

I only wish the game was longer and the naval combat was included. There are ships in some missions but you are unable to build them. Feels like they originally planned it but then they had to rush it for some reason.

Its sad that the multyplayer of the game died off. But its not so surprising considering this game doesnt go well with the new OS. Its also the main reason for the bad reviews. I definitely recomend the game though and you dont even need to wait for the sale because of how cheap it is. Worst case scenario you will refund it if you cannot start the game :). To much micromanagement, not fun.

DLCs sales of the week.:

<https://store.steampowered.com/app/1034000>

<https://store.steampowered.com/app/1034080>

<https://store.steampowered.com/app/1034090>

. Regarding the localization of the characters' names: should I keep the accents?:

It hit me lately. When I localize the characters' names, unless said character had a French origin, I always remove the accents and I anglicize the name, when possible.

For examples: * In Red and Blue Cycles of Existance, "Saliéka" become "Salieka".

* In Entre-Deux Cursed, "Colin Coudeau" become "Colin Seewater".

Also, "Jesabelle" = "Jesabel" and "Virgile" = "Virgil".

* In Les 4 Alice Lorange Journey, "Alice Lorange" stay the same, since she had a French origin.

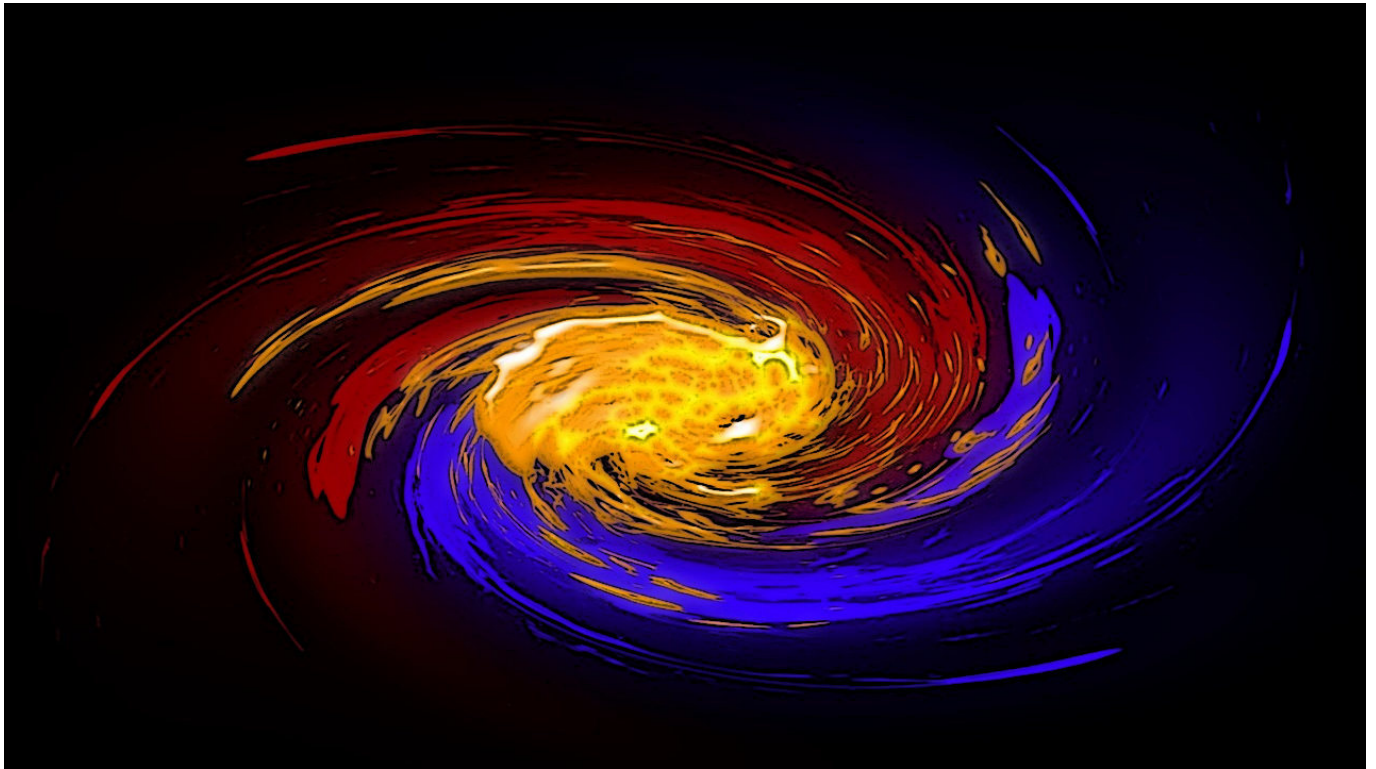
* However, in A.L.A.N. Rift Breakers, "Aimé" kept his accent.

