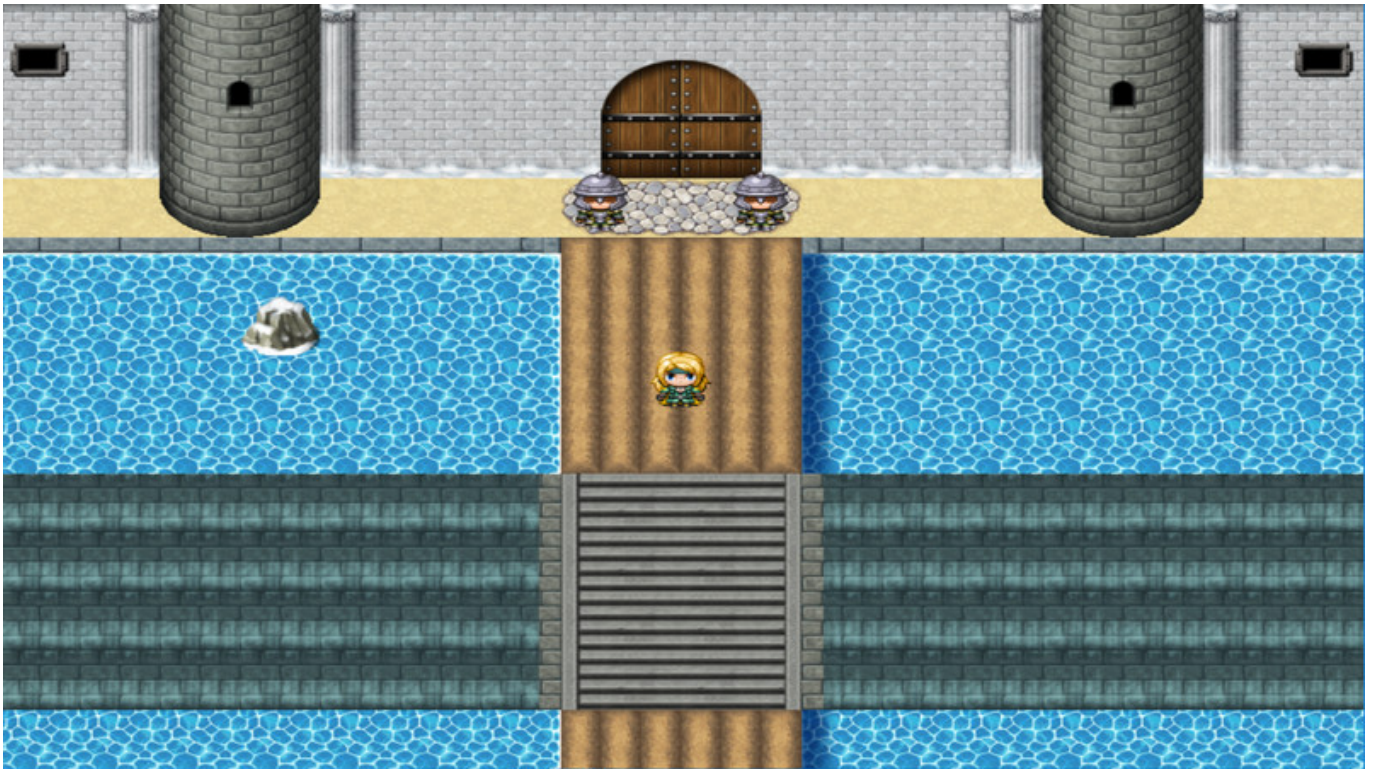

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About This Game

Layers is a puzzle platformer that has a unique twist.

You must complete a level by interacting with the environment and using the objects in both the White and Black Layer. Using your ability to switch objects from one layer to another to complete complex puzzles and get all the playable characters to the exit door. Watch out for traps! If one character dies its game over!

You can also create your own levels and with workshop support you can share them with your friends and the community.

