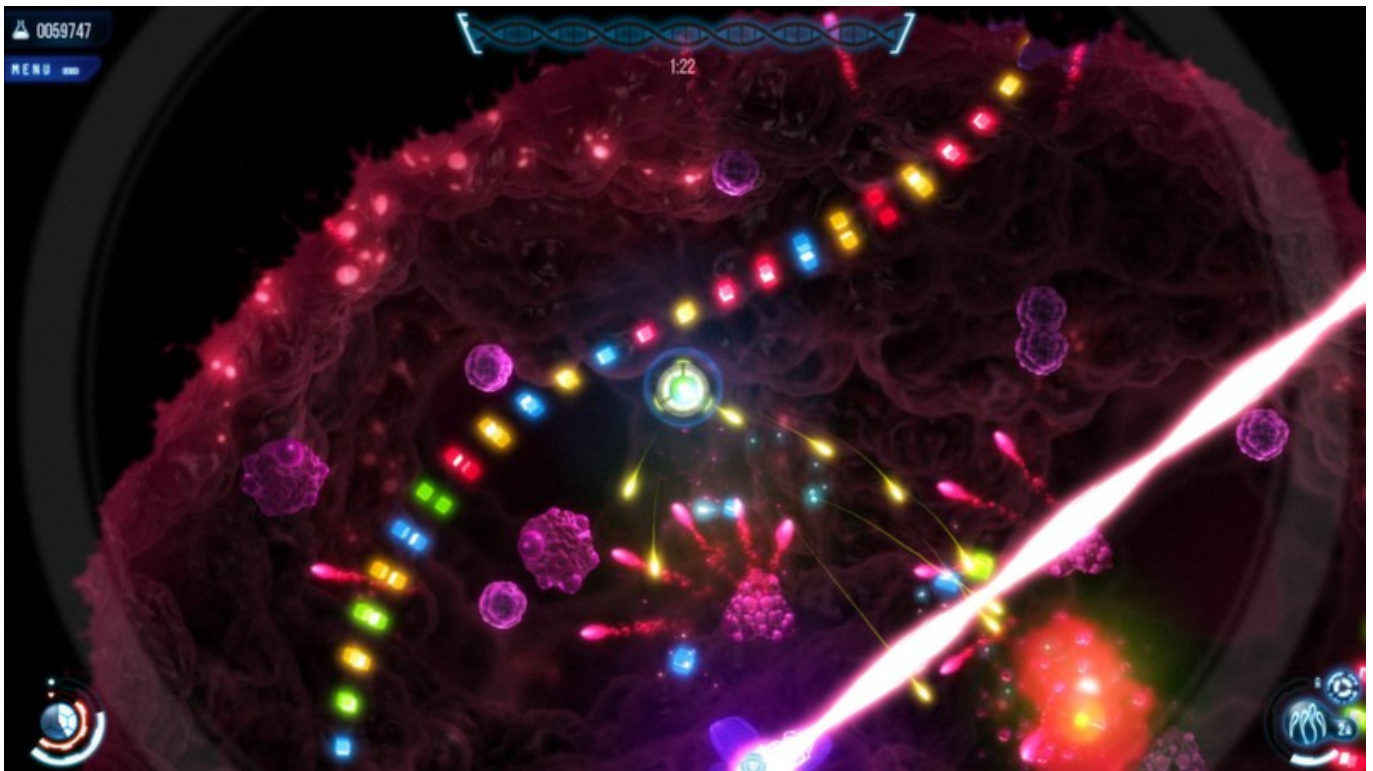

Transcripted Xforce



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About This Game

Transcripted is a mixture of two incredibly addictive and vastly popular casual gaming styles: the dual-stick shooter and the match three puzzle game. In Transcripted players take control of the Nano Probe, a microscopic apparatus used to combat disease. With the aid of a skill tree that improves ship equipment, health, shields and the Nano Probe's arsenal of upgradeable weapons, players must successfully navigate through hordes of deadly pathogens to destroy the disease's pseudo-DNA as it twines perilously on its endless path to infection. Along the way players must defeat gigantic boss colonies the pathogen has evolved with the sole purpose of stopping the Nano Probe from completing its mission. Difficulty levels of both puzzle and shooting segments can be adjusted independently to suit every play style, making Transcripted an amazingly replayable experience.

