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About This Game

Ratergy is a competitive local multiplayer game for family and friends. With its short rounds and its cute rats fighting over a piece of cheese, it is a family-friendly and suited for casual gaming.

The game deliberately refrains from using violent content and is therefore suited as a humorous game for and with kids. It is a 2-4 player local multiplayer focusing on playing together on a large TV screen or monitor.

Ratergy offers enough action to brighten every party. Through the simple game mechanics and the fast-paced combat rounds, it is aimed particularly at occasional players and beginners. Expert gamers however have also the opportunity to fight over the cheese dominance on a strategic level by using game elements such as conveyor belts and power ups. Newbie or advanced player - it is all about the most efficient tactics to gather cheese!

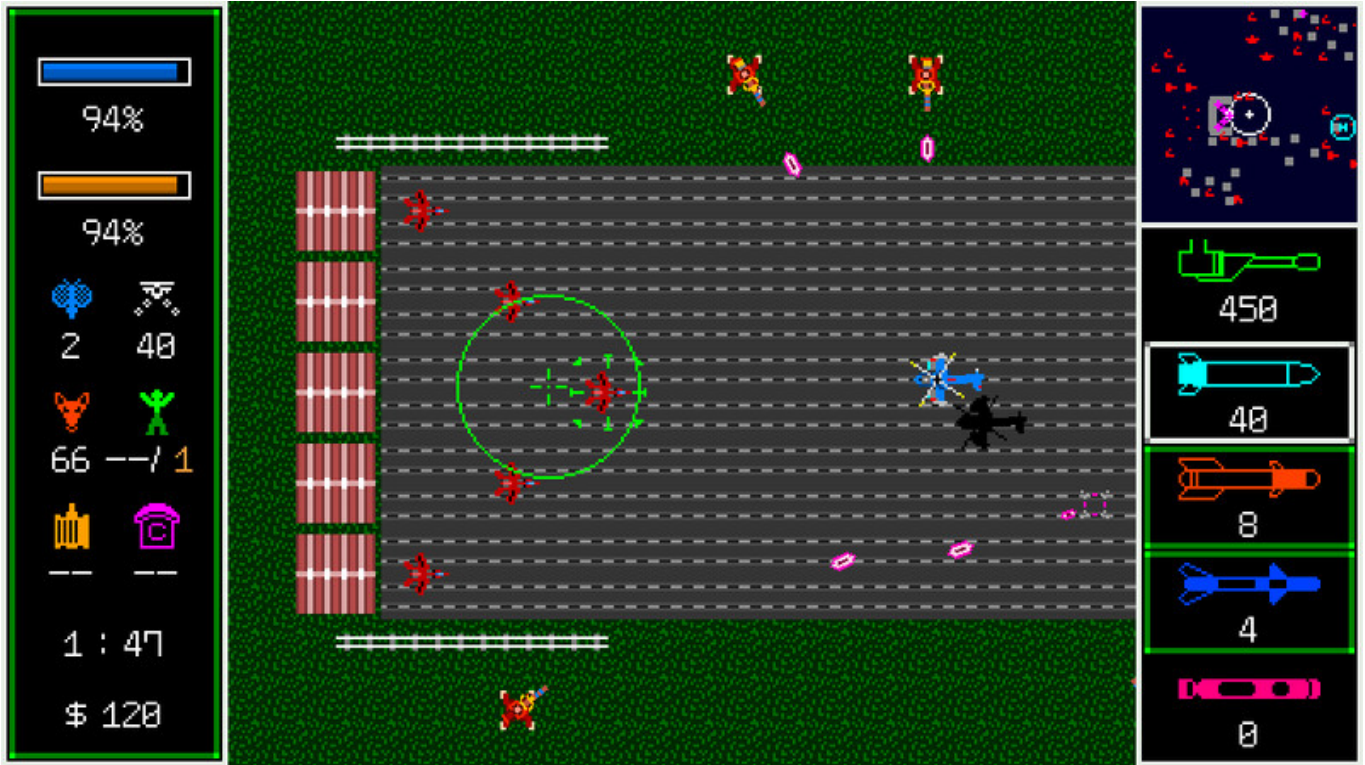
Game principle

At the beginning of the game, every player chooses a rat nest with two rats. By switching the control between his rats, the player now tries to be the first to bring 10 pieces of cheese to his nest. He can choose between several levels, which offer a variety of gaming elements for a more diversified battle over the cheese. The player can use conveyor belts to get faster and activate door switches to block the way for opposing rats. The usage of power ups such as speed potions, shrinking devices and bombs guaranties dynamic combats and a lot of fun!

Title: Ratergy
Genre: Action, Casual, Indie
Developer:
Jens Bolanz
Publisher:
Bolanzarts
Release Date: 30 Mar, 2018

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English



Untitled - Message (HTML)

FILE MESSAGE INSERT **OPTIONS** FORMAT TEXT REVIEW

Themes Colors Fonts Effects Page Color Bcc Permission Use Voting Buttons Request a Delivery Receipt Request a Read Receipt Save Sent Item To Delay Delivery Direct Replies To More Options

Send From: e_eason@haciendaresorts.com To: Cc: Subject:

Hi,

I'm sending this to remind you about the plans we have for the tour to the palace next Wednesday. The officials have been notified of your arrival time and **approximate schedule**. There will be time to browse at your leisure.

Here are a few of the notable sites:

- Throne Room
- Armory
- Crown Jewels
- Hall of Kings

The plans are almost complete. Please let me know of any **special requests** from our guests.