Features

- Fully functioning level editor
- Steam Workshop support to share and play countless levels
- Carefully planned puzzles
- Unique game play and concept

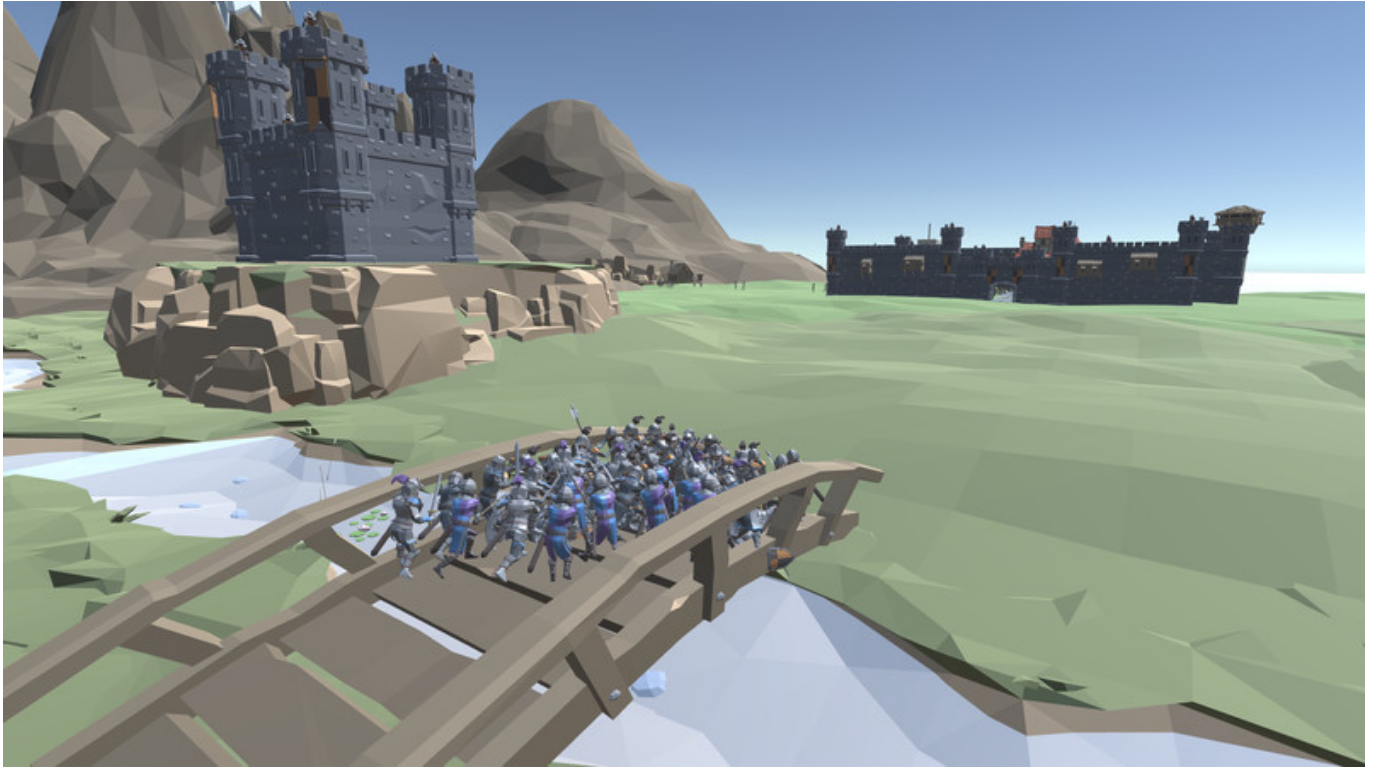
-
- Steam Achievements

Title: Layers
Genre: Casual, Indie
Developer:
Salus Games
Publisher:
Salus Games
Release Date: 13 Nov, 2017

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English







So, total disclosure - I've been working on this review since launch because it's quite a tough game to rate. In short, it's the weirdest blend of incomplete yet perfect that you can imagine. The fighting is razor sharp and, for a 24/7 fighter fan, that's all that matters.

A lot of gamers and reviewers are making the obvious comparisons between 98V2002 Kof and Street Fighter III: Third Strike, but I feel it's more like a combination between KoF's unspoken cousin, Garou:MotW and an early Samurai Shodown title. There is a lean towards big juggles and weapon-enhanced pokes that I haven't felt in a long time and the polar differences between L and H normals and specials means that the art of constructing a decent combo will literally keep you up at night. The character selection is sparse, but mechanically the range features something for everyone, even mix-charge fans like myself. Furthermore, despite the complaints I've seen online, my cheap, fake, Chinese fightpad hooked up automatically, as did my notoriously PC-unfriendly RAP VX-SA fightstick - something that some fancier PC fighters have struggled with.