Key Features:

- Twin stick shooter meets “match three” puzzles for addictive, tactical and fast-paced action
- Many weapon and ship upgrades allow players almost limitless customization options for their Nano Probe
- Beautifully rendered microscopic environments with animated backgrounds showing various areas of the body as the infection spreads
- Difficulty levels of both puzzle and shooting aspects of the game can be adjusted independently
- 25 core campaign missions, and 5 Challenge levels for scoring competition

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- Players are rewarded for skill shots and huge combos with experience points that can then be used to purchase weapon and ship upgrades
 - Memorable, ambient score

Title: Transcribed
Genre: Action, Casual, Indie
Developer:
Alkemi
Publisher:
Alkemi

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Minimum:

OS:Windows Vista - 64bits

Processor:1.2 GHz Dual-Core or higher

Memory:2 GB RAM

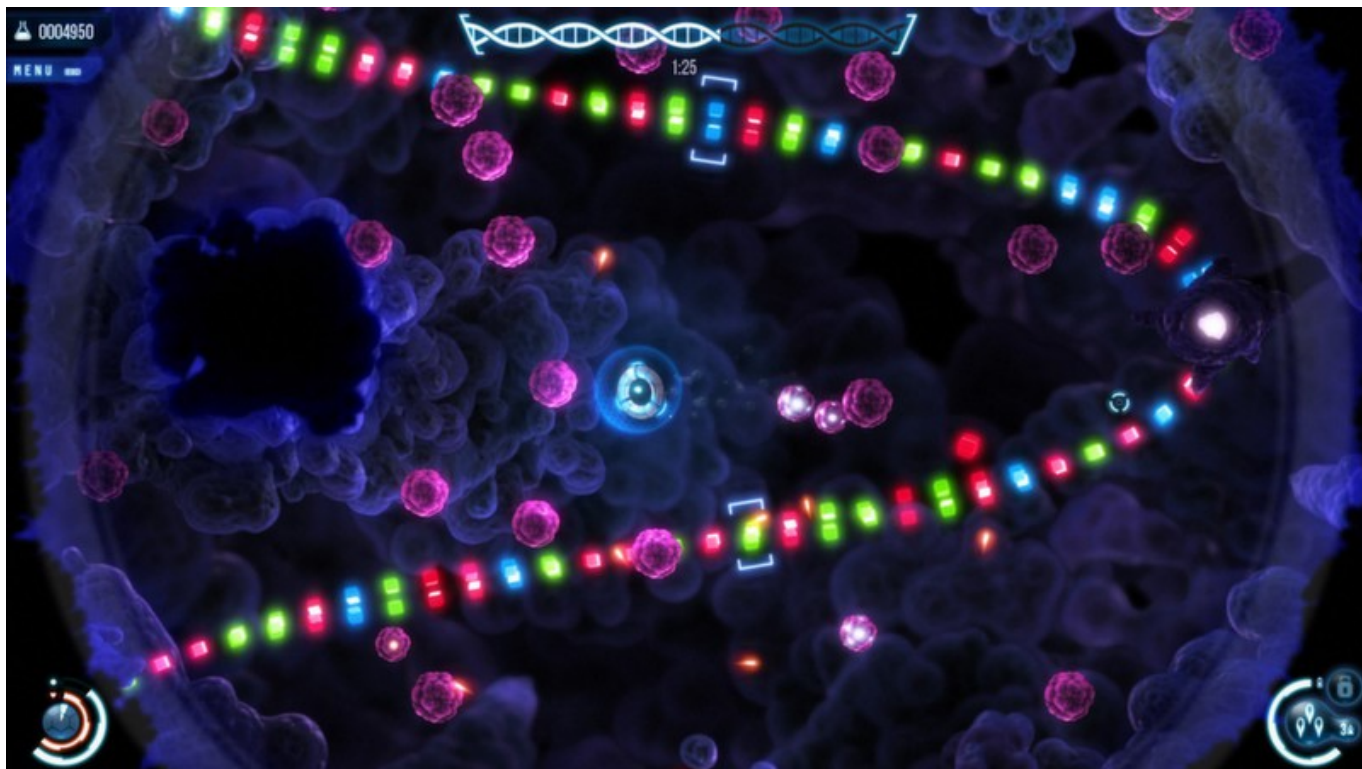
Graphics:128MB graphics card with shader model 2.0

