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BEATris Free Download [License]



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## About This Game

### **BEATris : Rhythm! Puzzle! Action!**

Survive the block-hell situation until the end of the music. Control the blocks falling with the beats and fill the lines to destroy them. Enjoy the music while the level shifts with the rhythm.

BEATris presents a new wave in rhythm game genre. Inspired by the classic puzzle game Tetris, the game gives you a strategic gameplay with the rhythmical flow from the music.

## Features

- Various EDM Soundtracks to enjoy
- Unique levels that are brutally fun
- Make creative levels with your favorite music on Level Editor
- Share your levels on Steam Workshop
- With Steam Cloud integration, create your level anywhere everywhere

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- *Much more to come...*

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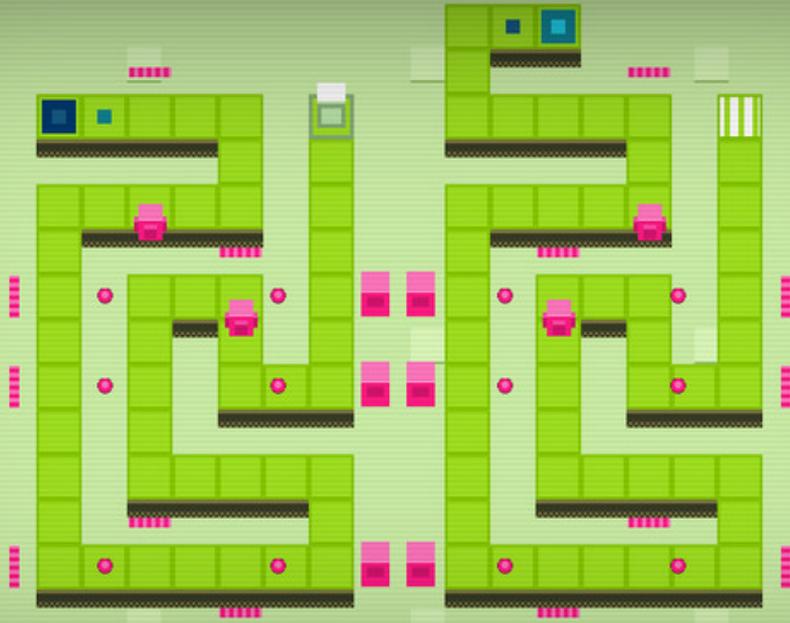
Title: BEATris  
Genre: Action, Casual, Indie, Early Access  
Developer:  
Rhythmical Badass  
Publisher:  
Rhythmical Badass  
Release Date: 30 Nov, 2017