Ellie Eason
Events Coordinator
Hacienda Resorts

Managing Messages 27 of 65

Formatting Messages

You can use the buttons in the Options tab to set a number of e-mail message characteristics and actions. For example, you can apply and change the Theme, show or hide fields, select a format preference, track your e-mail, and more.

Let's apply a different theme to this e-mail message.

▶ Click Themes in the Themes group, and then click Facet.

T Menu Options ◀ Back Next ▶



Haven't used Sprite Lamp yet for my projects, but I did play around with it a lot and it seems very promising. Not only does Sprite Lamp allow you to use lightning shades single sprites, but if you own [Spine it also allows you to lightning shades on the animations you have made. However, the lightning shading DOES require quite some work to implement though, because you have to make a couple of extra black\white images of the original that allow the program to create the active lightning shading.](#)

[On top of it all, both Unity and GameMaker are supported by Sprite Lamp. 2 engines that are also supported by Spine as well.](#)

[Sadly the author is not overly active on Steam or social media. You can contact him through his own site though and he replies pretty quickly there. There are also forums on his site too.. Cute game - My girlfriend loves it. If you're into 'connect 3' kind of games, I'd say you can't go wrong with this one. Especially for the price.. The game is overall a 3/10. Not fun, theres a 50/50 chance that your computer wont run it \(my pc runs it but my laptop cant, further evidenced by other reviews to be the game's fault\), and some aspects of the game are downright annoying such as the minimap. I spent half an hour wondering what it was supposed to be just to realize its Europe but with a poor color scheme. \(You can decide if im just dumb\) Along with the lack of a tutorial and the poor graphics, I only still have this game because i couldnt be bothered to find out how to get a refund on a game i got for 2 dollars. If you can afford the full 10 dollar price, just buy anything else. Even the older Hearts of Iron games by Paradox are able to mix fun, strategy, and have a tutorial while also going for a better deal during sales. If you find this on sale and have a spare dollar you want to spend, just keep the dollar.. Tiny Tina's campaign is worth the price of admission alone.](#)

[Also, I think the recent 2K fortnite stote exclusivity bs has shown the true face of 2K greed. Charging 20 bucks for a season pass of good content is nothing compared to that.. No save on your progress really messes this game up !](#)

[You fight hard along the lower levels and lose any perks you set up along the way. Could be good if progress can be saved and perks rewards can be kept.](#)

[Easy to lose patience with.](#)

[Mehh!!](#)

Bought this and never received the fairies. Tried contacting Gameforge billing support - everything is in German and I couldn't figure out what to do. Contacted game support - still no answer.. Awesome game to play with a few friends. Easy to get into but hard to master, you will have a lot of fun hexing your friends into chickens and throwing glowing orbs at them.. Story - you have to visit several different kingdoms to cure people cursed by a witch. The interesting side effect of this story is that each kingdom is totally tailored to the type of person you are curing. For example, one person is a painter, and all the puzzles and HOP's involve paintings and sculptures. In another kingdom, you are curing a scientist, and all the puzzles and HOP's involve machinery and lab equipment. I thought this was kind of neat, as it added a lot of variety to the game.

Graphics - Decent, with a lot of little interesting animations to add to the atmosphere.

HOPs - Good variety with list based ones, find x amount of one type of thing, and then put objects back into the HOP type. One HOP that I particularly enjoyed was a circuit board where parts had been ripped out or damaged. You had a list of parts and tools that you had to use to repair it.

Puzzles - Like the other "Echoes of the Past" game on Steam, this game really shines in the puzzle and mini-game department. It's packed with them, with tremendous variety and originality. Most of them were even different than the previous "Echoes of the Past". I love it when developers really put the effort into fun, original puzzles and mini-games, instead of just putting different graphics on the same old puzzles.

Features - unlike its predecessor, this "Echoes of the Past" does have a map, with instant travel and indications of stuff to do. There is a hint system, strategy guide, bonus chapter, and more puzzles and mini-games in the "Extras" section.

Length - About 6 hours on Advanced setting with no guide/hints. Another 1 1/2 hours for the bonus chapter. So quite lengthy as HOG's go.

Overall, an excellent HOG, and highly recommended.. I bought this game on a recommendation. I was not sure what to expect. I have thoroughly enjoyed putting several hours into this game. It's a very relaxing experience especially with headphones on, but I find the game just as enjoyable without sound. It has a nice bit of challenge and different modes that add to the experience.. Speaking from a game-mechanical point of view, this game is a bit of a mess - moving around and interacting with items is very clunky. But if you get over it and just play for the story, it's rewarding and fun, even if difficult at times. What I had difficulty getting over though was the huge amount of grammatical mistakes in the UI. I mean come on, at least begin names with capital letters.... My two cents on this game mainly points at the adventure of this game, or lack-of. When it comes to combat, yeah the combat is good, fun, dashing around blowing up goons just like I did in Borderlands, traversing across a fairly large map in different vehicles has its perks - even though a lot of the map you'll never go to because there's simply nothing there.. but anyway -

If you're looking for a similar experience to Skyrim or Fallout and even FarCry where you have a massive map to work with, many quests / missions / jobs to do even after you finish the story, then look somewhere else. If you commit to the story of this game you'll have it done in about 12 hours, give or take depending on difficulty / commitment. After that you won't feel a commitment to this game, even when you drop as much money as you did (which is quite sad I think).

As for non-story jobs - you'll get excited for maybe an hour or two in the 'Finish all these challenges' mentality, but soon realise that it's extremely repetitive and in the end, bloody tedious.

I might be more inclined not to give it a bad review if it was priced closer to £30. £320 would be a snatch. However I do feel like I was cheated given the price of this game and the experience I had. Definitely get it on sale if you're going to:

How much would you spend for 10 hours of your time?

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