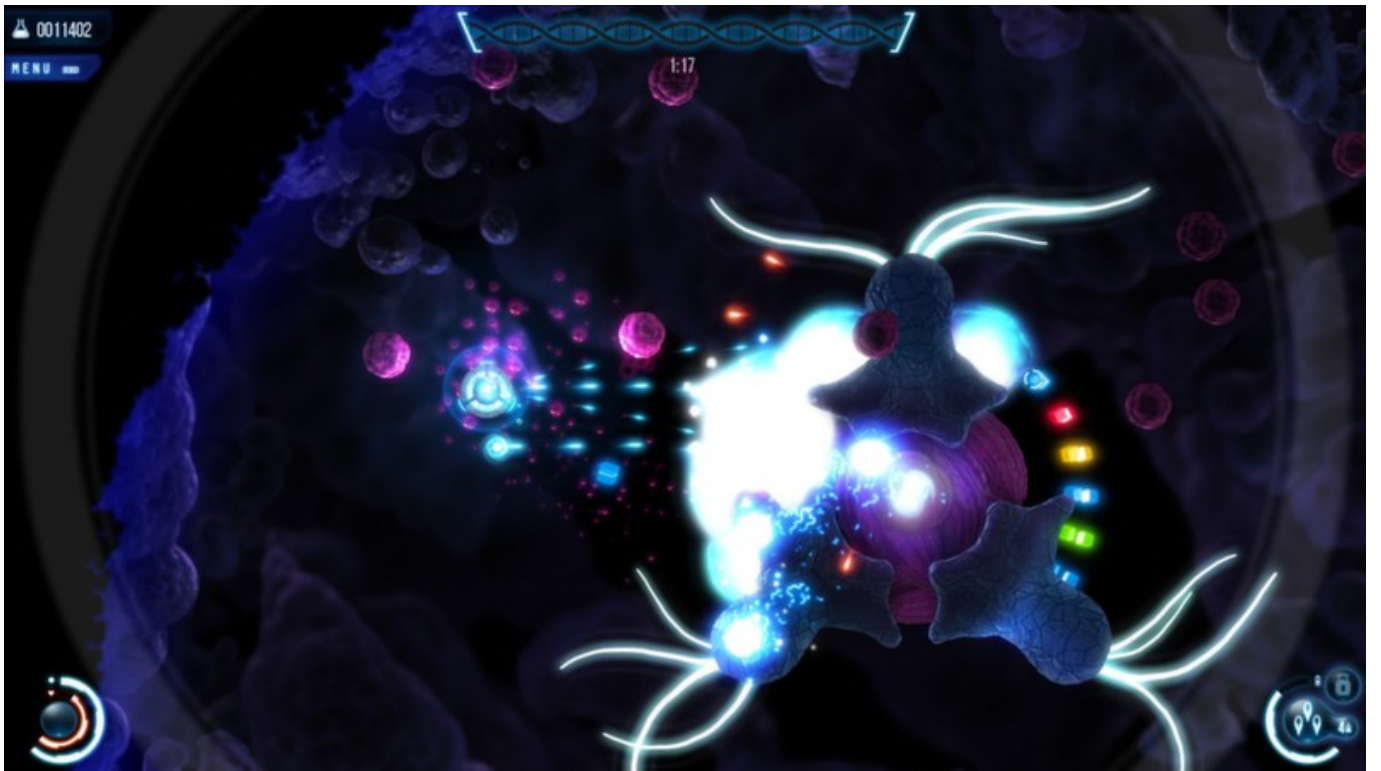
DirectX®:9.0c

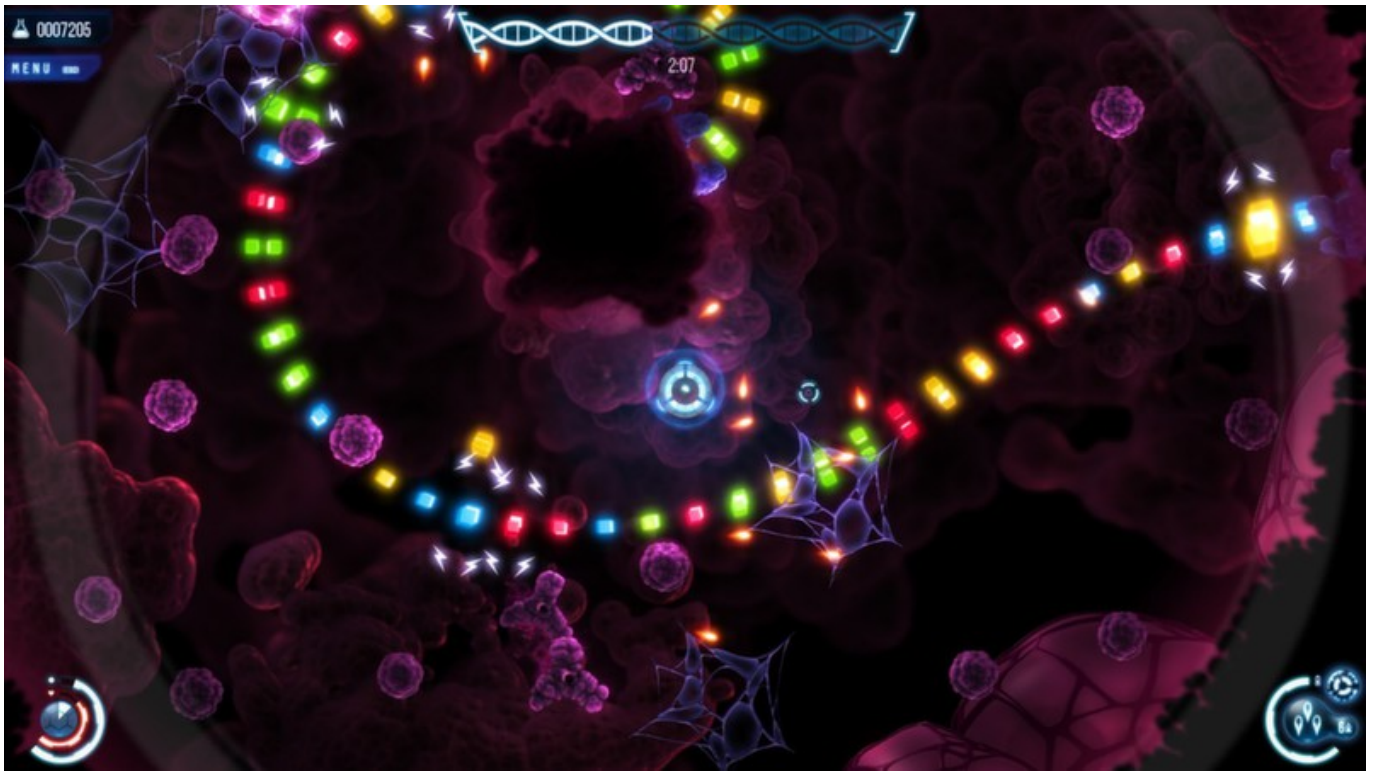
Hard Drive:1.5 GB HD space

Sound:DirectX® 9.0c compatible sound card

English,German,French,Italian,Czech,Polish,Russian







I got it on one of the daily deals, but its totally worth full price. It only took me about 5 hours to beat, but I've only unlocked 6/35 achievements and my scores on some of the levels leave a lot to be desired. The difficulty curve is pretty good, and the later levels demand your full attention. You may die, but it's usually your own fault for not keeping track of the shenanigans on screen. A great experience and I'll be playing for a while to improve my scores and get those delicious, delicious achievements.. Nice game, shame about the difficulty curve.. Transcribed was taken off Steam for three years as a result of Alkemi terminating their publishing agreement with their scummy publisher and engaging in a prolonged legal battle over the rights (and the profits) to the game. I played and quite enjoyed this game before it got taken down, and now that it's back on Steam, I feel somewhat obliged to put in a good word for it after all these guys have been through.

This is a genre mashup between twin-stick bullet hell and "Zuma"-style match-3, and it actually works. I love it when a mashup actually works like this. Add in some creepy organic visuals (think of Metroid Prime's title screen), a surprisingly great soundtrack, and surprisingly good voice acting, and you've got one solid, decent game here.

You play as a microscopic probe performing tests on plasma samples that are swarming with alien cells. The cells will attack you like an immune system. Shooting at them will sometimes yield colored blocks, which you can pick up and fire into the level's unusually colorful DNA chain. Score enough clears on the DNA chain, and you win the level. Take too long, and you'll likely get swarmed by alien organisms and die. Interestingly, when holding a cube, the alien cells believe you are one of them, and you will become temporarily invulnerable as you are given a few seconds' reprieve from the bullet hell madness to aim your shot.

The game features a ridiculously deep upgrade system. Using EXP you earn, you can upgrade a few dozen aspects of your probe, like shot power, speed while holding a cube, speed at which you shoot cubes, health and energy capacity, energy recharge rate, extra weapons \u2013 all kinds of stuff. And the real cool part is that you can go back to previous levels anytime you want to complete level objectives you might have missed, which can give very high EXP bonuses. And if going back to unlock more upgrades isn't enough to relieve the difficulty, the game is also thoughtful enough to feature two separate difficulty toggles, one for the match-3 aspect and one for the shooter aspect.

