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## About This Game

Clutch is a fast-paced arcade racing game which will challenge the resilience of anyone's nerves. You play as a person who has survived a catastrophe of the Large Hadron Collider (LHC), while everyone else in the city has been transformed into a bloodthirsty zombie. You return to the abandoned city, looking for a way to change the zombies back into humans. The only way to survive is to move on fast armored vehicles. The player will complete different missions: racing, rescue and more to finally learn the truth.

Key features:

- A multitude of drivable vehicles and upgrades
- Many ways to destroy zombies
- The LHC campus is a complete city open for exploration, sandbox style

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- 8 game modes of racing and combat
  - Advanced collision and damage physics
  - Diversity of artifacts that affect the player and rivals

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Title: Clutch  
Genre: Action, Racing  
Developer:  
Targem Games  
Publisher:  
Game Factory Interactive  
Release Date: 2 Jun, 2009

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English









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I enjoyed the game I have a few gripes about the controls but other than that I have no other complaints was certainly worth the full price to me.. . . . . Hardcore Trucker!. The sales pitch is so much better than the actual game.. This is NOT a farming game. It is, in fact, a factory game, the use of farm products as widgets notwithstanding.

If that's fine with you, then great. Personally I want a FARMING game - without the "social" junk imposed by Farmville.

There is no continuity in this game whatsoever. You are not building a farm, you are not planting crops, you are not able to choose for yourself which farm buildings you want or where they will be placed.

It's a series of hoops you have to jump through with a set goal, imposed by the game, and totally linear. The only thing that is valued is how fast you can do things. They place the buildings at random so at each new "level", none of which last more than a few minutes, you are starting over with some random initial conditions. Within each level, the initial settings will be the same, but from one level to the next, you are starting with different buildings placed in varying and seemingly random locations, and with a variable number of farm animals and varying amounts of startup cash.

You are never building on what's gone before. Doesn't matter if you bought a sausage factory in the last 28 levels, you'll have to buy it again the next level.

There is zero replay value. Once you've hit the end, you've hit the end - and each new "challenge" is the same as the last. Do things FAST and count on starting from scratch at the next level.

I wish somebody out there would make an actual farming game that does not rely on - or even PERMIT - access to social media.

If you're looking for an actual farming game, this is NOT it.

Also there are a ton of small but very annoying bugs in the game. Firstly, in order to get it to run at all, I had to go and disable Tablet PC Input Service, even though it was set for Manual only startup. I have no idea why; I have never started that service ever, as I would have to specifically do when a service is set for Manual. But nothing would satisfy the stupid game except that it be actually disabled. That's just bad programming on the game developer's part.

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Then, everytime it starts up, it is screwing up the configuration check and tells me that my PC "does not meet the minimum requirement" - when in fact it exceeds them. I can run Dragon Age and The Elder Scrolls Oblivion on here - heck, I can run all of the Witcher series on this but The Witcher 3, which is the most advanced game I own and needs way more graphics power than I have on this system. But apparently not Farm Frenzy 4, even though this machine exceeds the listed system requirements.

Then, it will lock up once in a while for no apparent reason. If you have too many animals, you have to watch how much grass you put out - because if you put down too much grass, the pigs will go to sleep as if there were no grass at all out. The music on startup will sound like a stuck record, playing the same 2 or 3 notes over and over and over again while its loading the startup screen.

And the English translations are among the worst I've ever been forced to deal with. You would think they could find one person in Japan or wherever this game comes from who can actually speak English to do their translations, or at least check the translations. It's not QUITE of "all your base are belong to us" quality, but its close.

If you would be happy with a game called "Factory Frenzy" then this game may be for you.

But if you want an actual farming game, this isn't it.. The game is dead and no longer supported by the developers, however it is a fun game overall and I absolutely loved playing it back when there were active players.

I wouldn't recommend buying unfortunately due to the lack of active players :(



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This game surprised me -- and in a good way.

I actually found the story to be a bit intriguing, although like most HO games you had to remove any sense of realism. The music could have been better because it felt like it was made of 10 second sound bytes that were repeated ad nauseum. A few of the puzzles were a bit frustrating, but I managed to pull through them anyway. The only collectibles were roses, which wasn't all that bad; and - oh thank heaven! - NONE of them had to do with that idiotic "items that change if you wait long enough" bullsh\*t. The HO puzzles were challenging but everything is right in front of you, unlike some HO games that put the items so close to the edge of the screen that you have a lot of trouble identifying them. All in all, this was a decent, frustration-free (or minimal frustration) experience.