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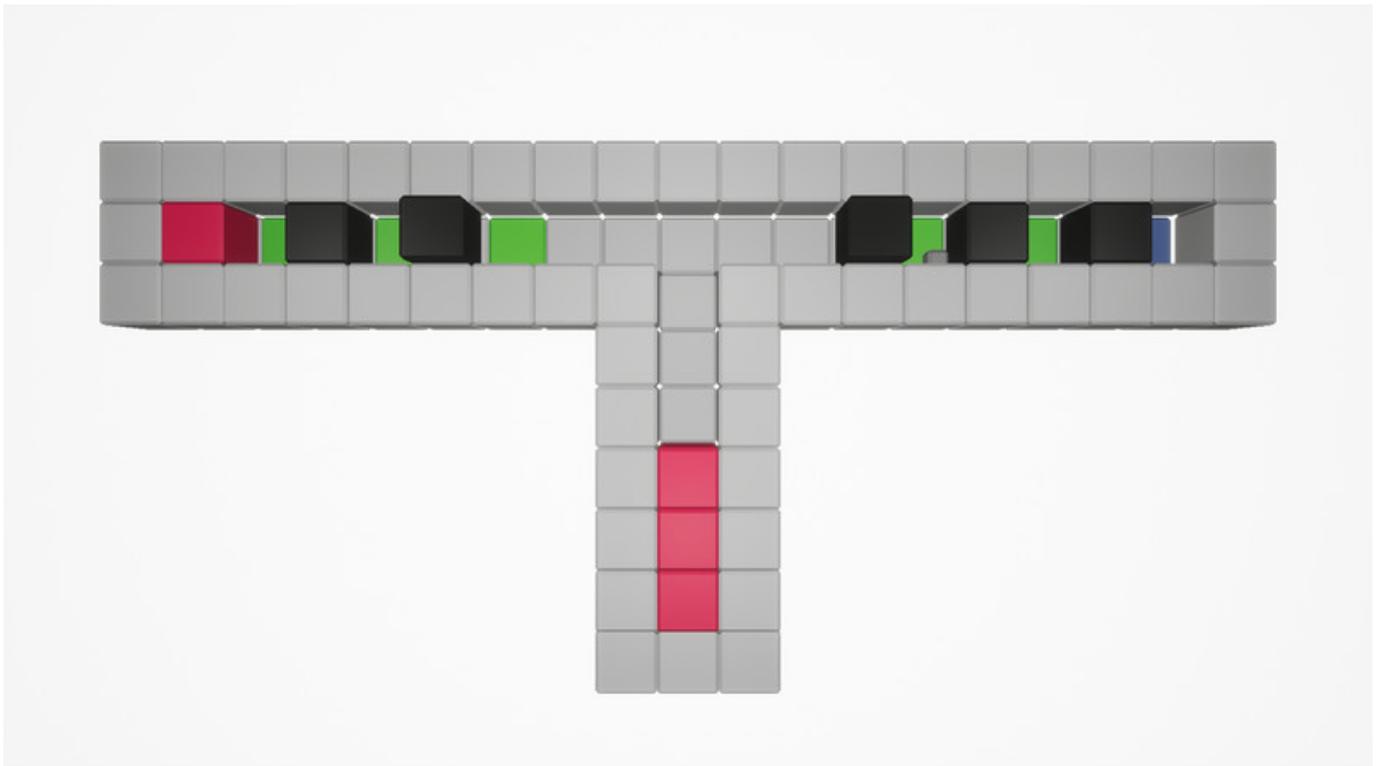
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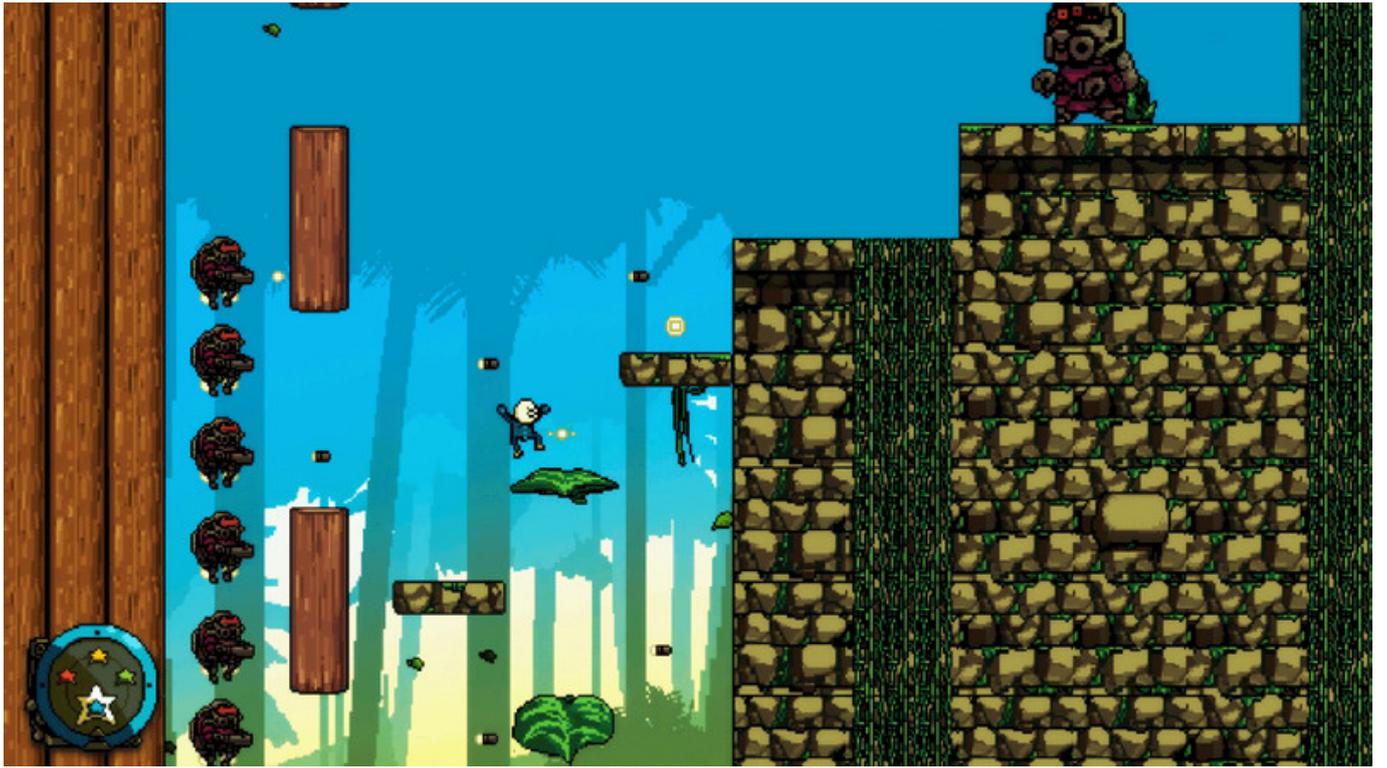
DEATHCOUNT 0

LEVEL\_03



KEY M: RETURN TO MENU





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Ask not what you can do for Hardcore Deathrace Team Deathmatch Gaming in this TCM for Half-Life 2!. Easily dismissed as a 2D-Portal copycat (funfact: it sorta is, but bear with me), and though lacking in many aspects, it might still be sort of a fun game.