So, for my future stories, should I keep the accents and not anglicize any names?

I always wanted my translations to be as close as the original as possible, but I want the text to be natural and easy to read as well.

Having all French-y names might be odd for an English reader, especially if an English equivalent name is available.

Of course, if said character is French, the name won't be changed... but how about the other names???. **"Red and Blue" special discount till the end of May!:**



At 45%, so \$0.54 / CDN\$ 0.71 / 0,49€

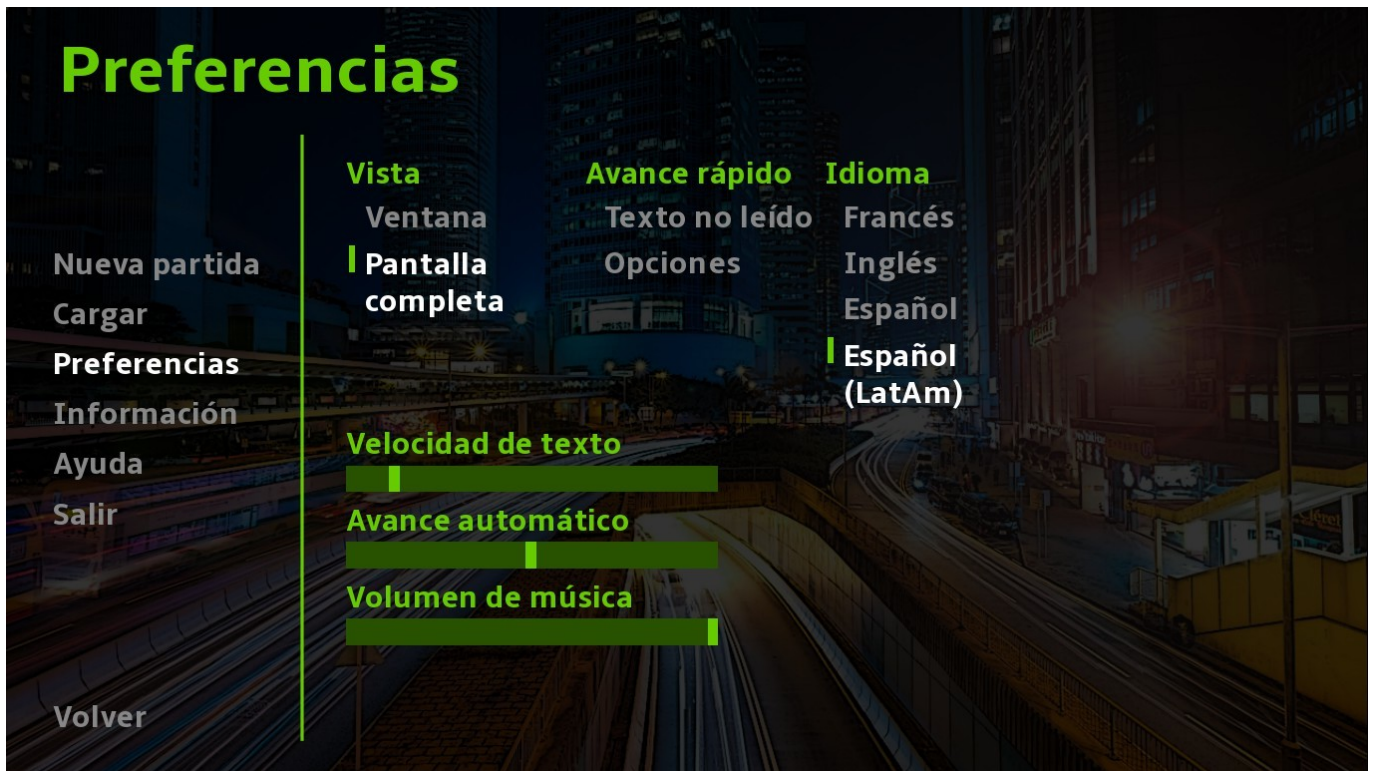
https://store.steampowered.com/app/940130/Red_and_Blue_Cycles_of_Existence/

The bundles

https://store.steampowered.com/bundle/9816/Red_and_Blue_Full_Edition/

https://store.steampowered.com/bundle/11092/Red_and_Blue_Full_Edition_gifts/. **Version 1.4 : Latin America Spanish (LatAm Espanol) translation!**

Thanks to Argos Servicios Lingüísticos (they also did “Entre-Deux: Cursed”), the adventures of Alex and his friends are available in Latin America Spanish!



. **Entre-Deux : Cursed is out!:**

With an 10% discount.

https://store.steampowered.com/app/918130/EntreDeux_Cursed/

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