The part that I found VERY surprising is that the voice acting was actually (wait for it) ... REALLY GOOD! And I don't mean that as in "relative to the crappy acting of other HO games". The voice actors for this game really knew how to read into their lines!

It does have one achievement near the very end that you'll miss if you don't carefully look at the achievement list. It's kind of a di\*k move on the part of the developers, too, because once you miss it, you're done. And because it's near the very end, don't be surprised if you decide "not going to play through again" just to get that one achievement if you miss it.

So, here is an HO game that only lasts about 2-3 hours, mostly frustration-free puzzles, a decent story, and - shockingly - really good voice acting. Is this the best HO game ever made? Nope. But if you like HO games this one is definitely worthy of your time.. I have not played long,, as you can plainly see so I won't pretend I know all the nuances the game has to offer or it's differences to other games like it. I have played enough to know that it is in the same vein as 11Bit's "Spacecom" and "Planets Under Attack", which is no bad thing. Perhaps it might be more forgiving than those titles became in the latter stagesw, but I feel it probably won't and will provide the stiff challenge those games offered at later levels.

Where it differs from "Spacecom" and is more like "Planets Under Attack" is the Upgrade system, but instead of taking over planets to finally eliminate the rival home planet it is warships and enemy bases you are attacking. Movement is simple, as with the other titles and all by mouse, but the strategy is there - don't be misled by it's simplistic gameplay.

At USD \$10 it is priced a litte high for my liking for what there is at present, but if the Dev were to add Trading Cards and Achievements (the former are essential today) the n yes it's a good preice for a different take on the attackVdefendVconquer casual strategy title of the aforementioned titles.

Buy it now on discount and delve into the stratgey as I will, which as I have said will no doubt get more challenging as the game progresses.

I'd like to see Carriers and Destroyers added toi the classes of ship but I guess I'm asking for more than the game currently offers i gameplay terms.

8V10. It makes an already great game even better, the name speaks for itself. you do have to register an email but no verification, otherwise FUN times, it's not just like bomberman, but there's more to it + it's ONLINE. Just like the original, just with alien skins and a few more maps.. This a bit like Left 4 Dead and Killing Floor in a top-down view.

Sadly one of the most overlooked gems I have seen yet, so tell your friends!

Different gamemodes and maps, different kinds of enemies.

Story mode (L4D like), Wave mode (KF like) and PVP modes with and without zombies!

Though it is less gritty than L4D or KF and it is top-down, it gives the right sense of arcadey gameplay and giggles.

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Weapons range from Melee, pistols, smgs, shotguns and rifles to flamethrowers, rocket launchers and lasers, even grenades and healing items!

The loot is good and you can get unbreakable items so you won't have to worry about the durability.

you can upgrade weapons, color most of the hatsVheads and even the lightsaber thingy! Awesome customization.

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The game is freely moddable with Workshop support,

I am making a mod and a map for the game already! I enjoy this game loads.

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If you need more content, I got the "Extra Content 292" mod in the workshop, should give you a few more hours of fun.

-Too few people play this gem, please join the fun! I bet it's worth those 5 Euros in your piggybank, when it's on sale. ;3

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EDIT: I have now switched my review to being Negative as all development on this title seems to have stopped and the game is unfinished AND my mod has been blacklisted without notice. This is regressive and unintuitive and I am disappointed.. Single-player MMORPG is the work of the devil.

This is just my opinion and all but in many cases the MMO aspect is the sole-redeeming quality of these RPGs. When you're bogged down in worthless quests grinding for animal skins so you can afford a purple bowtie instead of settling for a green one, at least you should have a few people to shoot the \*\*\*\* with. With Numen however you're all by your miserable lonesome.

There are zero compelling aspects to Numen. The story is pap, the combat is awful, there's no sense of exploration or even a shred of creative design. It's like a series of templates messily slapped together. How much did I pay for this game? Probably less than a dollar. Was it worth it? Well I lost 1.3 hours of my life....no it's not worth it at all.. An amazing game!!!

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