Yes, it has the same mechanics as Portal, and yes, it is 2D, but it is not only that. You have the space-wrapping portal, but also the

- rotation portal which changes the direction of the gravity
- shrinking/growing portal
- time-wrapping portal

The combination these different portals give raise to a myriad of possibilities for endless headache. Whenever you face a new puzzle, however, you might still be unable to solve it: you might need to revisit that puzzle in the future. For this reason, the game gives you the choice of spending some "power orbs" in order to reveal if you can solve a specific puzzle or not.

Which then brings the cons of the game. The map is huge and let me tell you, not fun to navigate at all. Curisouly enough, the game is rather short: I have the feeling that if the puzzles would be presented linearly in their solveable sequence, this game would have been *even shorter*. Also I felt like there could be more puzzles combining the portals, and the ending felt "lazy". Also, this game *screams* for a little bit of a story in a comic/sarcastic tone, but there is *\*nothing\**, be warned.

The puzzles are solid, enjoyable and not overly frustrating but also nothing ingenious. Achievements are fine, except for "That's the way to do it" which cannot be obtained in Linux. If you don't support the achievement in a *supported platform*, please, remove the achievement, that didn't even need to be said. Otherwise the game gave me no headache in Linux.

So as a puzzle game, this is a good (short) game. It could have been more, but that's all that it is. It might be enough.. This game is worth picking up. Is it going to take a long time to play? No. Is it going to be enjoyable? Yes. It is very pretty and the music is incredible (though not as good as halo, sorry to say it but halo music is like gods voice in your ear.). Its great for shmup fans and a nice game to play for a little when your bored or something. While everyone is debating in teamspeak about what to play, just pop on this little gem and play.. Same review as for Simon the Sorcerer 1 (25th anniversary edition):

This is far from a remake.

It's just a filter applied by the ScummVM that you could also do yourself with the old game.

The new menu is just cosmetic and did not even fully replace the old save mechanism (with the postcard).

Also it is almost not playable since the mouse cursor is constantly jumping to random places when you move the mouse.

I was really looking forward to a remake of this game but I'm deeply disappointed.. This game accurately represents the world.

No the Maw doesn't symbolize anything you fools, we're gonna get eaten by aliens duh.

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Love the music. Simple to explain, quick matches, and very fun with friends.. One of the few MCF Game that has actors playing their role instead of animation for the cut scene, which I think is really good. Amongst all MCF Games I played, I think this was the most challenging yet.

Kinda got annoying in the end with the final puzzle, instead of feeling pressured to finish it, it got quite annoying that you may just want to finish that part muted.

Other than that, great game. And still waiting for the complete series to be available here on Steam.. The World's #1 Animal-based Food Simulator.. A really well designed puzzle game that takes the concept of the portal gun (from Portal games) one step further.

It's in a form of a 2D platformer rather than a 3D game, which has its charm too, as the developers have put plenty of effort in making the portals, or "gateways" as they're called here, have the same physical properties we know from Portal games, which includes being able to see the other side of the gateway before going in, extending your view as if the place behind the gateway was a continuation of the area. I find the way they did it ingenious, as I had already wondered before if it would be possible to make such an effect in a 2D game and make it look good. I'm glad to see somebody did it right!

But I mentioned this game goes one step further. Well, in addition to the basic Gateway Gun, you also get to use 3 different ones that create gateways that make you change size, travel through time and shift gravity. All these together give a lot of interesting possibilities creating a really smart, but fair puzzle game. I didn't find any of the puzzles really frustrating. They were sometimes tricky, but all could be solved with some logical planning after understanding how each Gateway Gun worked. The time travel one was the most confusing to me at first, but it was in fact all very logical after I got used to it.

If you enjoy this sort of puzzles, check it out. Check the Steam Workshop as well. The developer published their own custom level there called "Back To The Lab", which contains a nice new set of puzzles, adding even more content to the game. It's like a free DLC!. It's hard not to recommend this game though obviously it was done in a hurry in the end. Backgrounds are beautiful and atmospheric. Puzzles are ok, playing as detective is especially good. I liked how they did this investigation thing. Apart of very abrupt ending it is very nice game. Looks like mix of Black Mirror and Still Life. I have to say, I am terribly disappointed in this purchase. For starters, the volume is extremely quiet. Not sure what is going on with that, considering that I had both my system volume and the player volume maxed and I could still barely hear it. Secondly, the voice actors are a bland disappointment. However, my biggest and most important complaint is how severely chopped down this version is. I got 19 minutes in, and I was already at the end of what was supposed to be episode 4. Bearing in mind that these episodes (minus intro and outro) are supposed to be roughly 20 minutes each. If you are interested in this product, don't buy it. You won't be getting the full product. More like roughly a 3rd of the product in fact.

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