The hitboxes are tight and tidy, which again separates it from its KoF siblings, and it means that you'll often find yourself trading and, as a result, relearning trade-tactics, even at a low level. Other nice features include KD recovery and the much desired KoF hop options. There's 2 buttons dedicated to the game's Third Strike inspired parry system, which I feel would have been more valuable as a direct rip-off - utilizing the forward & aggressive crouch positions like its origin. As buttons, it just feels a little detached, but it's still an appreciated feature that forces you to bet on your reads.

Infact, with the ranged pokes, the parries and the KD recoveries, its fair to say that they've really captured that old-school "reads" mentality. Every throw, every hop, every meaty is a solid statement that you know the fight better than your opponent - something that's missing or diluted in modern fighters.

Next up, the online is pretty slick. Despite lacking its previously promised GGPO inclusion, I've been getting some pretty great, seamless fights in, with only the occasional "underwater" match occuring. Furthermore, you can view pings, adjust frame delays and mess around with a bunch of other stuff to customize your online experience for the better.

Another good sign of a thoughtful online mode is the ability to dip into practice mode without leaving a lobby, so you can work on those special cancels between bouts.

So, as an exercise in making a perfect fighting game, there you have it - Yatagarasu AoC is about as good as it gets. It takes inspiration from the greats, melds them together and comes out with something that's nostalgic yet new, punishing yet rewarding.

However, that's coming from the perspective of somebody who cut their adult fighting teeth on the alpha series and Third Strike and, as others have mentioned, this game is a bit of a love letter for fighter fans of that era.

Mechanically, it's all there, and that's all that matters to me, but if you put it up against almost any other fighter, the presentation of the entire thing is pretty jarring. From the minute you hit play it feels like you're in some kind of debug mode on an arcade cabinet, with a range of options and essentially dipswitch functions being the first thing you come into contact with.

The menus and in-game navigation is also pretty funky and learning your way around training mode options and the two different, but never explained, arcade modes may leave the casual fighter fans and the capital G gamers yearning for a more polished experience.

Personally, I like it and see it as another shoutout to the kind of player that knows the smell of burning silicone on a CPSII board, but it's not something for everyone.

Likewise, the characters are almost at a Mortal Kombat level of pallette swappy (and a little goofy), but their styles are unique, they match up nicely with their movements and the hitboxes and hurtboxes are all in the right places, so the game exercises as a great fighter, regardless of how creative the character design is.

There are some nice, thoughtful design features in amongst the rough bits like the assist commentary and the Samurai Shodown style hype-factory of an announcer, that will keep putting a smile on your face throughout with their comedy one liners and old

school Akihabaran hatred towards throw tactics.

Jumping straight into this game, guns blazing, it took no time at all to find a few links and combos with some bite, with the standard KoF build of jump in heavy, crouchy-standy mix-up into a special/overhead. Specials can often beautifully cancel into other specials, but there's no meterburn or drive cancel cost to do it, which will undoubtedly lead to some awesome acrobatics when Yatagarasu picks up competitively.

My verdict here, despite its presentation, is that Yatagarasu is a top tier fighter. If you're begging for a new era of Third Strike and the like, this could be it. It keeps that old techy stuff alive, it's a future classic, it's both beauty and the beast. Just make sure to look for the diamond beyond all that mud.. You get what you paid for, 4K achievements at minimum price. If you're an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don't waste your money. This is not a game, it's just a way of distributing achievements.. **TL;DR:** A fun little game with an interesting concept, but unfortunately too short for its asking price. **I'd vote neutral, neither thumbs up nor thumbs down!**

Overall, I've finished the game blind in a bit under 2 hours (1.8 hours according to Steam). And I'd lie if I'd say I didn't think about refunding it. But then again it's a small indie game and feels polished enough with a unique concept, and I'd basically abuse the system, so... there you go. 12€ is clearly a bit steep asking here, mostly because there's pretty much no replay value and unfortunately there are only two or three stages (amongst many others) that offer some minor "puzzle" mechanic.

