
Catyph: The Kunci Experiment Activation Code

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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, the 5d3b920ae0

Title: Catyph: The Kunci Experiment

Genre: Adventure, Indie

Developer:

Simon Says: Play!

Publisher:

Simon Says: Play!

Franchise:

Black Cube, The Black Cube series

Release D

Minimum:

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

Processor: 2Ghz+

Memory: 3 GB RAM

Graphi

English,French

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It sort of misses the mark in a couple of places, but Catyph is a surprisingly good adventure, with what seems like it could be an interesting story (though translation issues and mediocre acting made it hard to follow). The puzzles, when they work properly, are as interesting and varied as the different parts of the world in which they reside.. I love a good 90's style point-and-click, but this one was tedious. While some of the puzzles were reasonably fun, most seemed to require a degree in math or linguistics. It would take hours to solve each puzzle (one, for example, involved a lengthy translation from an alien language). The voice-acting was terrible, and the graphics were very very old-school. The "point and click" style made getting around a chore, and it was very easy to miss rooms/areas because of the awkward movement dynamics and the way a lot of areas looked identical. The story didn't make much sense (too convoluted, too many things going on), and the characters presented were caricatures--it was hard to care about what was happening on "Terra" and the "bad guy" was so bad he could have been The Master in a 60's episode of Doctor Who (see: mustache-twirling, maniacal laugh). With most Myst-style games, the puzzles are so cool and interesting you genuinely want to solve them on your own. There is always some kind of narrative payoff for solving a puzzle as well (a secret revealed!). Here, you'd slog through six worlds, solving puzzles, and your only reward would be more mustache-twirling dialogue (in a very bad English accent!) from the villain, or another video message from the general (who is depicted as an African American, cigar-smoking military vet, but voiced by what sounds like a 19-year old, white, Yale grad. I guess Morgan Freeman was busy that day). Although you could tell they tried to make the puzzles "make sense" to the logic of the worlds, it was clear that most were, in a personal pet-peeve of mine, puzzles for the sake of puzzles. **THE MOST FRUSTRATING ASPECT OF ALL** was the inability to take pictures of hints when you came across them. I wound up having to take pictures of my screen with my phone, to avoid having to take a million pages of handwritten notes (WHY????). The clues would be so elaborate that there was no way I was going to write all that crap down. Even then, I am not wasting my life translating things to binary code, mmmm kay, designers? That's the definition of a pain-staking, tedious puzzle that is Not Fun to do.. I love a good 90's style point-and-click, but this one was tedious. While some of the puzzles were reasonably fun, most seemed to require a degree in math or linguistics. It would take hours to solve each puzzle (one, for example, involved a lengthy translation from an alien language). 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Even then, I am not wasting my life translating things to binary code, mmmm kay, designers? That's the definition of a pain-staking, tedious puzzle that is Not Fun to do.. well, I liked the first one better due to more sci-fi vibe. this one tried so hard to be like myst+riven but failed. also it tried so hard to be a sequel and make all the connections to the previous game in order to unravel the mysteries. the puzzles are so didactic that it spoils the game. the visuals and transitions of the first game was way better. if you like myst-like adventures and were a fan of the first game, you may give this one a shot though.. The puzzles solutions are not clever or creative if you have played games like MYST it is disappointing. for example, in one case a door code is a rock formation in the backdrop, in another the solution needs you to decode a fake language which needs you to have a pen and paper in front of you and can ten minutes to an hour to get to the relevant clue on the monolith. The time depends less on skill and more where you start. Some puzzles I solved by unlocking the clues or solutions with an asteroid mini game. What wrecked the game for me was after I unlocked the solution for a couple of puzzles and had no idea how I was supposed to have figured them out. Get this only if you love puzzle games and dont mind if one puzzle is a simple spot the thing, and the next needs an hour of working with your notes.

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