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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, they decide to explore their solar system, in search for signs of intelligent life. They send you at the discovery of planet Catyp and its moon Tytaah." CATYPH: The Kunci Experiment is Another Space Adventure reminiscent of Myst and Rhem, and you can absolutely play it without knowing anything about the first Black Cube game, ASA. With the help of the data that you collect on Tytaah, you must attempt to access the 7 regions of this moon. Your main mission: understand what the Kunci is. The whole game relies on observation, discovery and exploration.

CATYPH is an independant and self-funded game, mainly created by one person. It has been envisaged as an experience, an interactive story based on exploration and logical puzzles. This prerendered 3D game is made of static pictures with video transitions.

Gameplay

Point & Click. Visit the regions of Tytaah, take notes on a piece of paper, and solve the puzzles!

Hotspots description:

- blue circles: action/examine
- blue arrows: turn head/view to look around you
- red arrows: walk to next/preview node/view
- blue dots at the bottom of the screen: turn view 180°

Features

- Visit the vast moon of Tytaah (7 regions: desert, snow, alien forest, mercury seas and more)
- Around 15 hours of gameplay
- Over 800 transition videos and 2000 background images
- OST: 18 tracks composed by the artists of KARREO
- Immersive story: try to save Terra with the support of General Lantier, and learn more about the mysterious "god" of Tytaah: Germinal
- Play in HD 1920x800
- Unlock bonuses (minigames and films)
- Developed with Visionaire Studio (Deponia...)
- Choose a difficulty level: Normal/Hard, or also Story/Classic modes
- Benefit of useful icons over the hotspots
- Available for Windows in full English

The soundtrack of CATYPH was composed by KARREO. Several artists joined their forces to create a unique OST (Stélian Derenne, Jeff K-Ray, Antoine Vachon, Pol Desmurs and Cécile Cognet).

Check out the Black Cube site to discover other related projects:

- ASA, Myha
- Catyph Artbook
- Original Soundtracks
- Self-published DVD
- ANTERRAN comic
and maybe more?

Title: Catyph: The Kunci Experiment
Genre: Adventure, Indie
Developer:
Simon Says: Play!
Publisher:
Simon Says: Play!
Franchise:
Black Cube, The Black Cube series
Release Date: 11 May, 2016

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Minimum:

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

Processor: 2Ghz+

Memory: 3 GB RAM

Graphics: Non-Dedicated (shared) video card with at least 512MB Shared VRAM & openGL 2.0 support

Storage: 5 GB available space

Sound Card: openAL compatible sound card

Additional Notes: Some of the puzzles rely on colors and sound. Mouse only.

English,French







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This is such an amazing game, i really really loved it. I barley ever buy games but this one was worth it.. This game is not good, it's a masterpiece! One goal: survive, or better not peril! I'm still trying not to burn, but the fact that you literally cross a whole town without having the time to think because the player is always near the death it's incredible, really an ingenious idea! Compliments to the dev(s)?!

A tip for the people developing the game: maybe (but maybe) it could helpful to add indications on map once you reach a new location (hospital, siren, etc), but probably the idea is NOT to help player find easily locations so maybe it's good like this. Game is censored 0/10

oYOOOO. AIN'T NOBODY IS ON THE SEVER. The game in itself is marvelously done, the one thing that jarrs me is the lack of dialogue in both game and campaign, although they make up for it with actual blocks of text, it shows that they didn't have a big enough budget, which impresses me even more because of the nice polish in the game, I hope they manage to make

enough money off of the sales to warrant an update to get some dialogue, and maybe some better death sequences. But the core of the game is very solid, and they delivered exactly what they promised. I'm very pleased to have this game in my library and hope to see it grow and develop.. Meh.

The puzzles are okay, the plot is shallow, and the character art is dreadful. Miranda is okay, but everyone else looks like stiff mannequins with dead eyes. But the hidden object gameplay, that mostly consists of forcing miranda to clean other peoples messy houses (they leave like mangoes and butter knives everywhere) can be pretty relaxing, since it's mostly your eyes working. I would probably recommend it if they spent some more time making a more interesting story. This one ends suddenly just when you start to get somewhere and its buh-bye.. Pretty decent game to pass away an hour or two. 8/10. Black screen bug

This game is art.

- Amazing story
- Amazing gameplay
- Amazing optimization

Alarm/10 - Recommend.. 0/10 it had a \u2665\u2665\u2665\u2665ing screamer. I wanted to be that one person to give this a good review...but sadly I cannot.

The game has a lot going for. I mean the comic-style horror (not the super jumpscare that we normally go through) gives it a good vibe. The story gets better later on.

However, the controls...oh god the controls. They are just too sensitive. When changing maps, your direction goes back to the same. For example, you're heading down and when the map changes when you heading down, it tries to go back up.

The interface is terrible. For the gamepad, it rotates to different stuff rather than what you want.

And at the end...oh man the end. Just dodging that shark thing. That is worse than the Chantelise and FF8 final boss.

In the end, the story was great. However, with the terrible controls, and the fact there's not another episode coming, it was better off being a visual novel-type game.

Pros:

- Good story.
- Nice atmosphere

Cons:

- Controls are terrible and too sensitive
- Interface could be better
- That goddamn lady
- That goddamn shark

Now if you excuse me, I'm gonna take some pills for my headache.. This is game has potential but sadly it's grammar is horrid. It looks like it was translated from chinese to english using google translate. It's very difficult to get into the mood of the story due to the grammar.. When we are talking about Company of Heroes, this great game, we must mention the mods too! "THE GREAT WAR 1918" a great and courageous action to use a perfect game engine and show what happened on world war 1. What exactly we remember as bloody, harsh, hard and brutal battles on the frontlines and long defensive trench lines. Fighting for days and months and advance only for a few meters, if you had a chance and didn't retake it. This mod provides a large variety of assets from WW1. New commanders and filthy tactics, chemical warfare. If you don't die from bullets shells, you will die by gas. You can create your trenches and place the ladders by your self. Use your tanks to pass above the trenches and break into the enemy lines. Big guns and big explosions, what else you need?. Ok, so this game isn't superfantastic in any way, but it's fun to play and pretty easy to get into.

It's hard to give this game a score, it's a pretty small game, and it's super cheap, so it's worth you money.

I would also say that the frustration level while playing is failry low, so it's a great game if you just want to relax and not have to think too much.

6/10 it's fun, worth your money, it won't suck you in or captivate you for very long, but it's a great game to play if you need a break from other games.. Update: I had to get a fresh install of fantasy grounds for the product to somewhat work (uninstall V reinstall). I can now create a starfinder campaign. This is now an option before it wasn't so there is some major bug. I am finding the Player ships quite buggy as well as I keep getting error dumps from fantasy grounds. I suggest waiting until they fix this product before buying it is defently not worth paying the full price.

At this time the product does not work so dont buy! There is no module added to the PFRPG or ability to create a starfinder campaign!

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