If I had to take off points for anything, it would have to be for the way some stylistic aspects of this game don't seem to add up. The idea is that the game is taking place underneath a microscope, so it makes some sense that the gameplay would feel surreal; movement feels a bit strange and things like explosion sound effects are believably muffled by the plasma. However, this doesn't excuse the lack of good tactile feedback when taking damage \u2013 you only get a barely-audible sound effect when colliding with an enemy, which you might not even notice as your health drains away. And despite the fact that enemy deaths and taking damage are sorely missing proper SFX, the game sees fit to throw in some silly sounds that nearly break suspension of disbelief, such as a \u201cpew pew pew\u201d when some cells fire at you, a \u201cbeep\u201d sound when hitting switches, or the sound of shattering glass when you clear matches in the DNA chain.

Overall, I give the game a 7.5 / 10 for great visuals, great music, suitable difficulty options, and for a successful presentation of a novel idea. I also found it a great game for achievement hunting, providing a nice spaced-out variety of challenging objectives, some of which might make you rage for a dozen tries or so, but are very doable with skill and practice. I wouldn't call it one of my favorite games, but it definitely deserves to be back on Steam, and I'm very happy that Alkemi might finally get to see some long-overdue appreciation for their work.. Well, I'm just publishing it just to add my recommendation. For now I can say that's a great game and well done.

I'll update this at some point with a more detailed and better worded recommendation. Give it a try.. A fantastic mix of Zuma-style match 3 and twin-stick shooter action with an interesting story to boot! Some of the levels are quite challenging, but there are plenty of power-ups and upgrades to unlock that'll help you along the way. Highly recommended!. I played and beat this on hard/hard ages ago, and I liked it a lot, especially being a PopCap Games and twin-stick fan. I got it during the '12 winter sale by chance.

I'll make a detailed review later after playing it again, but I will say I beat it on hard/hard the first time, and it was a barrel of fun, although really frustrating at times. It works great whether you want a challenge or just to spend time. The "Zuma" portion of the game is a no-brainer, but the shmup part was done really well, it's just that the later enemies can be a real pain because of their abilities.

Overall I think I would give it an 8/10.

Hopefully they gave it more polish with all these updates for it I've been getting.. This game was a very pleasant surprise, it combines perfectly the mechanics from color matching game like Zuma with a bullet hell game. From a technical standpoint the game has very polished graphics and from a gameplay standpoint the game remains interesting as you progress by introducing new elements such as new enemies, new rules, boss battles and also there is a neat upgrade system.

You should download the demo and give it a go.. Transcrypted - an amazing symbiosis Zuma and Scrolling Shooter. Destroy one another virus-infected cells (sphere) and sort by color glowing blocks. Amazing primarily because the image. Screenshots did not pass effect, but believe me, the game looks fantastic: a riot of colors, glowing "jellyfish" (infected tissue), gently fluttering in weightlessness, power beams, the magic chamber music, slowly gaining momentum. The perfect blend!. This game is like if Bejeweled and Geomotry wars raised this prodigy child. On its eighteenth birthday it was brutally and impregnated by a schizoid who couldnt decide if he was a Civ5 technology tree or the magic school bus journeying through the human body at a cellular level. This bastard child conceived through legitamatish was known as Transcrypted, and he was grand and received 9.5 out of 10 review score.

Match 3 + Geometry Wars + creepy, yet calming music + great visuals = strangely addicting.. Recieved this game in a humble bundle many years ago. The concept was so intriguing and the soundtrack compeling, I played it through non-stop until the end(approx 12 hours). Then given the potential continuation of the story, went searching for the developer to see what was next and learned about the criminal antics of their publisher Topware and at the time it sadly appeared that the developer would shortly be out of buisness. I have boycotted that publisher since, and am now happily suprised to be able to buy another copy on Steam from the people who actually deserve my money. Put up an OST for this game and I'll buy that too.. Not much to this game. there are abotu a dozen levels played in various ways to make up 16 levels. its fun, simple and challenging at the same time. its refreshing. Built with UNITY, the engine of indies. this is a very nice game, I just wish there were about twice as many levels.

7.0V10. Very pleasantly surprised by this. Why is it that games from 3-person teams so often surpass blockbuster releases when it comes to writing and voice acting?. I beat this game years back only to recently find out it had been removed altogether from steam. For any of you that haven't gotten the chance yet, treat yourself and buy this game!. yes, what can i say, it ticks all the arcade boxes that i like

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