Overall, most levels follow the same structure: Let everything drop into the hole, if something doesn't fit, find something bigger. Later on there's a new extra mechanic, allowing you to blow certain objects back out of the hole, but that describes like 90% of the game.

What's definitely missing for me would be some kind of Steam Workshop. That could be very neat and entertaining. Plus it would add significant replay value, because right now there's none (except for doing achievements). How about allowing players to build stages, then challenge others to beat the highscore time until everything is sucked in? Getting something like this to work might be a bit tricky, but it would also be something unique as a physics puzzler.

If you're unsure, definitely wait for a sale. Got it at a bit over 9€ and... yeah, as I've said, it's okay, it's fun and entertaining, but it's short and only really great the first time you play.. You know that guy, that guy you hate, who always contradicts himself to make himself look like "the good guy"?

Zebruh is that guy. If you want to get some catharsis out of hating a fictional character, he's just the smarmy jerk to give you that feeling.

Now, without spoiling the mystery of our hooded friend, their story is really good as well. Writing on par with Skylla.

Idk who's been in charge of Friendsim lately but they're doing a bang-up job. Volume five is easily the best installment of the game so far.. My Granddaughter loved it!. Changed my view on books, and the usefulness thereof, completely.

I love point & click adventures and I don't mind a mediocre one now and again, but this ...

+ decent voice acting (even if the accents seem overdone at times)

- both characters are utterly unlikable and without depth. If you're going to have two characters, why make them both egoistical a**holes?

- PC/NPC actions and interactions not at all believable.

- slooow story. Maybe it picks up later, but 5 hours in it's just plain boring

- puzzles, what there is of them, don't make sense at all. The game is utterly linear, you can't even pick up items until you've progressed to exactly the right point. Good puzzles seem logical after the fact, if not before, here it's just one WTF moment after the other. Also, having solved them, you should feel some sense of achievement, but in this game the tasks are just too mundane for that.

I'm not at all sure if I'll be able to bring myself to finish this ... stay away.. its a fun endless runner. its really great but dear god make the third boss not so hard...its really too much it alsmots makes me not want to play after 2 hours of hitting the same boss and dying 446 times. I love all the Delicious and Fabulous games. This one is no exception. Very cute story, appearances by our beloved Delicious characters and a cute soundtrack.

It's an addictive and fun time management game brought to you by GameHouse who never fails to put out great games that are just fun to play or when you need a break from your more strategic, graphic intense games.. 10 bunnies/10. The developers have stopped support/development a long time ago. Stormy development history. Active servers reduced to one. Developers moved on. Price reduced to sell. Active population is nothing. Regardless of how pretty the game looks I would advise against purchasing it as its future is very uncertain and your investment is most likely going to be poor value. Game may have had potential at one time but with developers walking away, the game will never see that potential.

I originally (positive) supported the developers on 'The (original) Repopulation' and 'Fragmented' but for various reasons it has ended up a failed project that the developers have walked away from and left the customers hanging. What is the real blame is anyone's guess as it is hard to work out fact from fiction. But Fragmented is effectively dead now.. Game looks great and seems to play great. Had a small problem when setting my resolution higher, had to quit game and come back in.

Overall the net hacking is pretty amazing. Feels like you are doing Shadowrun decking in first person. The tutorials are only pages to read, so that isn't as good as the game teaching how to play. Game doesn't look like it will be that easy either.

Hacking comes down to running across the grids, trying to find the proper nodes to access and defeating ICE in multiple ways without getting knocked out yourself. So far no flaws in game besides the beginning part I talked about.

Would recommend to fans of Hacking games, Shadowrun, the simple roguelike Decker, and especially the Old Genesis Shadowrun.. It was OK. The difficulty was inconsistent and the only really challenging level was the very last one, which still only took me about 10 tries. Seems to me like the developers were kinda lazy about that part but otherwise it was worth the 25 cents I paid.. Been playing it today and have absolutely loved it. It is great to play the Soviet Side. All I want now is a full co-op multiplayer campaign where you can do 1 vs 1 from start to end, taking your units with you. It would be epic.

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